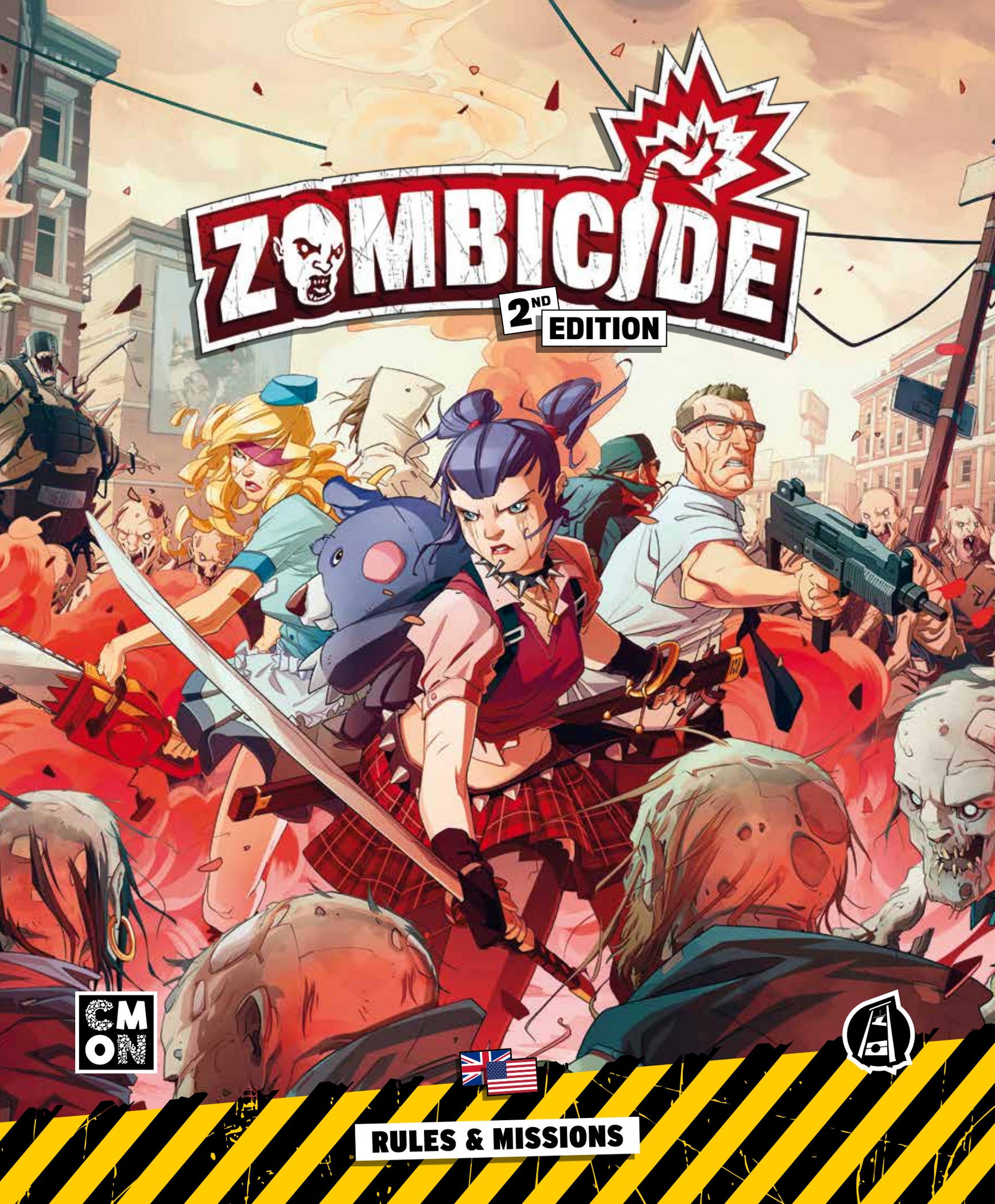

ZOMBICIDE
2ND EDITION
CMON
RULES & MISSIONS

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#01 GAME COMPONENTS



9 DOUBLE-SIDED TILES



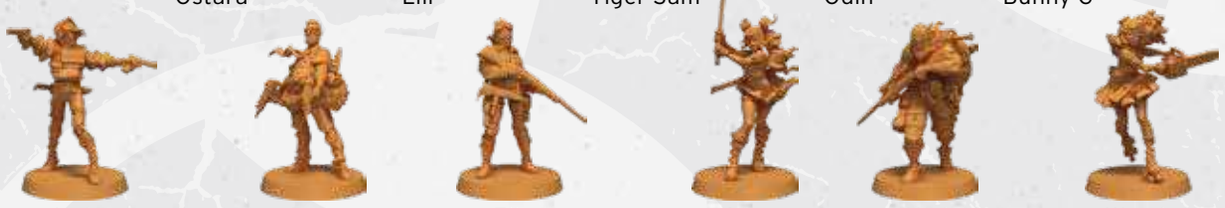
12 ID CARDS

88 MINIATURES

12 Survivors



Ostara | Lili | Tiger Sam | Odin | Bunny G | Lou



Josh | Doug | Elle | Amy | Ned | Wanda

76 Zombies



40 Walkers

16 Fatties



16 Runners



4 Abominations

107 MINI CARDS

63 Equipment Cards



- **6 Starting Equipment**
  - Baseball Bat....1
  - Crowbar....1
  - Fire Axe....1
  - Pistol....3

- **45 Equipment**
  - Aaahh!!....4
  - Bag of Rice....2
  - Canned Food....2
  - Chainsaw....2
  - Crowbar....1
  - Fire Axe....1
  - Flashlight....2
  - Katana....2
  - Kukri....2
  - Machete....4
  - Molotov....4
  - Pistol....1
  - Plenty of Bullets....3
  - Plenty of Shells....3
  - Sawed-Off....4
  - Shotgun....2
  - Sniper Rifle....2
  - Sub-MG....2
  - Water....2



- **11 Pimpweapons**
  - Aaahh!....2
  - Army Sniper Rifle....1
  - Automatic Shotgun....1
  - Evil Twins....1
  - Golden AK-47....1
  - Golden Kukri....1
  - Gunblade....1
  - Ma's Shotgun....1
  - Nailbat....1
  - Zantetsuken....1



- **1 Reference Card**
  - Car....1



4 Abomination Cards



40 Zombie Cards

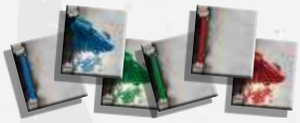


71 TOKENS

- Car *(Pimpmobile/Police Car)* 3



- Door *(Blue - open/closed)*....1
- Door *(Green - open/closed)*....1
- Door *(Red - open/closed)*....15



- Exit Zone....1



- First Player....1

- Noise token....18



- Objective *(Red/Blue)*....1
- Objective *(Red/Green)*....1
- Objective *(Red/Red)*....9



- Pimpweapon Crate....12



- Zombie Spawn *(Spawn Start)*..1
- Zombie Spawn *(Red/Blue)*....1
- Zombie Spawn *(Red/Green)*...1
- Zombie Spawn *(Red/Red)*....5



6 SURVIVOR DASHBOARDS



6 SURVIVOR COLOR BASES



6 DICE



48 TRACKERS



#02 TIME FOR ZOMBICIDE!

Not so long ago, most of us were ordinary people leading ordinary lives, our dreams bound by ordinary laws. And then, the zombies came, storming humanity by surprise. The infected destroyed the old world in a matter of days.
Facing the apocalypse, a few of us showed their true selves, and survived, guns blazing. We are no longer the people we used to be. The past is gone. We are now free to choose our fate. It won't be a zombie world. It's time for payback. It's time for Zombicide!

Zombicide is a cooperative game where 1 to 6 players take the roles of Survivors battling Zombies controlled by the game itself. The theme is about fellowship, heart-pounding action, and reaching victory against impossible odds.
The game's goal is to choose a Mission and complete its objective, killing as many Zombies as possible along the way. The monsters are unpredictable and come in greater numbers as adrenaline builds up, threatening to overwhelm the Survivors. Keep an eye on each other's back!
Survivors use whatever weapons they can get to kill Zombies and slow down the invasion. The better the weapon, the higher the body count, but the more Zombies will appear, attracted by the onslaught.
The best weapon, however, is cooperation. All players win or lose together, and only through team spirit will the Survivors give the best of themselves, unlocking powerful Skills and access to the best weapons. Cooperation is the key to survival and victory!



#03 FROM ORIGINAL ZOMBICIDE TO 2ND EDITION

Many players have been hunting zombies for years and know the rules of survival by heart. The most important of them is knowing when to evolve. If you are a veteran player, here are the pages you need to check to know what's new.

- **Setup (P. 6).** Quicker Setup, with Doors on the tiles, and predefined Zones for Objectives and Pimpweapons.
- **Reading An Equipment Card (P. 12).** Introducing new symbols, like Ammo and Weapon type.
- Experience Points have been replaced with **Adrenaline Points.** They work the same.
- **The Zombies (P. 17).** Introducing Zombie Rushes and new Abomination rules.
- **Move Action (P. 19).** Kid Survivors may use the Slippery Skill once per Turn.
- **Spawning in Buildings (P. 20).** Zombies spawn in Dark Zones.
- **Zombie Attack (P. 23).** Classic Survivors are eliminated with 3 Wounds. Kid Survivors may only take 2.
- **Zombie Move (P. 24).** Updated Split rules.
- **Zombie Spawn (P. 25).** The Spawn Step always starts with the Starting Spawn Zone.
- **Targeting Priority Order (P. 28).** Fatties go first. Simplified rules for shared Targeting Priority Order.
- **Friendly Fire (P. 28).** New rules for hitting fellow teammates with missed Ranged Actions.
- The minimum Accuracy is always 2+, no matter how game effects stack.
- **Molotovs** and **Sniper Rifles** are no longer built. They come as Equipment cards.
- **Additional Game Modes (P. 30).** Expanded rules and additional modes to add variety in your games. Includes new car rules, expanded Dark Zone rules, and Companions.
- **Skills (P. 63).** Many skills were added or updated to fit this new edition.

FREE CMON CONTENT

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#04 SETUP

Yes, we wander from one city to the next. This is where we can find quick meals, fancy clothes, soap, cars, and guns. You don't seem to understand, so let me be clear: we live here not in spite of the zombie population, but because of it. A predator always follows its prey!

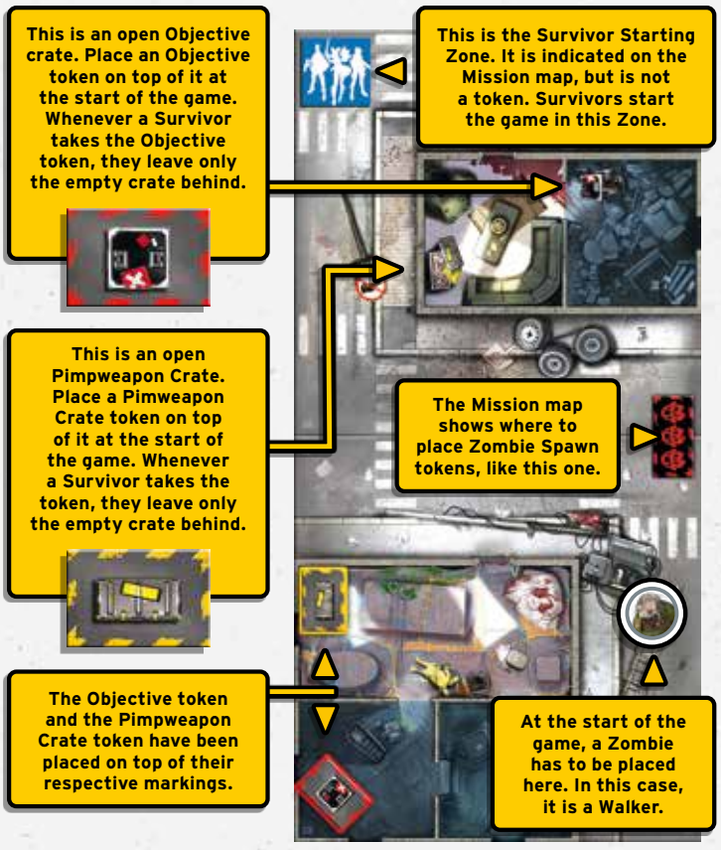
The standard game of *Zombicide* features 6 Survivors, distributed among the players. For newer players, we recommend playing with 6 players, each controlling 1 Survivor. A veteran player can easily control a whole team of 6 Survivors and blast their way through the deadly mission!

1- Choose a Mission.

2- Place the tiles.

3- Place the Spawn Zones, tokens, and miniatures as indicated by the Mission and tiles.

Veteran Zombicide players, please note:
- The tiles predefine places for Pimpweapon Crates and Objective tokens.
- Closed doors are already drawn on buildings.



4- Select the Survivors and distribute them between the players as desired. As they are cooperating against the game, all players form a single team. Players sit around the table in any order they choose.

5- Players take 1 Dashboard for each of their Survivors, placing the Survivor's ID Card on it. They take a colored plastic base and attach it to the Survivor's miniature to help identify it. They also take 5 plastic trackers of the same color as their base.

6- Set the following cards in separate decks. They are identified by their category, as written on their back, and their respective color. Shuffle each of these decks and place them facedown close to the board.
• Starting Equipment (grey).
• Equipment (blue).
• Pimpweapons (red).
• Zombies (yellow).
• Abominations.
Place the Car reference card within view of all players. This card acts as a reminder of the car rules and stats. It does not belong to any single player.



This is the Car reference card.

7- Take all Starting Equipment cards. Then, deal them randomly and as evenly as possible among the Survivors. If needed, players choose the Survivors who receive more than 1 card.

8- Place the miniatures representing the chosen Survivors in the Survivor Starting Zone(s), as indicated by the Mission.

9- Each player places their Survivors' Dashboard(s) in front of them. Make sure the sliding arrow is on the 0 space in the blue area of the Danger Bar. Then, they place a tracker in the appropriate slot of their Wound Bar (see next page) and another tracker in the slot for the first (Blue) Skill. Place 3 more trackers in the reserve slots at the top of the Dashboard. Starting Equipment may be set in the Hand or Backpack slots of the Dashboard (P. 16).



Amy is a classic Survivor and starts with Health 3.



Bunny G is a Kid. He starts with Health 2 and can use the Slippery Skill once per Activation.

There are 2 Survivor types in *Zombicide*: classic Survivors and Kids.
Classic Survivors have no distinguishing features. They usually start with Health 3.



Kids have their own symbol on their ID Card. They usually start with Health 2 and can use the Slippery Skill (P. 66) once per Turn with a single Move Action.



This is the First Player token.

10- The player with the Fire Axe as their Starting Equipment is the first player for the first Game Round. Give them the First Player token.

3 Trackers in reserve.



Tracker on the Blue Skill.

Tracker on the 0 of the Danger Bar.

Tracker on the 3 of the Wound Bar.

Amy got the Fire Axe as her Starting Equipment. It also grants her the First Player token for the First Game Round.



This Mission is ready to be played.
Let the Zombicide begin!

#05 GAME OVERVIEW

Our infected foes no longer use the weapons they tried to defend their former lives with. In some places, you can just pick one up and start firing on the spot. On the other hand, zombies are not to be underestimated. They find strength in numbers and may prove unpredictable. This is a war no one was prepared for.

Zombicide is played over a series of Game Rounds, which proceed as follows.

PLAYER PHASE

The player with the First Player token takes their Turn, activating their Survivors 1 at a time, in any order of their choice. Each Survivor can initially perform 3 Actions per Turn, though they may gain Skills allowing them to perform extra Actions as the game progresses. The Survivor may use their Actions to kill Zombies, move around the board, and perform other tasks to accomplish the various Mission objectives.
Once a player has activated all their Survivors, the player to their left takes their Turn, activating their Survivors in the same manner.
When all the players have completed their Turns, the Player Phase ends.
The Player Phase is explained in depth on page 19.

ZOMBIE PHASE

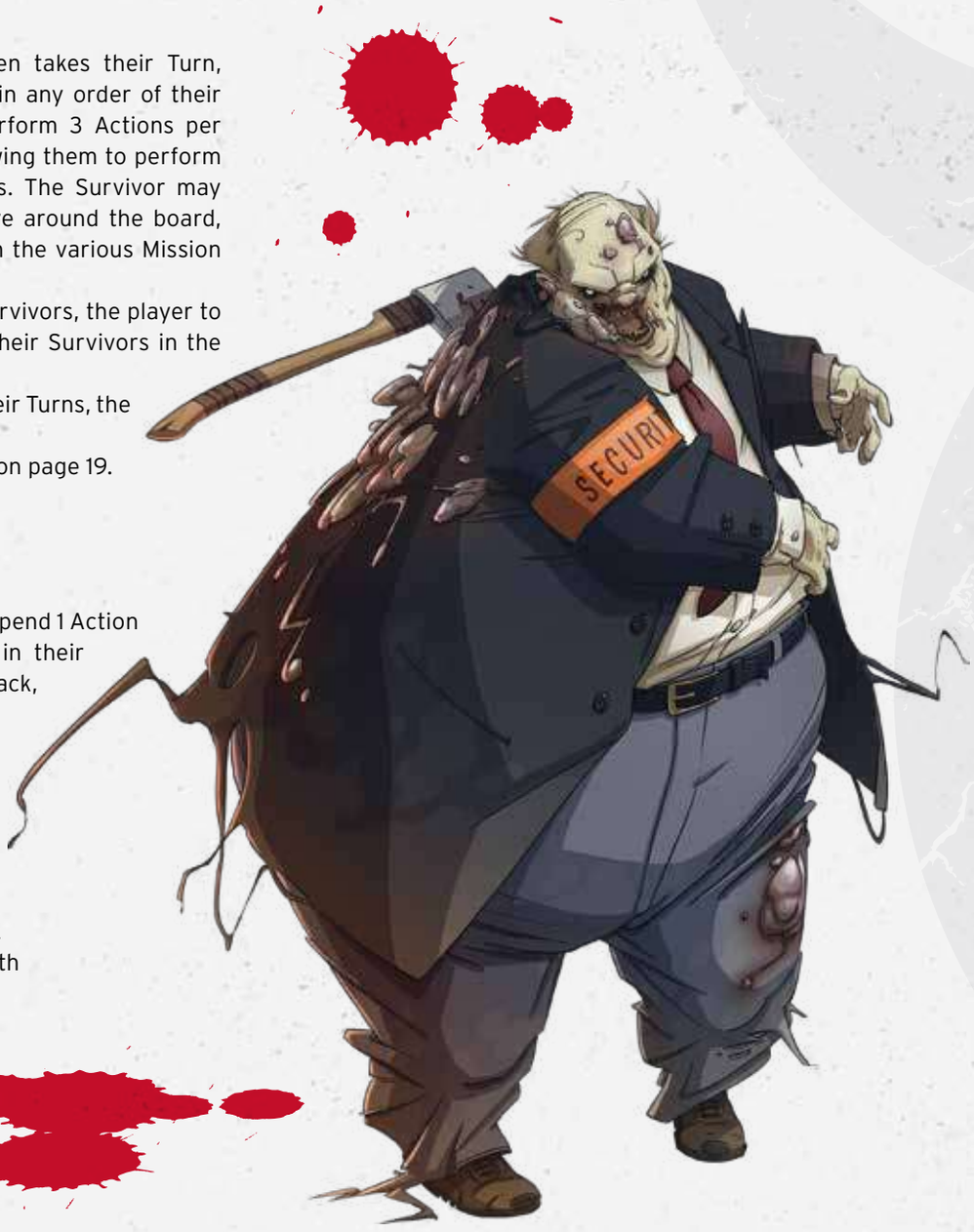
All Zombies on the board activate and spend 1 Action to either attack a Survivor standing in their Zone or, if they have nobody to attack, Move towards the Survivors.
Some Zombies, called Runners, get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.
Once all Zombies have performed their Actions, new Zombies appear in all active Spawn Zones on the board.
The Zombie Phase is explained in depth on page 23.

END PHASE

Remove all Noise tokens from the board. The first player hands the First Player token to the player on their left. Another Game Round then begins.

WINNING AND LOSING

The game is won immediately when all of the Mission objectives have been accomplished.
The game is lost whenever a Survivor is eliminated, when the Mission objectives can no longer be fulfilled, or when a specified losing condition is met.
Zombicide is a cooperative game, so all players win or lose together.



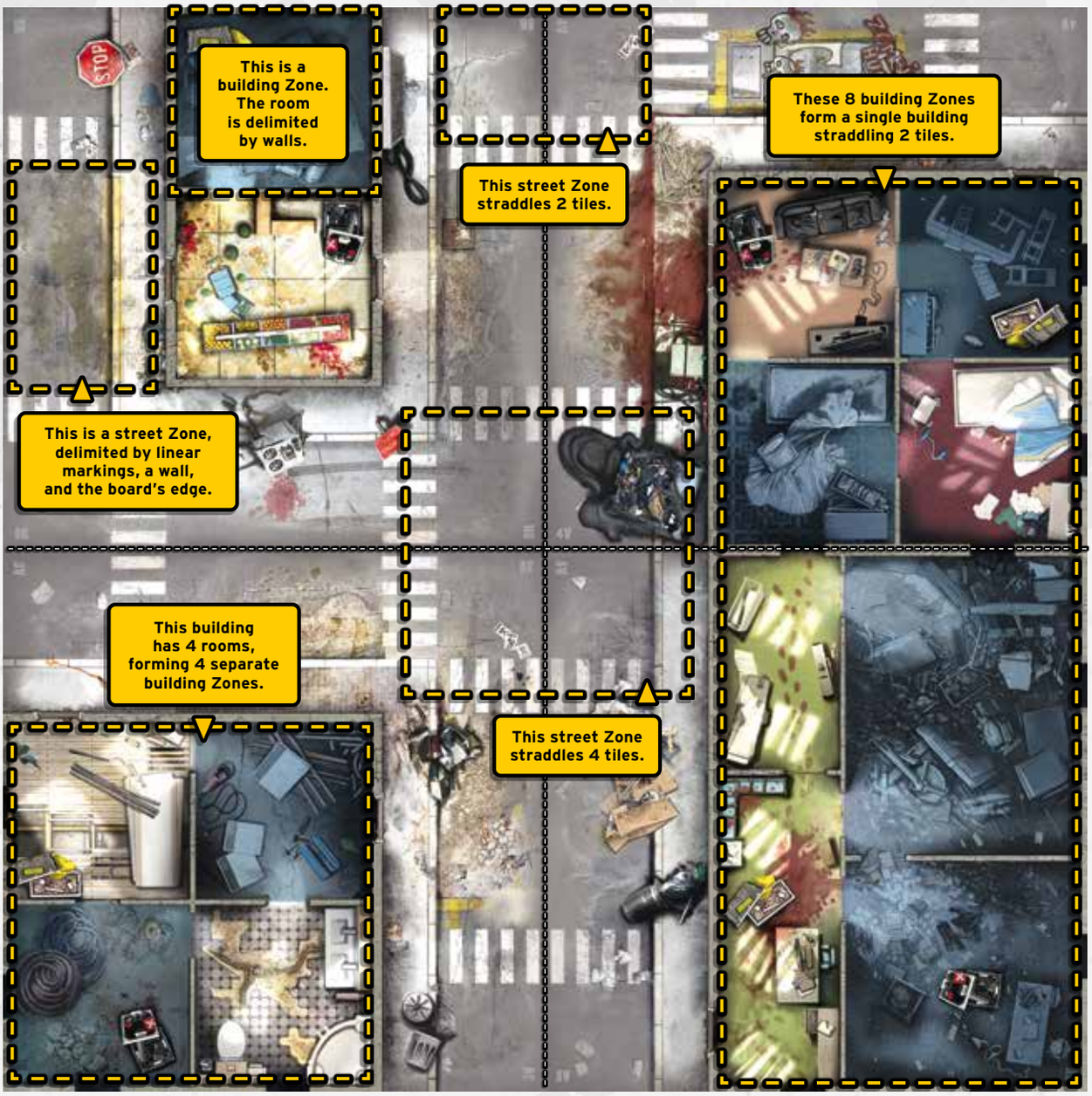
#06 THE BASICS

One rule: no rules. Well, almost. Find cool weapons, stick together, kill zombies, enjoy life, and everything should be fine.



USEFUL DEFINITIONS

Actor: A Survivor or Zombie.
Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between two linear markings (or a linear marking and the board's edge) and the walls of buildings.



LINE OF SIGHT

Lines of Sight define whether Actors can see each other, such as whether a Survivor can see a Zombie through a door opening, from one room to the next, across the street, etc.

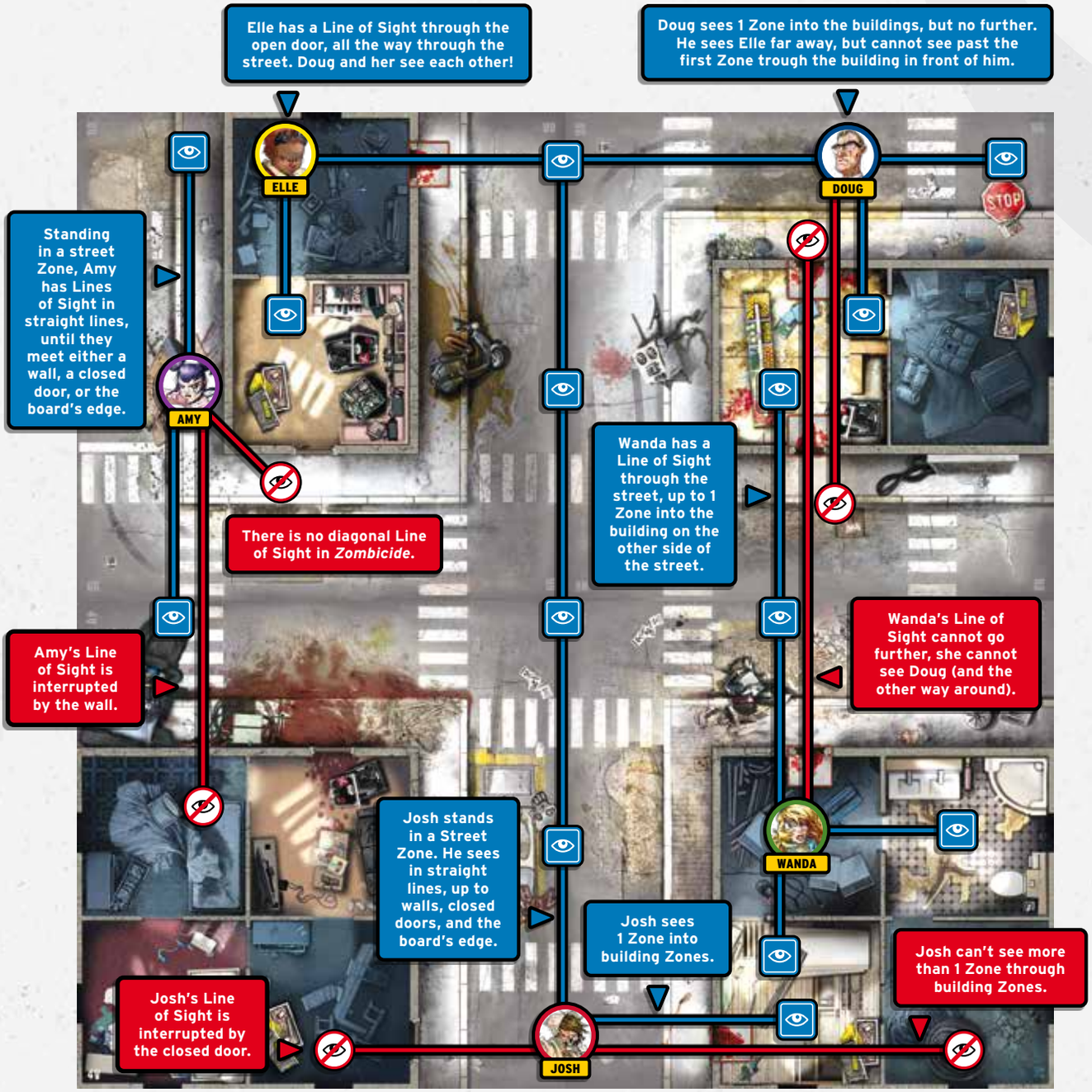
In street Zones, Actors see in straight lines that run parallel to the edges of the board. Actors cannot see diagonally. Their Line of Sight covers as many Zones as the line can pass through before reaching a wall or the edge of the board.

In building Zones, an Actor sees into all the Zones that share an opening with the room the Actor currently occupies. If there is an opening, the walls do not block Line of Sight between 2 Zones. **An Actor's Line of Sight is limited, however, to a distance of 1 Zone.**

• If the Survivor is looking from a building Zone out into street Zones, the Line of Sight can go through any number of street Zones in a straight line.

• If the Actor is looking from a street Zone into a building, the Line of Sight can go only 1 Zone into the building.

NOTE: Closed Doors block Lines of Sight.



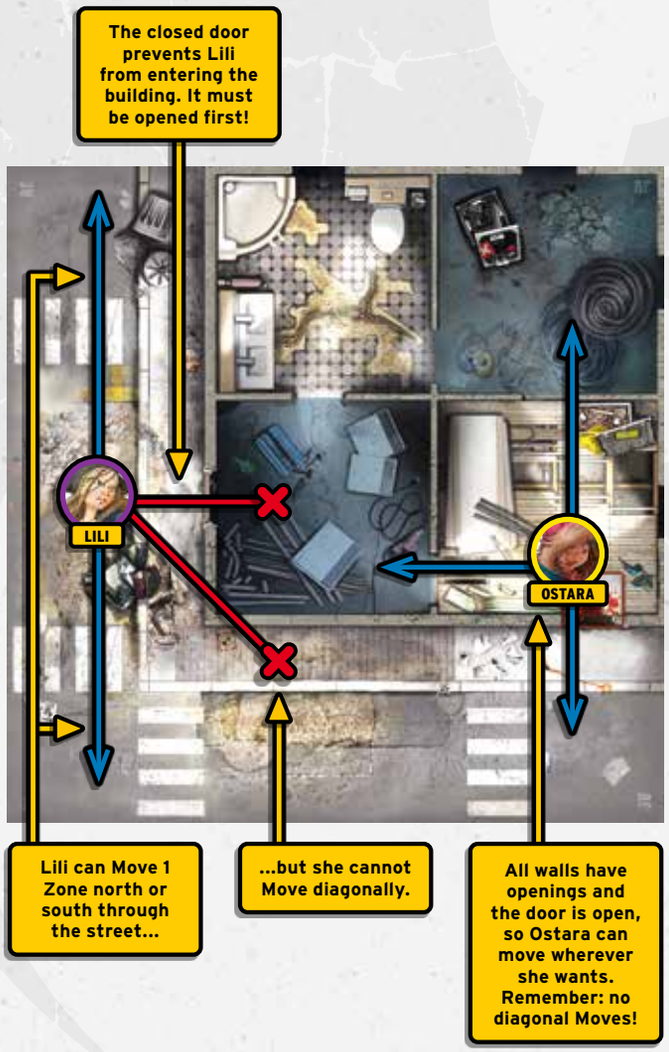
MOVEMENT

> Movement is life. Keep on moving!
>
> - Wanda

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 move diagonally.

In street Zones, movement from one empty Zone to another has no restrictions. However, Actors must go through an open door (or opening) to move from a building Zone to a street Zone and vice-versa.

In building Zones, Actors may move from one Zone to another as long as their Zones are linked by an opening (such as an open door). The position of a miniature in the Zone and the layout of the walls do not matter as long as the Zones share an opening.







READING AN EQUIPMENT CARD

> I know better. Rate of fire is life. Keep on firing!
> - Doug

Zombicide features many different Equipment cards. The ones the Survivors use to eliminate Zombies have Combat characteristics displayed at the bottom:



Weapons fall into 2 categories: Melee weapons and Ranged weapons. The Melee and Ranged symbols are used to distinguish each type.

Melee weapons bear the Melee symbol.
They have a Range 0 value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (P. 21).



Baseball Bats, Crowbars, and Fire Axes are Melee weapons.

Ranged weapons bear the Ranged symbol.
They usually have a maximum Range value of 1 (or more). They are used with Ranged Actions (P. 21). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



Pistols, Shotguns, and Sniper Rifles are Ranged weapons.

AMMO TYPE

Ranged weapons use ammunition to kill Zombies. They have infinite ammo (enjoy!). However, they don't all use the same type of Ammo.



Weapons with the **Bullets** symbol fire small-caliber ammunition at Zombies. They may use the Plenty of Bullets card to provide the Survivor with handy re-rolls.





Weapons with the **Shells** symbol work with higher caliber ammunition. Having the Plenty of Shells card allows for re-rolls against tougher targets.





• ZOMBIE-KILLING, DOOR-OPENING, AND NOISY EQUIPMENT

Many Equipment cards, such as the Crowbar, Fire Axe, and Chainsaw, allow Survivors to open doors as well as eliminate Zombies.



Equipment that allows Survivors to kill Zombies has either the Ranged or Melee symbol.



Equipment that allows players to open Doors has this symbol.

Each of these symbols is accompanied by a second symbol related to Noise, defining if the Action is noisy or not. Noise attracts Zombies!

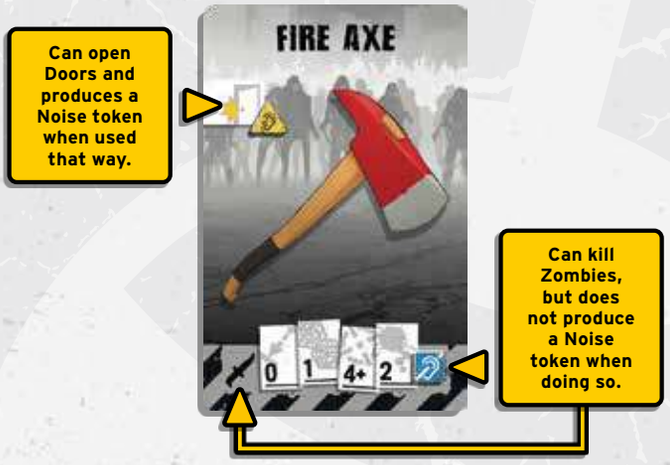


This Action is noisy and produces a Noise token.

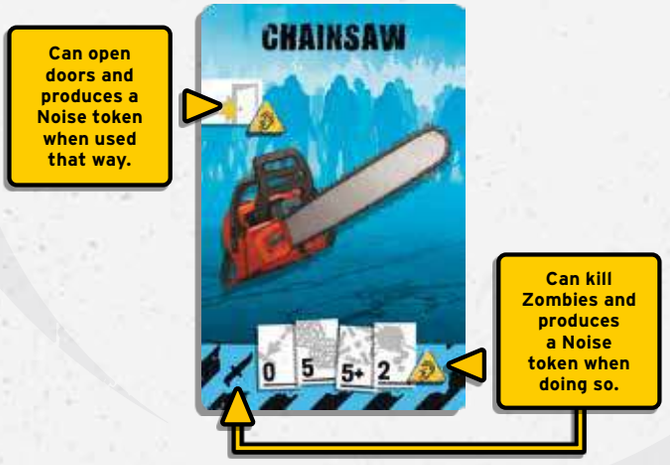


This Action is not noisy and does not produce a Noise token.

EXAMPLE 1 – The Fire Axe:

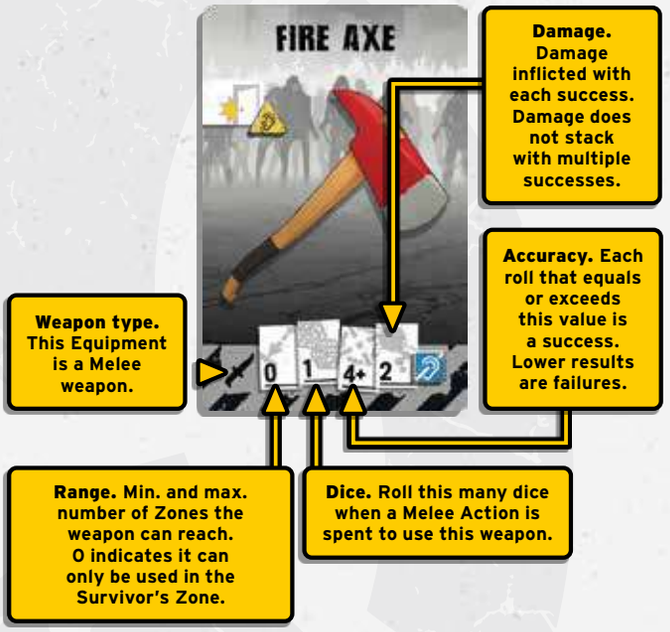


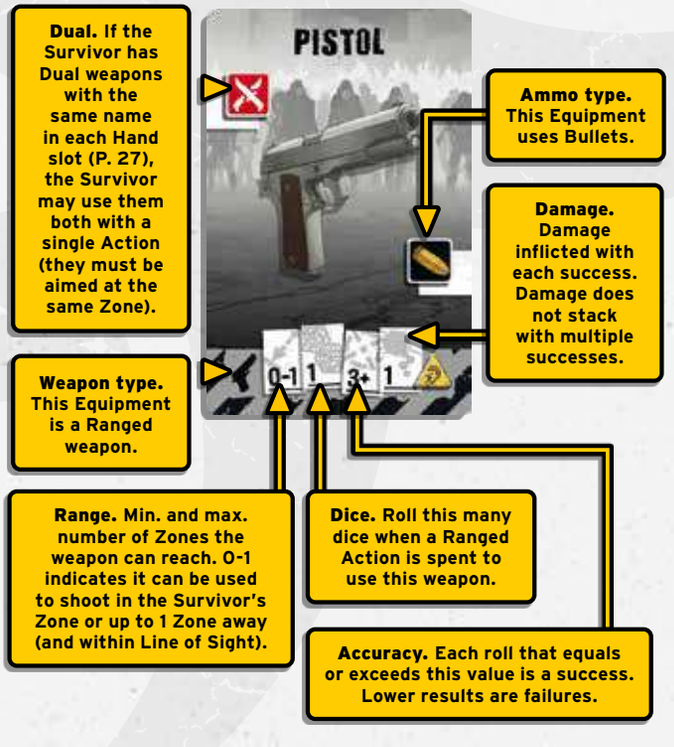
EXAMPLE 2 – The Chainsaw:



• COMBAT CHARACTERISTICS

Weapons display Combat characteristics used to eliminate Zombies in many ways.







NOISE

> Keeping quiet? What for? I have fun, and fun makes noise!
>
> - Bunny G



Running a chainsaw or going full auto makes Noise, and Noise attracts Zombies. Each Action used to attack or open a door with noisy Equipment produces a Noise token.

• Place the Noise token in the Zone where the Survivor resolved the Action. It stays in the Zone it was produced, even if the Survivor later moves during their Turn.

• A single Action can only produce a single Noise token, no matter how many dice are rolled, how many hits are obtained, or whether Dual weapons were used.

• Noise tokens are removed from the board during the End Phase (see P. 8).

NOTE: Each Survivor miniature also counts as a Noise token. Zombicide Survivors can't stay quiet, and don't even get me started on the kids!

EXAMPLE: *Ned spends his first Action with a Katana to eliminate a Walker in his Zone. The Katana is a Silent weapon and doesn't produce Noise tokens.*
His second Action is spent to fire 1 Zone away with a Shotgun. It is a noisy weapon. Even if multiple dice were rolled, only a single Action was spent. A single Noise token is set in Ned's Zone.
Ned spends his third Action to Move away. The Noise token remains in the Zone it was produced in and does not follow Ned.



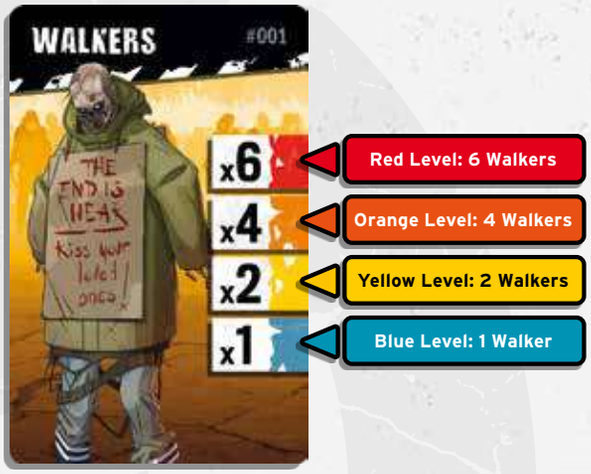
ADRENALINE, DANGER LEVEL, AND SKILLS

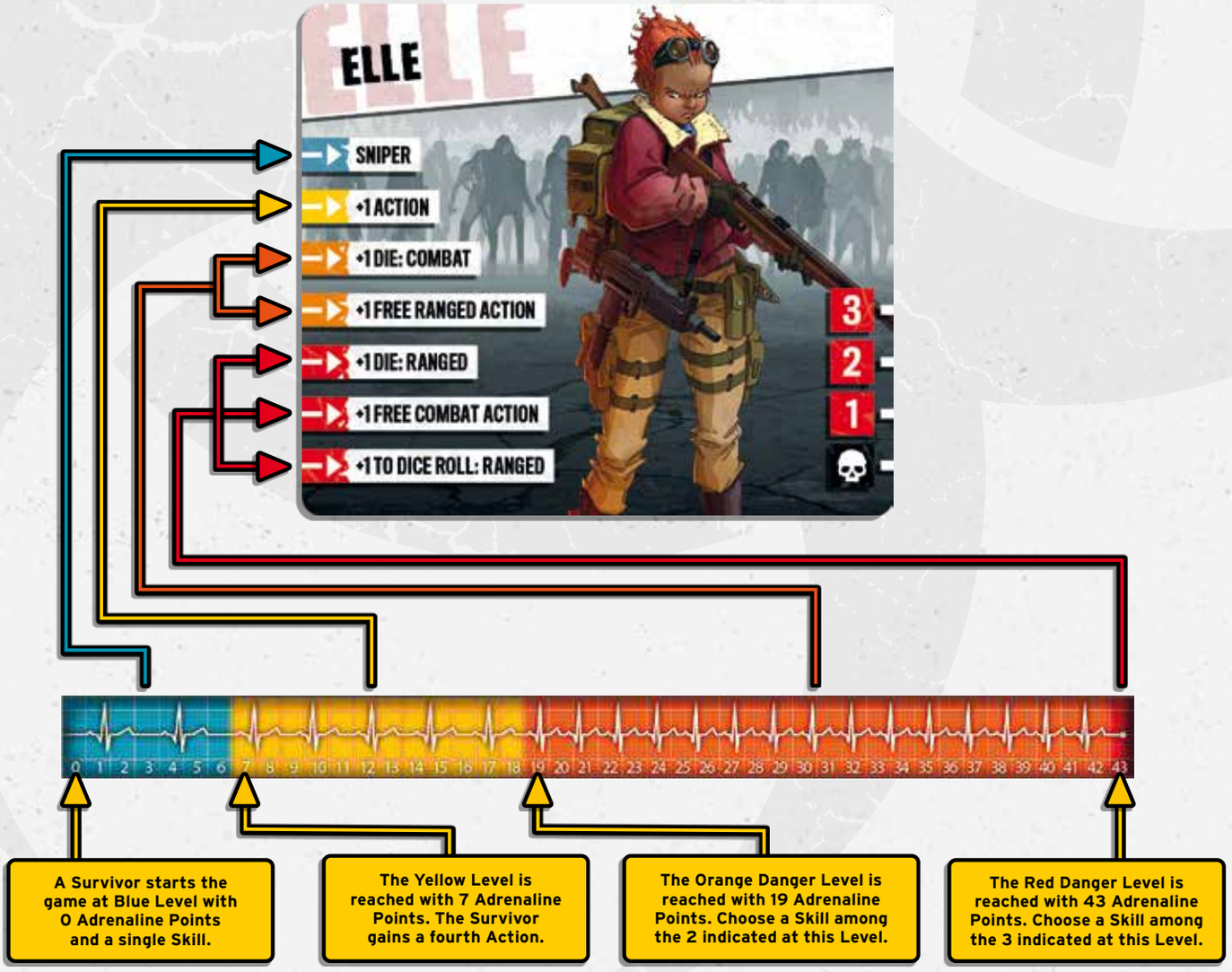
> Tell me how you kill zombies, and I'll tell you who you are.
>
> - Elle

For each Zombie eliminated, a Survivor gains 1 Adrenaline Point (AP) and moves up a notch on their Danger Bar. Some game features provide additional AP, like taking Objective tokens or consuming food.

There are 4 Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. Reaching a new Danger Level provides the Survivor with a new Skill (P. 63) to help them on their Mission. Skills stack across Danger Levels. As new Skills are unlocked, place new trackers on the Survivor Dashboard to indicate them.

Building up Adrenaline has a side effect. **When players draw a Zombie card to spawn Zombies, read the line that corresponds to the highest Danger Level achieved by any Survivor** (see Zombie Spawn, P. 25). The stronger the Survivor is, the more Zombies appear.





#07 INVENTORY

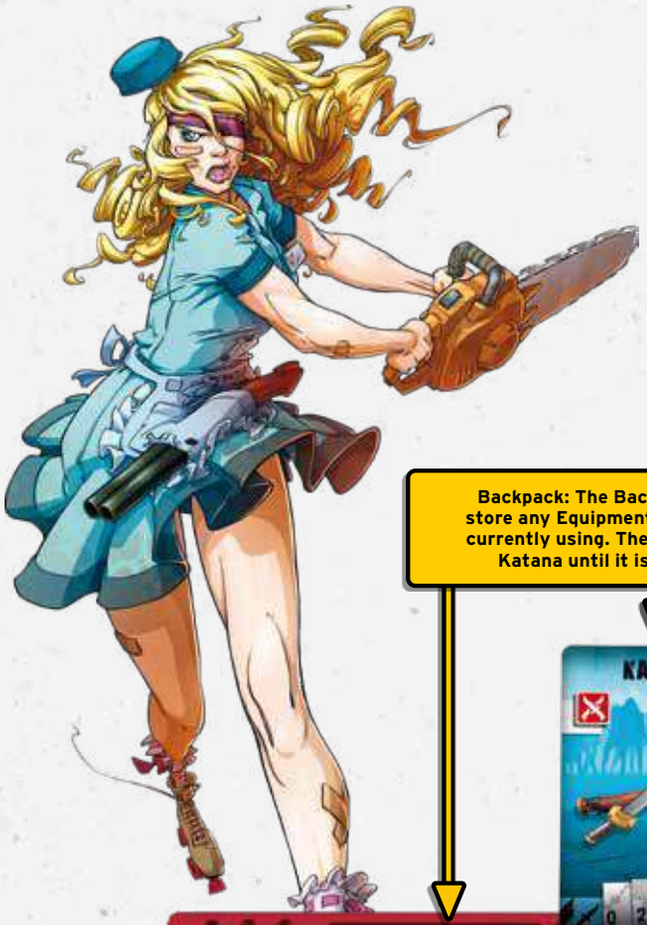
- Mister? You've got the weapon I'm looking for.
- I was about to tell you the same thing. What's your name, young punk?
- Ostara. You?
- Ned.
- Nice to meet you. Can I have this weapon? Please?

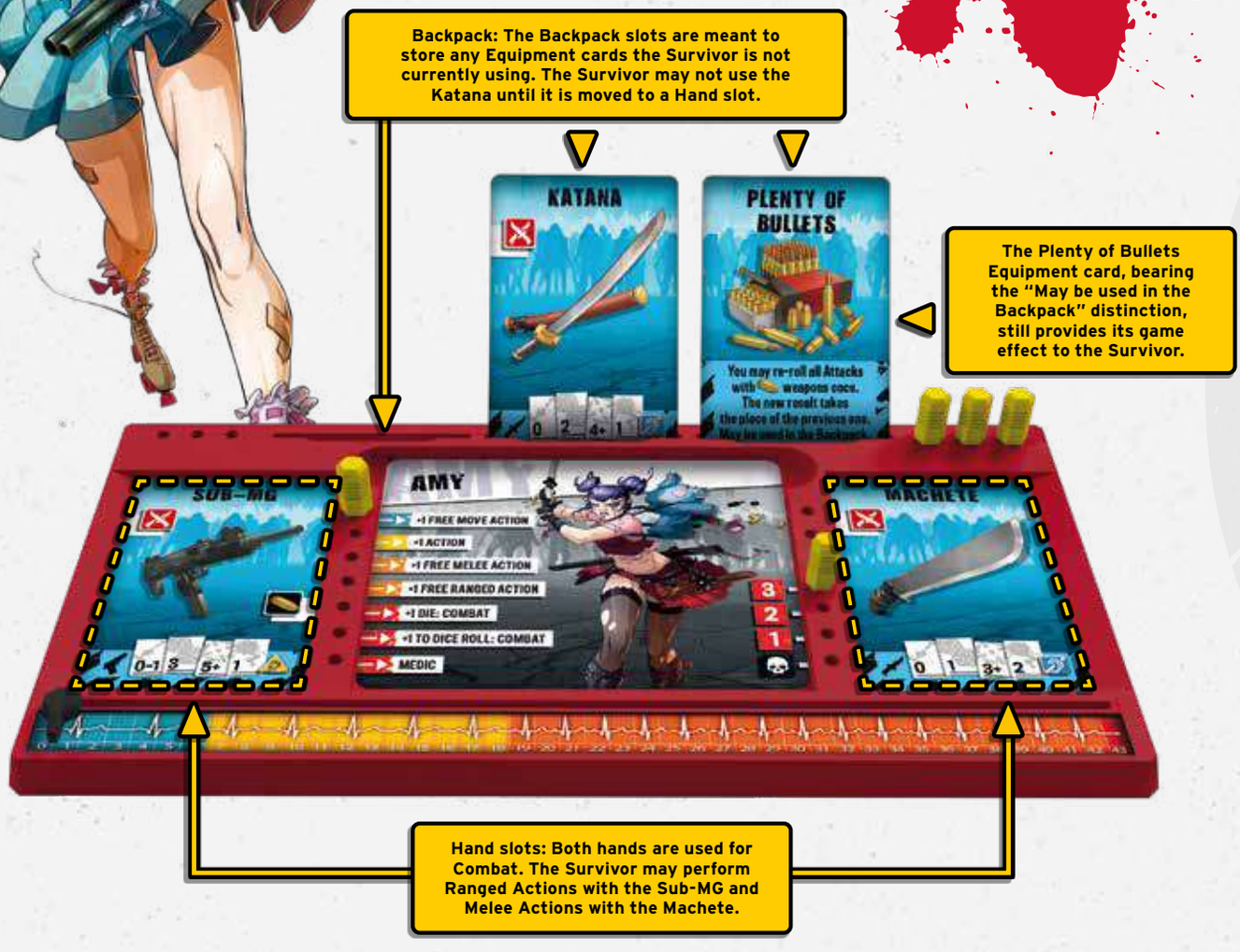
Each Survivor can carry up to 5 Equipment cards, divided into two types of Equipment slots on their Dashboard: 2 Hand and 3 Backpack slots. Players may discard cards from their Survivor's inventory to make room for new cards at any time, for free (even during another player's Turn).

Each **Hand slot** may hold 1 Equipment card. Weapons and other items in Hand slots may be used normally.

The **Backpack** can hold up to 3 Equipment cards. Characteristics and game effects described on Equipment cards cannot be used until they are moved to a Hand inventory slot.

Equipment cards bearing "May be used in the Backpack" may be used when in either Hand or Backpack slots.





#08 THE ZOMBIES

I'm no doctor, but as far as I can see, zombies are dead hosts infected by something. We don't know what it is and how it spreads. They no longer need to eat or sleep and don't show signs of pain. They are basically bloodthirsty puppets, but don't underestimate them. They can endure a lot of punishment and will chase you tirelessly for days. The only cure I know is summary execution.

- Amy

Zombicide features 4 types of Zombies. Most have a single Action to spend each time they activate. A Zombie is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. Its assailant then immediately earns the listed Adrenaline Points.



WALKER

It stinks, it's nasty, and it's slow.

Wounds dealt: 1
To eliminate: Damage 1
Adrenaline provided: 1 point



FATTY

Big, bloated, and tough, these Zombies are hard to put down. Weapons dealing only 1 Damage can't hurt them... at all.

Wounds dealt: 1
To eliminate: Damage 2
Adrenaline provided: 1 point



RUNNER

Amped up for some reason, these guys move twice as fast as Walkers.

Wounds dealt: 1
To eliminate: Damage 1
Adrenaline provided: 1 point
Special rule: Runners have 2 Actions every time they are activated (P. 25).

! ZOMBIE RUSH!



Some Zombie cards feature the Rush keyword. When drawing such a card, place the corresponding Zombie miniatures normally. Then, those Zombies immediately perform a free Activation (P. 23)!

ABOMINATION



***Zombicide* comes with 4 different Abominations, each with different abilities. They spawn randomly from the Abomination deck, but there can only be 1 on the board at any given time.**

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.

Wounds dealt: 1
To eliminate: Damage 3 (or Molotov).
Adrenaline provided: 5 points
Special rules:
• A Molotov or a Damage 3 weapon is required to eliminate an Abomination. Please note no weapon in *Zombicide*'s core box has a natural Damage 3 value. It can be reached with Skills (like +1 Damage, P. 63), or Mission special rules.
• Resolve these game effects whenever a Zombie card spawning an Abomination is drawn:
- If there is no Abomination on the board, draw a card from the Abomination deck. Then, place the corresponding Abomination in the Spawn Zone. Don't forget its special game effects (see next page)!
- If there is already an Abomination on the board, it gets an extra Activation.



HOBOMINATION

The Hobomination is so vile, in every way, that standing next to it is unbearable.
Special rule: Survivors in the Hobomination's Zone cannot perform Combat Actions.

IMPORTANT:
The Hobomination is the most dangerous of all 4 Abominations featured in this box. Moving out of a Zone with Zombies requires spending extra Actions (P. 19). Make sure your Survivors don't get stuck in its Zone with other Zombies!



ABOMINACOP

This one definitely played the bad cop one time too many.
Special rule: The Abominacop goes first in Targeting Priority Order (P. 28).

ABOMINAWILD

The Abominawild is a tough customer, requiring focused firepower. Literally!
Special rule: Molotov effects in the Abominawild's Zone only kill the Abominawild. Other Actors are not affected, and other related game effects are ignored (like moving a Zombie Spawn token or destroying an Objective, according to the Mission's special rules).



PATIENT 0

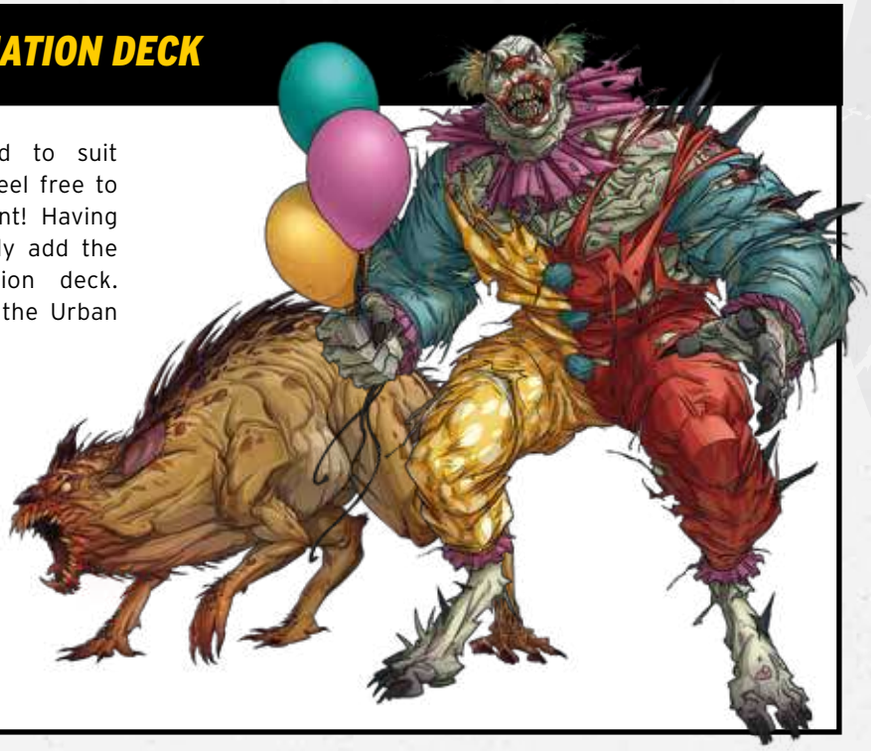
Was it really the first zombie? No one can tell. It sure turned the hospital into an infected nightmare.
Special rule: The Patient 0 has no special rules, offering a little relief to Survivors. It is perfect to demo the game to new players!



TAILORING THE ABOMINATION DECK

The Abomination deck can be tailored to suit player's tastes and gaming atmosphere. Feel free to remove Abomination cards you don't want! Having more Abominations is just as easy. Simply add the corresponding cards to the Abomination deck. Additional Abominations can be found in the Urban Legends set, for example.





#09 PLAYER PHASE

> I don't have time for dummies. Get out of my way!
> - Lili

Starting with whoever holds the First Player token, each player activates their Survivors one after the other, in the order of their choice. Each Survivor can perform up to 3 Actions at the Blue Danger Level (not counting any free Action their Blue Level Skill may give them). The possible Actions are:

MOVE

> Let's head this way! More zombies to kill!
> - Josh

The Survivor moves from their Zone to the next, but cannot move through walls or closed doors.

• A Survivor must spend 1 additional Action per Zombie standing in the Zone they're attempting to leave.
REMEMBER: Kids can use the Slippery Skill (P. 66) once per Turn.

• Entering a Zone containing Zombies ends the Survivor's Move Action (unless they have the Slippery Skill).

***EXAMPLE 1:** Doug is in a Zone with 2 Walkers. To leave this Zone, he spends 1 Move Action, then 2 more Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Zombies in the Zone, Doug would have needed 4 Actions (1 + 3) 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 though her Sprint Skill would normally allow her to Move up to three Zones.*

SEARCH

> Open the door! Open the door! I want to see what's inside! What? Curious? Me?
> - Ostara

A Survivor can only Search building Zones and only if there are no Zombies in that Zone. The player draws the top card from the Equipment deck. They may then either place it in their Survivor's inventory, reorganizing it for free, or immediately discard it.
A Survivor can only perform a single Search Action per Turn (even if it's a free Action).
When the Equipment deck runs out, reshuffle all the discarded cards (excluding any Starting Equipment cards) to make a new deck.

DOOR ACTION

> Life is like a closed building. You never know what you're gonna get.
> - Ned



Equipment that allows Survivors to open Doors has this symbol.



The Survivor uses their Door-opening Equipment to open a door in their Zone. No roll is required. Set a Door token on its open side where the closed Door was (if it was a Closed Door token, simply flip it to its open side instead).
Remember to place a Noise token in the Zone if the Survivor used noisy Equipment to open the Door (P. 13).



NOTE: Open Doors cannot be closed again.

Some Missions feature colored doors. Usually, these cannot be opened until some condition is met, like finding an Objective of the matching color. Read the Mission description to know more.



SPAWNING IN BUILDINGS

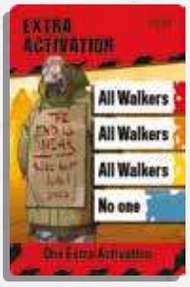
> Entering a building is quite a thrill. Whenever they don't chase someone, zombies gather in the dark, waiting for a victim to ambush. It's better than an amusement park!
>
> - Lou

Opening a building for the first time reveals all the Zombies waiting in the dark inside. A single building extends to all rooms connected by openings, sometimes straddling several tiles.
Zombies waiting in a building only spawn in darkened rooms, called Dark Zones. Determine each **Dark Zone** of the building, one after the other in any order players choose (we suggest starting from the farthest to the closest), and draw a Zombie card for each of them. Place the corresponding number and type of Zombies in the indicated Dark Zone.

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



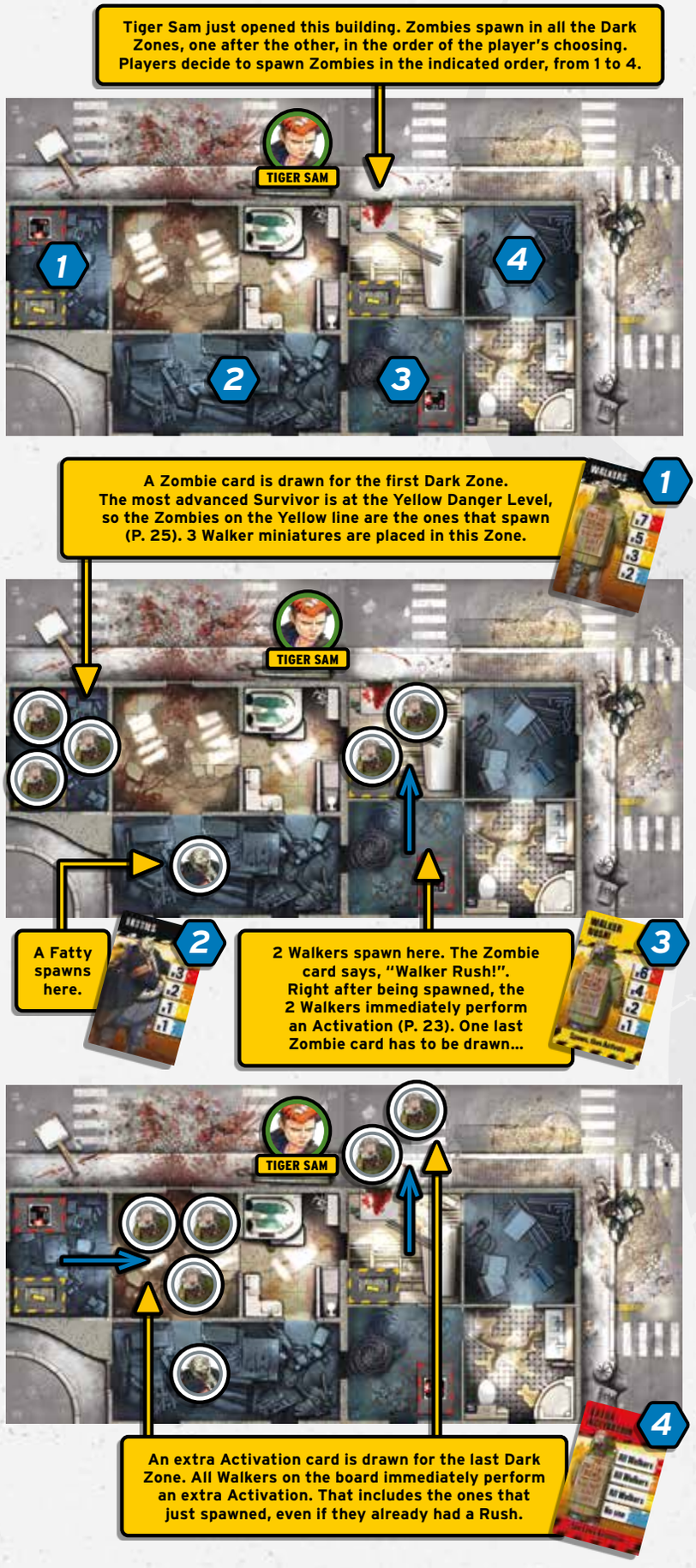
• When a player draws a Zombie card featuring the Rush keyword, place the corresponding Zombie miniatures normally.
These Zombies immediately perform a free Activation (P. 23)! Then, resume building spawning.



• When a player draws an Extra Activation Zombie card, no Zombies appear in the designated Dark Zone. Instead, **all** Zombies of the indicated type on the board immediately perform an extra Activation (P. 23). Notice that these cards have no effect at the Blue Danger Level.

NOTE: Buildings that are open at the start of the game are never spawned in.

NOTE: Buildings that have Survivors in them at the start of the game are never spawned in (Companions do NOT count as Survivors for this rule).



REORGANIZE/TRADE

> Kids, it's snack time! Ok, let me see in my rucksack. Canned beans, dry rice, some water, plushies, a pair of pistols, a machete, a picture of mommy...
>
> - Ned

The Survivor can reorganize the cards in their inventory in any way the player wishes.
The Survivor can simultaneously exchange any number of cards with 1 (and only 1) other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.
A Trade Action doesn't have to be equal. Players can trade everything for nothing if both parties agree!



COMBAT ACTIONS

Combat Actions use Melee and Ranged Equipment cards to eliminate Zombies.

• MELEE ACTION

> We have a running contest about the farthest distance a zombie head can fly with a decapitating strike. Do you want to join? The entry fee is... reasonable.
>
> - Odin



The Survivor uses a Melee weapon they are holding in their Hand to attack Zombies in their Zone (see Combat, P. 27).

• RANGED ACTION

> Impossible, you say? You talk like a grown-up. Let me show you.
>
> - Tiger Sam



The Survivor uses a Ranged weapon they are holding in their Hand to fire at a single Zone within the Range shown on the weapon's card and within Line of Sight (see Combat, P. 27).
Survivors shoot at Zones, not Actors. This is especially important for Targeting Priority Order (P. 28).
Using a Ranged weapon at Range 0 is still a Ranged Action.

TAKE OR ACTIVATE AN OBJECTIVE

> This new world offers a great boon: we just have to look down to find what we need. Batteries, blankets, clothes, soap, and the like. And it's free! We feed off the city's remains to hunt and kill zombies.



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



Please note: Each tile predefines places for Pimpweapon Crates and Objective tokens.

Unless otherwise stated, each Objective token gives 5 Adrenaline Points to the Survivor who takes it.



Zombicide features Pimpweapon Crate tokens marking the places where these superweapons can be found. They can be taken in the same way as Objectives. The Survivor immediately gains a random Pimpweapon among those still available. They can then reorganize their inventory for free.

MAKE NOISE

> ...And this is how I learned to whistle.
>
> - Bunny G

The Survivor makes Noise in an attempt to attract Zombies. Place a Noise token in the Survivor's Zone.

DO NOTHING

The Survivor does nothing and prematurely ends their Turn. Any remaining Actions they had are lost.



#10 ZOMBIE PHASE

Once the players have activated all their Survivors, the Zombies activate. No single player controls them. The Zombies act all on their own, 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 the situation. Resolve all the Attacks first, then all the Moves. Each Zombie performs either an Attack **OR** a Move with a single Action.

• ATTACK

Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful and does not require any die rolls.
Survivors in the same Zone split the Zombies' Attacks in any way the players prefer. Each Zombie Attack deals 1 Wound. The tracker in the Survivor's Wound Bar is moved 1 point lower per Wound received. A Survivor is eliminated as soon as their Wound Bar reaches the bottom (usually after taking 3 Wounds for a classic Survivor, 2 Wounds for a Kid). At that point, the game is lost!



Each successful Zombie Attack deals 1 Wound.





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

EXAMPLE 1: *A Walker in a Zone with 2 Survivors inflicts 1 Wound during its Activation. The players choose which Survivor takes the Wound.*

EXAMPLE 2: *A group of 4 Walkers activate in the same Zone as two Survivors. Players choose the way the Wounds are dealt. Since a Survivor is eliminated upon taking their third Wound, thus ending the game, the players choose to deal 2 Wounds to each Survivor. The team must react fast!*

• MOVE

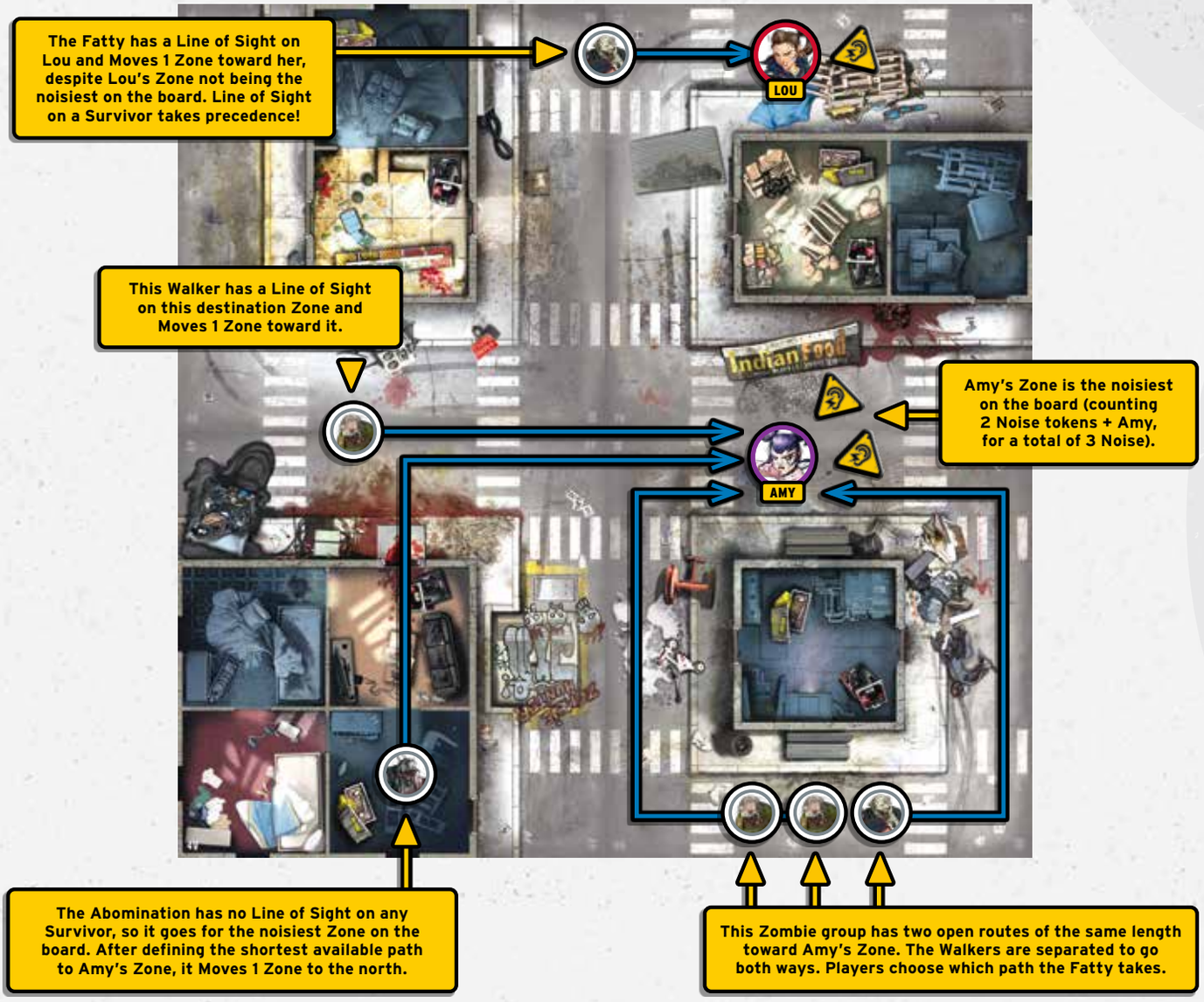
The Zombies that did not Attack use their Action to Move 1 Zone toward Survivors:

1- Zombies select their destination Zone.
• The first Zone they select is the one with Survivors in Line of Sight that has the most Noise tokens. Remember, each Survivor counts as a Noise token.
• If no Survivors are visible, they select the noisiest Zone.
In both cases, distance doesn't matter. A Zombie always goes for the noisiest target they can see or hear.

2- Zombies move 1 Zone toward their destination Zone by taking the shortest available path.
If there are no open paths to their destination Zone, the Zombies don't move.

If there is more than one route of the same length to their target Zone, Zombies split into groups of equal numbers separated by type to follow all possible routes. They also split up if different target Zones contain the same number of Noise tokens.
Uneven Zombie groups are split the same way. Decide which splitting group gets the extra Zombie and which direction the uneven split groups go. In case of a single Zombie being offered multiple routes, the players decide which direction it goes.

EXAMPLE: *A group of 4 Walkers, 3 Fatties, and 1 Runner move toward a group of Survivors. The Zombies can take 2 routes of the same length, so they split into 2 groups.*
• 2 Walkers go one way. The other 2 take the other route.
• 2 Fatties go one way. The last one takes the other route (players choose).
• Players choose which route the Runner takes.



• PLAYING RUNNERS

> Runners are fast-moving, tricky, formidable targets. They are a challenge, and I like challenges. Let me show you how to hunt them.
>
> - Elle

Runners have 2 Actions per Activation. After all Zombies (including Runners) have gone through the Activation Step and resolved their first Action, 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 Zombie Phase, a Runner stands in the same Zone as a Survivor. The Zombie spends its first Action to Attack, inflicting 1 Wound. Then, the Runner performs its second Action, attacking again for another 1 Wound.*

EXAMPLE 2: *A group of 2 Runners and 1 Fatty is 1 Zone away from a Survivor. For their first Action, since they have nobody to Attack in their Zone, the Zombies Move into the Survivor's Zone. The Runners then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each Runner inflicts 1 Wound.*

STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission map shows where Zombies appear at the end of each Zombie Phase. These are the Spawn Zones.



Zombie Spawn tokens mark the Spawn Zones' locations. The Spawn Start is always the first one to spawn Zombies.

Find the **Spawn Start** Zombie Spawn token, then draw a Zombie card. Read the Zombie type and the line that corresponds to the Danger Level of the Survivor with the highest Adrenaline (Blue, Yellow, Orange, or Red). Place the indicated amount of the corresponding Zombie type in the Starting Spawn Zone. **The Starting Spawn Zone is always the first one to spawn.**
Repeat this for each Spawn Zone, one after the other, going clockwise from the Starting Spawn Zone.
When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.



EXAMPLE: *Doug has 5 Adrenaline Points, placing him in the Blue Danger Level. Lou has 12, which puts her in Yellow. In order to determine how many Zombies spawn, read the Yellow line, which corresponds to Lou, the Survivor with the most Adrenaline Points.*

COLORED SPAWN ZONES

Some Missions feature a Blue and/or Green-colored Zombie Spawn token. Unless otherwise stated, these Zones don't spawn Zombies until a specific event happens (like taking an Objective of the matching color), which then activates them. Unless otherwise stated, **when a Spawn Zone is activated, it will only start spawning on the next Zombie Phase.**





ZOMBIE RUSH CARDS

Once in a while, a zombie does something unexpected. It keeps your senses sharp and prevents you from getting bad habits. Zombies are a girl's best friend.

- Amy



When a player draws a Zombie card featuring the Rush keyword, the Zombies placed by that card perform an Activation (see Activation step on P. 23) right after being placed.

NOTE: Runners don't have Rush cards.

EXTRA ACTIVATION CARDS

There was a mass uprising among the zombies all around the place. As if they had a death drive aimed right at us and went for our throats all at once. I haven't had much time to wonder about the phenomenon, but since that day, such outbursts keep me on my toes.



When a player draws an Extra Activation Zombie card, no Zombies appear in the designated Zone. Instead, all Zombies of the indicated type immediately perform an extra Activation (P. 23).

NOTE: These cards have no effect at Blue Danger Level.

RUNNING OUT OF ZOMBIES

Players may run out of miniatures of the indicated type when required to place a Zombie on the board through spawning. In this case, the remaining Zombie miniatures are placed (if there are any). Then, all Zombies of the indicated type immediately resolve an extra Activation (P. 23). Multiple extra Activations may occur in a row. Keep an eye on the Zombie population!



#11 COMBAT

This is not only about revenge, it's about the future. We spent most of our lives bending the knee to the rich and famous. Now, we can fight and party hard!

- Amy

DICE SYMBOL
When a Survivor performs a Melee or Ranged Action to attack Zombies, roll as many dice as the Dice number of the weapon used.

DUAL SYMBOLS: MELEE AND RANGED
If the active Survivor has 2 identical weapons with the Dual symbol equipped in their Hands, they can use both weapons at the same time by using a single Action. Both weapons must be aimed at the same Zone.



EXAMPLE: Josh has 2 Pistols in his Hands. The Pistol has the Dual symbol, so Josh can shoot them both simultaneously. This allows him to roll 2 dice (1 for each Pistol) with a single Ranged Action.

ACCURACY SYMBOL
Each die that equals or exceeds the Accuracy value of the weapon scores a successful hit. Missed ranged attacks can cause Friendly Fire (P. 28).

IMPORTANT: The minimum Accuracy is always 2+.

DAMAGE SYMBOL
Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. If all targets are eliminated, extra hits are lost.

- **Walkers** and **Runners** are killed with a Damage 1 (or more) hit.
- **Fatties** are killed with a Damage 2 hit. Damage 1 has no effect on them, no matter how many times a Survivor hits them.
- **Abominations** are killed with a Damage 3 hit. In any case, a Molotov works!

MELEE ACTION

I fight with anything I find, but have a crush with hand-to-hand fighting. Melee weapons are more... wild, you know. Especially chainsaws.

- Wanda



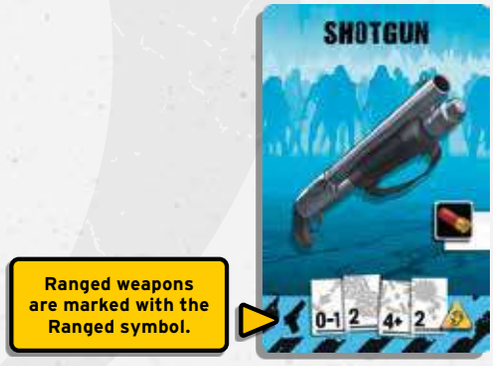
A Survivor holding a Melee weapon in their Hand can attack Zombies in their Zone. Each die that rolls equal to or higher than the Accuracy value on the weapon's card is a successful hit. The player divides their hits as they wish among the possible targets in their Zone.
Missed Melee strikes cannot cause Friendly Fire (P. 28).

***EXAMPLE:** Doug and Ostara are in the same Zone as a Fatty, a Walker, and a Runner. Ostara attacks with her Katana. She rolls ⚀ and ⚅, which means 1 hit. The Katana has Damage 1, so it cannot hurt the Fatty. Ostara allocates her hit to the Runner, eliminating it. It is a Melee Action, so although a miss was rolled, Doug is safe from Ostara's slashes.*

RANGED ACTION

Zombies fight bare-handed, like beasts. That's why I prefer fighting them from a distance. Why expose ourselves if civilization provided us with the safety of distance and superior firepower?

- Elle



A Survivor holding a Ranged weapon in their Hand can shoot at a Zone within the weapon's Range and in Line of Sight (P. 10).

REMEMBER:
• For building Zones, the Line of Sight is limited to the Zones that share an opening and just 1 Zone away.
• For street Zones, the Line of Sight goes in a straight line parallel to the board's edge until it meets a wall or the board's edge.
• Missed shots can cause Friendly Fire (see below), so carefully consider the risks!



RANGE SYMBOL
The Range of a weapon, indicated by the Range value on its card, is the number of Zones it can shoot across.

The first of the 2 values shows the minimum Range. The weapon may not shoot at Zones closer than the minimum. In some cases, it may be 0, meaning the Survivor can shoot at targets in the Zone they currently occupy (it is still a Ranged Action).
The second value shows the maximum Range of the weapon. A weapon cannot fire at Zones beyond its maximum Range.

***EXAMPLE 1:** The Sniper Rifle has a Range of 1-3, which means it can shoot up to 3 Zones away but cannot be used to fire at the same Zone as the Survivor.*

EXAMPLE 2: *The Sawed-Off has a Range of 0-1. It can shoot in the Survivor's Zone and up to 1 Zone away, but no further.*

Ignore any Actors in the Zones between the shooter and the target Zone. Survivors may shoot through occupied Zones without danger to either fellow Survivors or Zombies. A Survivor can even shoot at another Zone while there are Zombies in their own Zone!

• TARGETING PRIORITY ORDER

When using a Ranged weapon (even at Range 0), the shooting Survivor does not choose the targets hit by successful rolls. Hits are assigned to Actors in the targeted Zone according to the Targeting Priority Order:

1- Fatty or Abomination (the shooter chooses)
2- Walker
3- Runner

The hits are assigned to targets on the lowest Priority Level until they have all been eliminated, then to targets of the next priority Level until they have all been eliminated, and so on.
If several targets share the same Targeting Priority Order, players choose the targets hit among them.

Remember: Targeting Priority Order doesn't apply to Melee Actions.

***EXAMPLE:** Armed with a Shotgun (Damage 2), Lou performs a Ranged Action at a Zone with 1 Fatty, 2 Walkers, and 2 Runners.*
• Lou rolls and for her first Action. Hits are obtained with 4 or more, which means 2 Hits. Following the Targeting Priority Order, the first hit is assigned to the Fatty, eliminating it (Damage 2). The second hit is assigned to a Walker, eliminating it as well (1 hit = 1 target).
• Lou rolls and with her second Action, obtaining 2 hits. The Targeting Priority Order lists the Walker as the first target, so it's eliminated. The second hit is allocated to either of the Runners, eliminating it as well. A single Runner remains.

NOTE: Fatties are first in the Targeting Priority Order and are immune to Damage 1 weapons. This means they can protect Walkers and Runners in their Zone from all Damage 1 Ranged Actions, as they need to be removed first. The same applies to Abominations, requiring Damage 3 (or a Molotov) to be eliminated.

TARGETING PRIORITY	NAME	ACTIONS	MIN.DAMAGE TO KILL	ADRENALINE EARNED
1	Fatty / Abomination	1	2/3	1/5
2	Walker	1	1	1
3	Runner	2	1	1

• FRIENDLY FIRE

Oops.

A Survivor can't hit themselves with their own attacks. However, emergency situations can call for Ranged Actions aimed at a Zone where a teammate is stuck.
In that case, misses during the Attack roll automatically hit Survivors standing in the target Zone. Assign these Friendly Fire hits in any way the player wants and apply Damage normally (Damage 2 weapons inflict 2 Wounds).
Remember: Friendly Fire doesn't apply to Melee Actions.

***EXAMPLE 1:** Amy shoots with a Sawed-Off at a Zone containing Ned and a Walker. Rolling and , she obtains a hit... and a miss. The hit eliminates the Walker. The miss, however, hits Ned for Damage 1. Ned suffers 1 Wound.*

***EXAMPLE 2:** Lili shoots with a Shotgun at a Zone where Odin and a Runner stand. She rolls and , 2 successes! One is enough to kill the Runner. The other success is lost. Only missed shots are assigned to Survivors, so Odin is safe.*

#12 EQUIPMENT TRAITS

No matter what, fight with style!

- Lili

FLASHLIGHT



The Survivor benefits from the Search: 2 cards Skill (P. 66). Draw 2 cards when Searching with this Survivor.

NOTE: The game effect does not stack with itself. Having multiple Flashlights does not provide more than 2 cards.

Flashlights help finding the best Equipment early in the game.

MOLOTOV



Perform a Ranged Action with a Molotov equipped in a Hand slot, discard the card, and watch things burn! A **Molotov effect** is created in the targeted Zone: **all Actors are eliminated,** no matter their Damage threshold (yes, it includes Abominations!). The Survivor who threw the Molotov earns all the associated Adrenaline Points.

A Molotov kills all Actors in its target Zone. Keep them for Abominations and emergency situations!



RELOAD



Reloadable weapons have powerful burst power, but need to be reloaded before being fired again.

Weapons with the Reload trait are emptied each time they are fired. A Survivor may spend 1 Action to Reload the weapon, if they want to fire it several times in the same Game Round. All such weapons are freely reloaded during the End Phase, so they start each Game Round ready to fire.

- If such a weapon is fired, and is then given to another Survivor without being reloaded, it must still be reloaded before the new owner can use it in the same Game Round.
- A single Action is enough to reload 2 weapons fired in a Dual manner.
- Firing with a single Dual reloadable weapon in a Zone, then firing at another Zone with the other Dual reloadable weapon, is allowed (this requires 2 separate Actions).

EQUIPMENT SKILL



The right weapon for the right job.

Some Equipment cards have their own Skill (like Sniper for the Sniper Rifle, for example).

Weapon cards: The Survivor benefits from the indicated Skill when performing a Combat Action with an equipped weapon featuring a Skill.

Non-weapon cards: The Survivor gets the Skill as long as the Equipment is in their inventory.

#13 ADDITIONAL GAME MODES

The additional game modes described in this chapter deepen *Zombicide*'s atmosphere with new rules. Use them to enrich games, replay previous Missions with new possibilities, and create new thematic challenges!

ABOMINATION FEST

The Abomination Fest allows the game to have several Abominations on the board at the same time. The more there are, the deadlier the game gets, as the Molotov amount is still limited. Before using this game mode, make sure everyone is a seasoned player or is playing with Survivors able to handle (or escape) these monsters!

Ready for the Abomination Fest? Resolve these game effects whenever a Zombie card spawning an Abomination is drawn:
- If there is no Abomination on the board, draw a card from the Abomination deck. Then, place the corresponding Abomination.
- If there is already an Abomination on the board, all Abominations on the board get an extra Activation. THEN, draw a card from the Abomination deck and place the corresponding Abomination.

Tailoring the Abomination Fest to suit player's tastes and desired game experience is easy:
- First, decide the Abomination types to be used by creating a unique Abomination deck to draw from. This is a great way to tune the difficulty for each gaming group and create the desired atmosphere.
- Then, players may also set the maximum amount of Abominations there may be on the board at any given time. When that amount is reached, drawing Abomination Zombie cards only provides an extra Activation to the Abominations on the board.



CAR ACTIONS

> Everyday cars, with the plastic parts, hybrid stuff and all, proved useless both to evade the invasion and move around an apocalyptic town. We favor the good old muscle cars made of steel and pure badass spirit. As my friends never remember the brands, we simply call them pimpmobiles. We also look for police cars with upgraded engines and reinforced hulls. They carry us around, smash zombies, and sometimes carry our stuff. I consider them our best allies.
>
> - Josh



Keep the Car reference card handy!

Zombicide features 2 car types on double-sided tokens. Some Missions allows Survivors to drive them to go faster around the board and to crush Zombies. Both play in the same way, but each has a special ability.
At the cost of 1 Action, a Survivor may perform 1 of the Actions listed below when in the same Zone as a car. Unless they are car-related, the Survivor's Skills don't apply to the car itself or the attacks performed with it.
Unless otherwise stated, a car cannot be attacked or destroyed. A Survivor sitting in a car can still be attacked normally as if the Survivor was just standing in the Zone.

• GET IN OR OUT OF A CAR

The Survivor gets in a car in their Zone only if there are no Zombies in that Zone. Set the Survivor's miniature either in the Driver's seat or in another seat as a Passenger. The car can hold a single Driver and up to 3 Passengers.
There are no restrictions to getting out of a car.

• CHANGE SEATS IN A CAR

The Survivor becomes either the Driver or a Passenger. Move the Survivor miniatures accordingly.
Changing seats is not a Move Action and does not utilize Move-related rules.

NOTE: Changing seats can be done with Zombies in the Zone.

• DRIVE A CAR

- Sam, how do your feet touch the pedals?
- Boxes. I duct-taped boxes to them.
- Do I see my first-aid kit down there?



Choose to drive Slow (1 Zone per Drive Action) or Fast (2 Zones per Drive Action):

1 ZONE: No Attack.
2 ZONES:



The car can only be driven by the Driver (obviously), and only if the Mission allows it. **A car cannot be driven into building Zones.** This Action is not a Move and is not subject to movement modifiers. The car can leave or go through Zones with Zombies without spending extra Actions or stopping.

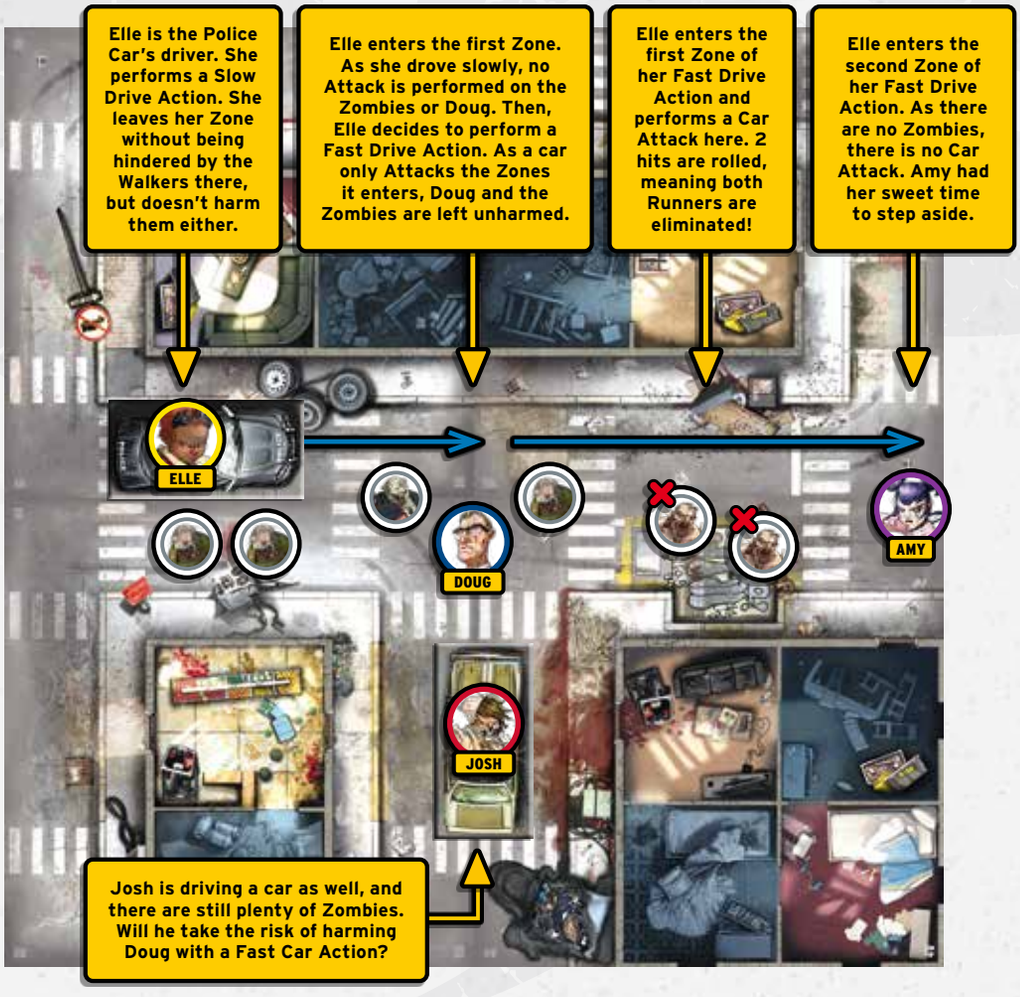
Choose a driving mode with each Drive Action spent in the car:

• **Slow Drive Action.** The car drives 1 Zone. No Attack is performed.

• **Fast Drive Action.** The car drives 2 consecutive Zones (no U-turns!). Perform a Car Attack in each Zone with Zombies the car enters. Killing Zombies with Car Attacks earns the Driver the associated Adrenaline Points. Hits from a Car Attack are assigned to Actors in the targeted Zone according to the Targeting Priority Order (P. 28).

Car Attacks may cause Friendly Fire (P. 28) to pedestrian Survivors if a Survivor drives into Zones containing both Zombies and pedestrian Survivors! Survivors in the car, or in another car in the same Zone, are immune. No Car Attack occurs if the car enters a Zone with only pedestrian survivors.

For simplicity's sake, driving a car makes no Noise.



• TAKE A PIMPWEAPON CRATE IN A PIMPMOBILE

> Oh. Exactly my kind of car. And my kind of weapon. It that real gold? It is real gold!
>
> - Lili



Some missions instruct you to add a Pimpweapon Crate token on top of the Pimpmobile. These can be taken in the same way as Objectives. Remove the Pimpweapon Crate from the Pimpmoble token. The Survivor immediately earns a random Pimpweapon among those still available. They can then reorganize their inventory for free.

A Pimpmobile may be driven while still holding its Pimpweapon Crate. In that case, the Crate moves along with the Pimpmobile. The weapon is stashed in the trunk and does not occupy a seat.

• SEARCH A POLICE CAR

> - Touch anything you want but the siren button. Please.
> - Really? Why? (push!)
>
> - Tiger Sam to Bunny G



Each Pimpmobile contains a single Pimpweapon. Police Cars contain an unlimited amount of weapon cards.

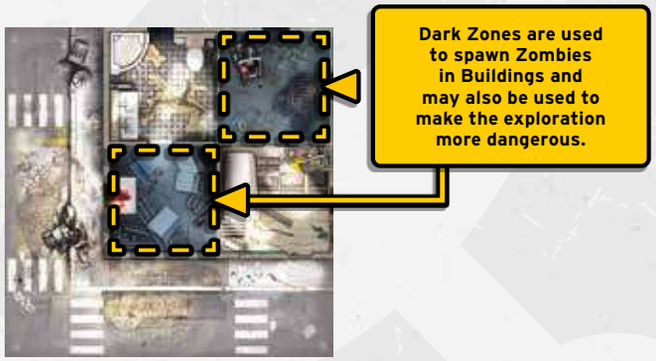
Police Cars may be Searched for weapons. Search-related game effects (like +1 free Search Action, Can Search More Than Once, or the Flashlight Equipment) apply when Searching a **Police Car.**

When Searching a **Police Car**, draw cards until a weapon card is drawn. Discard the other cards. The "Aaahh!!" card triggers the appearance of a Walker as usual and interrupts the Search (even with a Flashlight, for example).



DARK ZONES

- It's all dark in this massive building. Keep your eyes and ears open.
- Hey, it reminds me of a game...

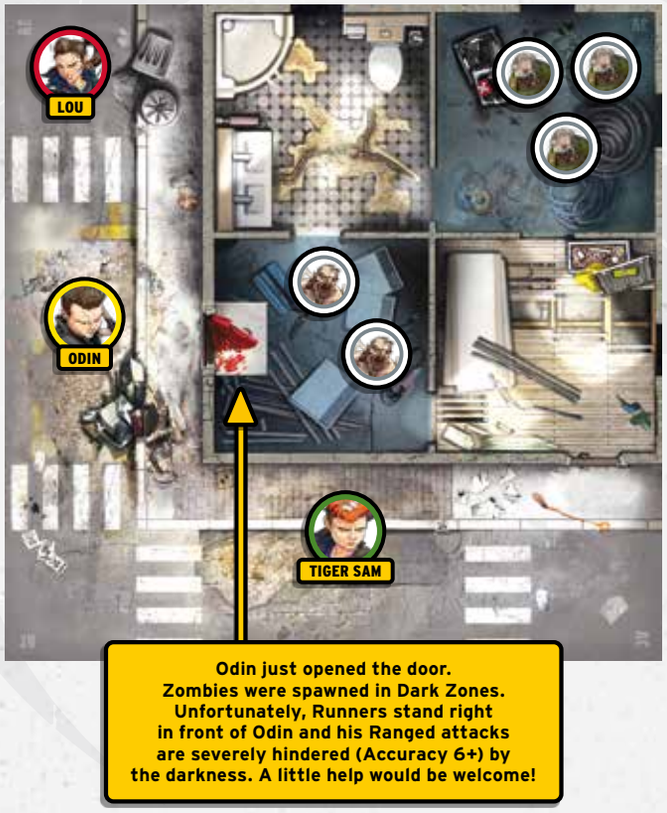


Using the Dark Zone rules make the game a little harder and instills a deep sense of dread in Survivors. The following rules apply when using this game mode:

• Actors can't trace Lines of Sight to Dark Zones, except at Range 0-1.

• Ranged Attacks aimed at Dark Zones have Accuracy 6+ (rolling a 6 is required to hit). **Having a Flashlight cancels this rule.** Game effects altering the Accuracy still apply (like +1 to dice roll: Ranged, for example). Automatic success, like throwing a Molotov, also still apply.

• Melee Attacks are not affected by Dark Zones.





COMPANIONS

- You are so cute! Would you like me to adopt you?
- Whatever, as long as you have candies and chocolate.

- Amy and Bunny G

Some Missions feature Survivor miniatures as objectives or support characters. They are called Companions and either play as described in the Mission or follow Survivors. Players choose which Companion is set in each of the spots indicated by the Mission. Set aside their ID Cards during Setup for all players to see.

Mission descriptions may differ from the following rules. In that case, the Mission's special rules have priority.

NOTE: Survivors with the Starts with Health [X], Starts with 2 AP, or Starts with [Equipment] Skill (P. 66) cannot be used as Companions. If one is drawn, ignore it and get another.

ESCORTING A COMPANION

According to the Mission, a Companion may be linked to a given Survivor during Setup. The Survivor gets the corresponding ID Card and benefits from the Companion's Blue Danger Level Skill (if the Companion has several Blue Skills, only the first one listed on the ID Card applies). This ID Card doesn't take up an Inventory slot. The Companion's miniature is placed next to the Survivor's.

The Companion's ID Card may be traded, along with the corresponding miniature and Skill, in the same way as an Equipment card.

The Survivor possessing the Companion's ID Card is called their **Leader**. A Survivor may be the Leader of several Companions.

The Mission may also feature lone Companions standing on their own. Any Survivor may spend an Action to **rally** a lone Companion standing in the same Zone. They become the Companion's Leader and acquire their ID Card.

COMPANIONS GENERAL TRAITS

A Companion:

- **Is a Survivor.** It also means they count as 1 Noise.
- Is hit by Friendly Fire (P. 28).
- Is eliminated upon receiving any Wound. Unless otherwise stated by the Mission, the game is lost if they are eliminated.
- Always stays together with their Leader. All special rules, Move-related Skills, and Car-related Actions also apply to the Companion. A Companion takes a Passenger seat in a car.
- Does not have an Inventory.
- Does not have any Actions.

EXAMPLE 1: *Wanda spends 1 Action to rally Bunny G who is standing as a lone Companion in her Zone. Wanda becomes Bunny G's Leader, gets his ID Card, and Bunny G's miniature is placed next to hers. From now on, Wanda benefits from Bunny G's Lucky Blue Level Skill. In return, Bunny G benefits from Wanda's Sprint Skill in order to follow her everywhere.*

EXAMPLE 2: *Josh joins Wanda and Bunny G in their Zone, then spends 1 Action for a Trade. Josh is now Bunny G's Leader, gaining his ID Card and Blue Level Skill. Josh's got a lucky charm!*





ULTRARED MODE

Angry? You don't want me angry!

The Ultrared Mode allows Survivors to gain Adrenaline Points beyond the Red Danger Level and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large Missions.

Ultrared Mode: When a Survivor reaches the Red Level, move the Adrenaline tracker back to 0 and add any Adrenaline Points gained past the minimum required to hit the Red Level. The Survivor is still on the Red Level and keeps their Skills. Count additional Adrenaline Points as usual and gain unselected Skills upon reaching Danger Levels again.
When all the Survivor's Skills have been selected, choose a Skill on the list (P. 63) upon reaching Orange and then Red Level again.

EXAMPLE: *Ostara just earned her 43rd Adrenaline Point, getting to the Red Level. She has the following Skills: Can Search More Than Once (Blue), +1 Action (Yellow), +1 die: Ranged (Orange), and +1 to dice roll: Ranged (Red Level).*
The player moves the Adrenaline tracker back to the start of the track and continues the Mission. Ostara is still at Red Level and keeps on earning Adrenaline Points as she kills Zombies.
Ostara doesn't get an additional Skill upon reaching the Blue or Yellow Levels for the 2nd time since she has all available Skills for these Levels. Upon reaching the Orange Level again, she gains +1 free Move Action, her 2nd Orange Level Skill. Upon reaching the Red Level again, the player chooses a new Skill among the 2 remaining for this Level and goes for +1 free Combat Action. The Adrenaline counter returns to the start.
During her 3rd time through the Adrenaline bar, Ostara doesn't get any new Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the 3rd time, she earns the last Red Level Skill: Slippery. The Adrenaline counter goes to the start again.
From now on, Ostara still earns Adrenaline Points and gets a player-chosen Skill every time she reaches the Orange Level, and then another upon reaching the Red Danger Level.

TUNING THE DIFFICULTY

- I think we're done. Let's move!
- Can we stay a little longer? I'm having fun.



Zombicide's difficulty may be tuned up or down using the card numbers.

Sometimes the game may be too easy, or just too hard, for players and their group. In that case, sort the Zombie cards using their card number.

• Zombie cards #001 to #018 form the easier part of a Zombie invasion. Zombies appear in lower amounts, but still benefit from the Rush rules. There are no Abominations at Blue Danger Level.

• Zombie cards #019 to #036 are the harder part. Zombies come in greater numbers, especially at low Danger Levels. Abominations can appear at the Blue Danger Level. Keep these cards for experienced player groups and *Zombicide* veterans.

• Zombie cards #037 to #040 are Extra Activations. They make the Zombies less predictable and put more pressure on the Survivors.

These elements can be mixed in any way the players see fit to create their own game experience!



#14 MISSIONS

The following Missions can be played in any order, suiting player's play time and desired challenge level. Special rules detailed in Missions supersede general rules and card rules. The first 10 Missions are inspired by original Zombicide, but updated to suit the 2nd Edition rules. The next 15 Missions were created just for this new edition!

M0 – ZOMBICIDE LIFE (TUTORIAL)

Easy / 30 minutes

Anyone having even the bare minimum of zombie knowledge knows it won't be long until the infected swarm the whole place and bring society down. We have to prepare and find the proper equipment to survive. Oddly, I'm not worried about weapons, as there are plenty around. No, the most precious thing we have to look for is medicine. Being sick or injured in a zombie world could prove a nightmare. Ah, and we'll need toothpaste, too. And batteries. And...
What? Never saw a zombie movie? Welcome to the real world!

Tiles needed: 1V & 3V.

1V **3V**

• OBJECTIVES

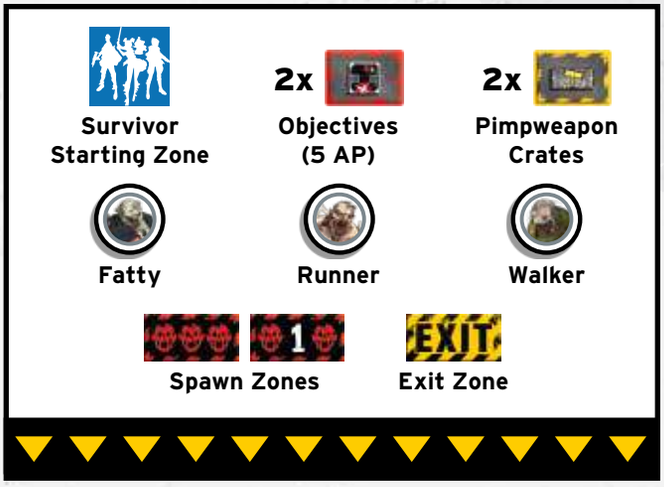
A fresh start (sort of). Take all Objectives and Pimpweapon Crates. Then, reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

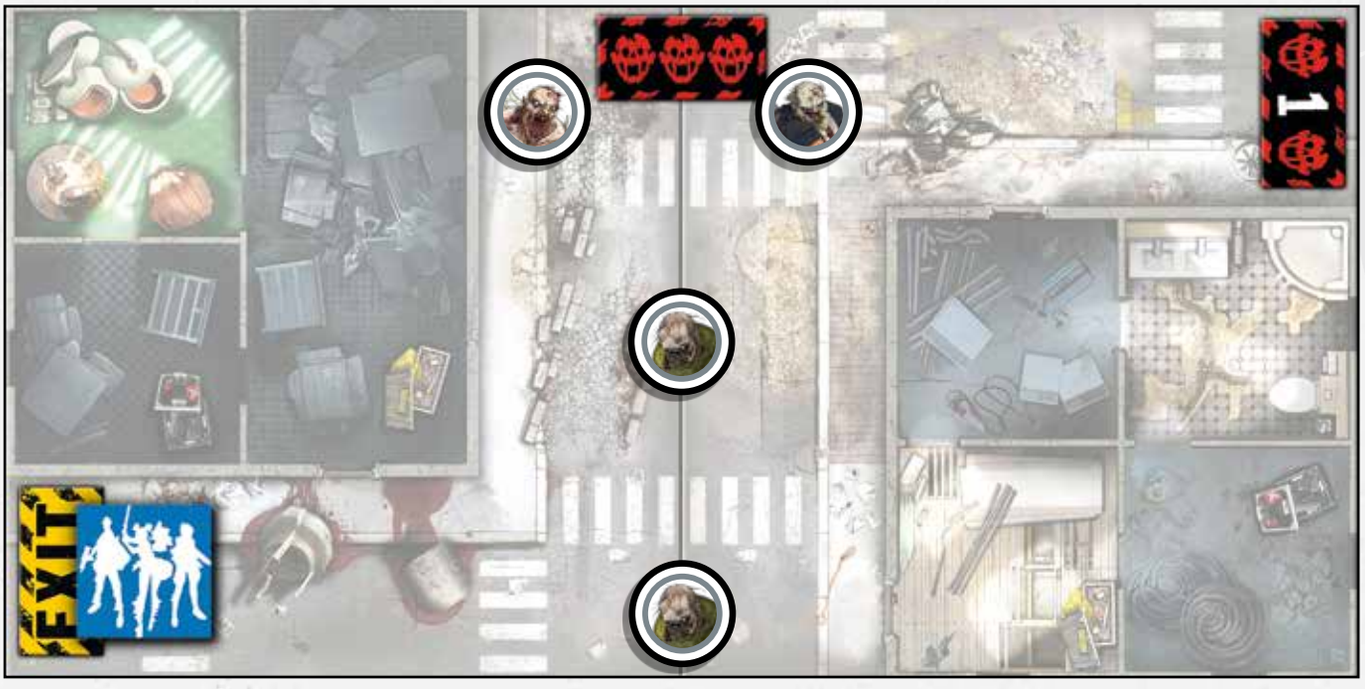
• SPECIAL RULES

• **Setup.** Place a Fatty, a Runner, and 2 Walkers in the indicated Zones.

• **These won't be made anymore.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Bigger guns.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.





M1 – CITY BLOCKS

Medium / 45 minutes

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

Tiles needed: 1V, 2V, 3R, 4V, 5R, 6R, 7R, 8V, & 9R.

• OBJECTIVES

Find supplies for the shelter. First, meet both these Objectives:
• Get an Objective token with each Survivor (see Special Rules). The game is lost if this Objective can no longer be met (if a single Survivor takes too many of them, for example).
• Get 3 food cards (Bag Of Rice, Canned Food, or Water), distributed in any way among Survivors.
Then, reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• **Doing our part.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Place the token on the Survivor's Dashboard. It does not take up space in their inventory and cannot be traded.

• **Finders keepers!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.





1V	7R	3R
5R	9R	6R
8V	2V	4V

Survivor Starting Zone

Exit Zone

9x Objectives (5 AP)

9x Pimpweapon Crates

Spawn Zones

M2 - Y-ZONE

Hard / 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: 1V, 2V, 3V, 4R, 5V, 6R, 7V, 8V, & 9R.

• OBJECTIVES

Armed escape. Accomplish the Objectives in this order to win the game:
1- Arm the team. Provide the team with as many Pimpweapons as there are Survivors (up to the number of available Pimpweapons).
2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• **I never thought we would crave this.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Tools of the trade.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



7V	5V	2V
9R	6R	4R
1V	8V	3V





M3 - THE 24HRS RACE OF ZOMBICITY

Medium / 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 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: 1V, 2V, 3R, 4V, 5V, 6R, 7R, 8V, & 9V.

2V	8V	9V
7R	3R	6R
1V	5V	4V

• OBJECTIVES

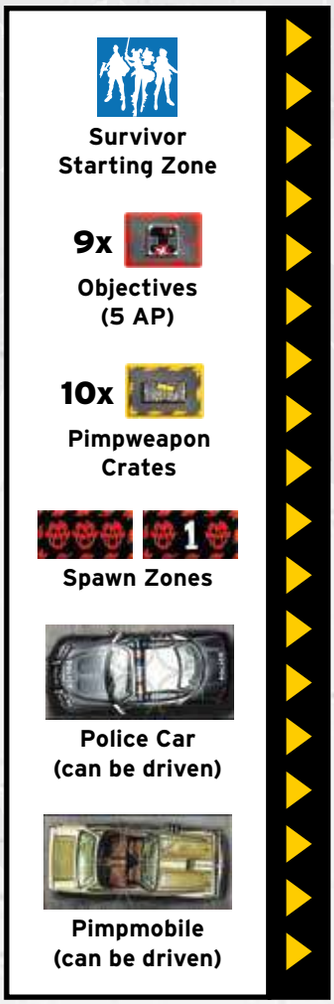
Full throttle! Reach the Red Danger Level with at least 1 Survivor.

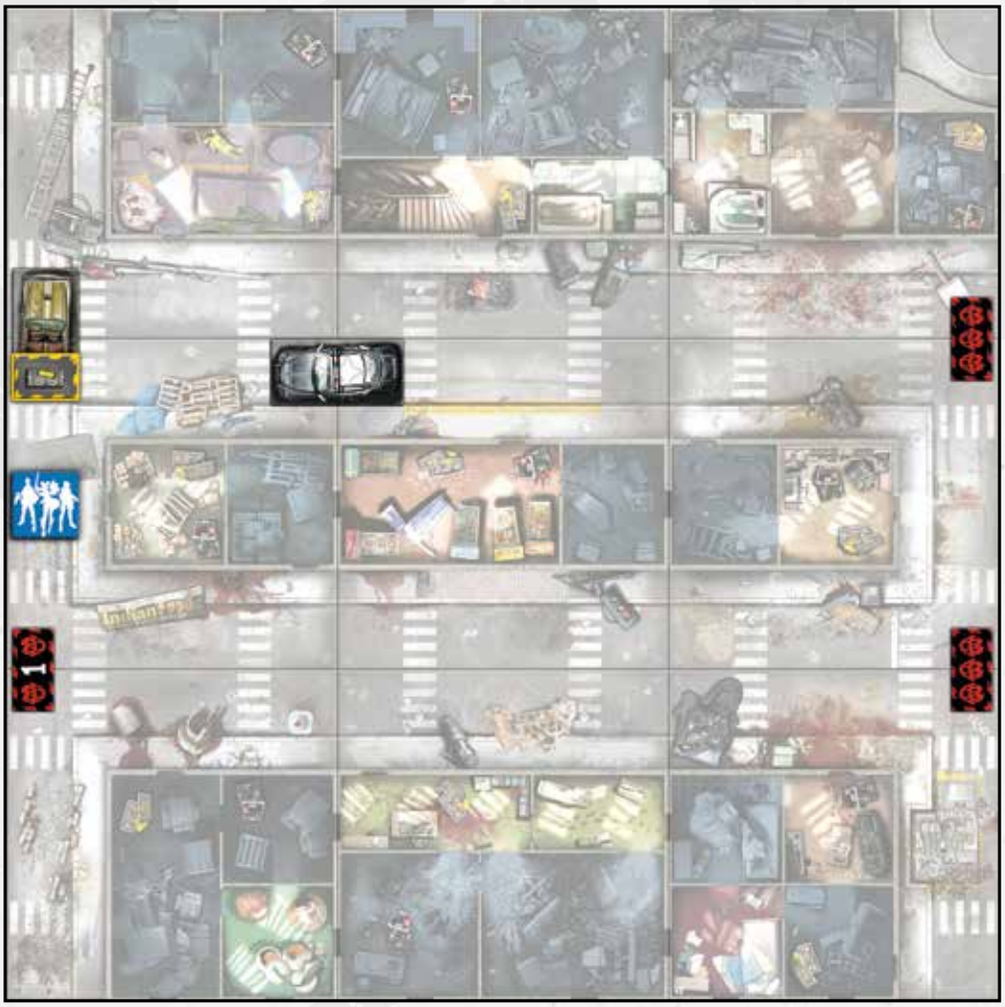
• SPECIAL RULES

• **Cars and guns.** Cars can be driven (see P. 31).
- The **Pimpmobile** contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- When Searching the **Police Car,** draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **I will enjoy this later.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Bring the heat!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.





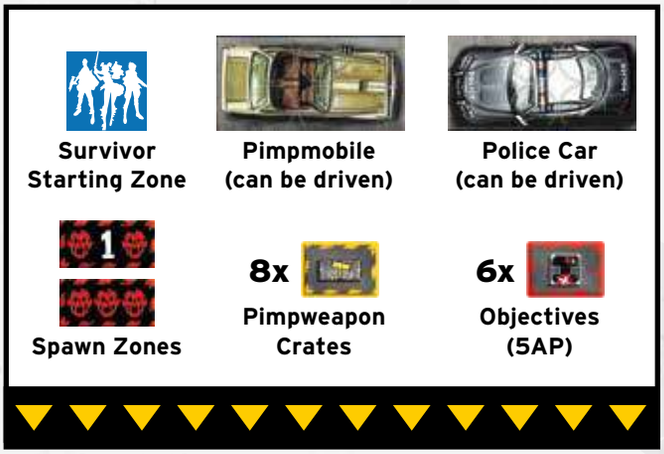
M4 - DRIVE-BY SHOOTING

Medium / 90 minutes

Our new shelter doesn't have enough protection. The zombies just keep coming. We can't sleep, and some of us are beginning to lose their 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.

5R	7R
4V	3V
6V	8V

Tiles needed: 3V, 4V, 5R, 6V, 7R, & 8V.



• OBJECTIVES

Secure the main accesses to the shelter. Accomplish the Objectives in this order to win the game:
1- Blast the cars to block the main routes. Use the cars to blast the Red Spawn Zones and move the corresponding Zombie Spawn tokens to the Starting Spawn Zone (see the Special Rules). If this Objective can no longer be reached, the game is lost.
2- Torch the last route. Throw a Molotov at the Starting Spawn Zone.

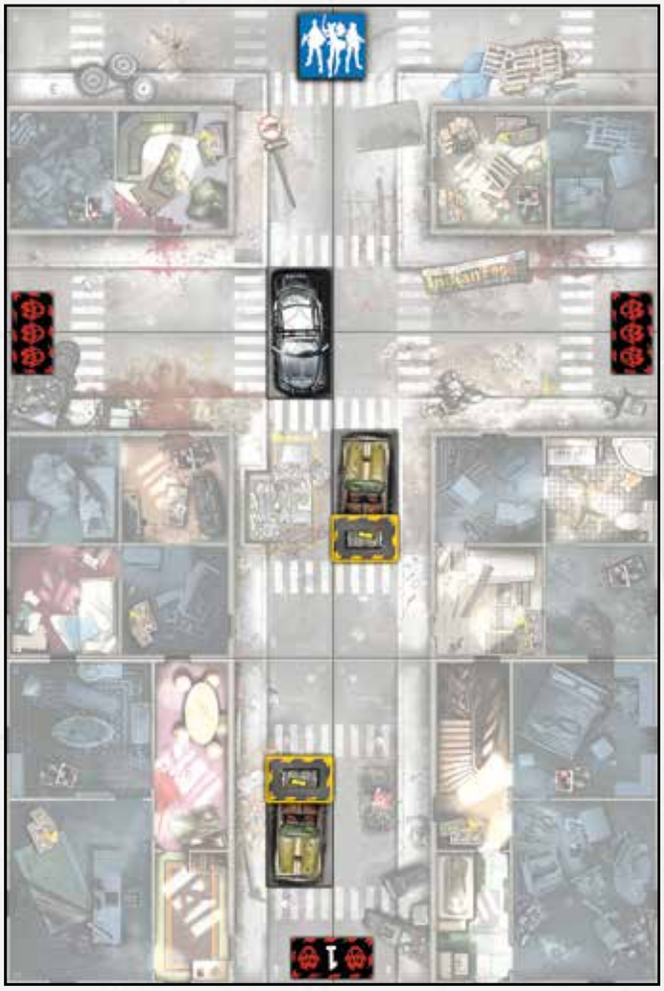
• SPECIAL RULES

• **Rolling thunder.** Cars can be driven (see P. 30).
- The **Pimpmobile** contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- When Searching the **Police Car,** draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Aim at the tank!** Cars can be designated as specific targets of Ranged Attacks. The Targeting Priority Order is ignored and a single hit is required to make the car explode. Resolve a Molotov effect, then remove the car token (along with any Pimpweapon Crate it may hold). Making a car explode on a Red Spawn Zone moves the corresponding Red Zombie Spawn token to the Starting Spawn Zone.

• **Supplies for the living.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **That's my baby!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



M5 - BIG W

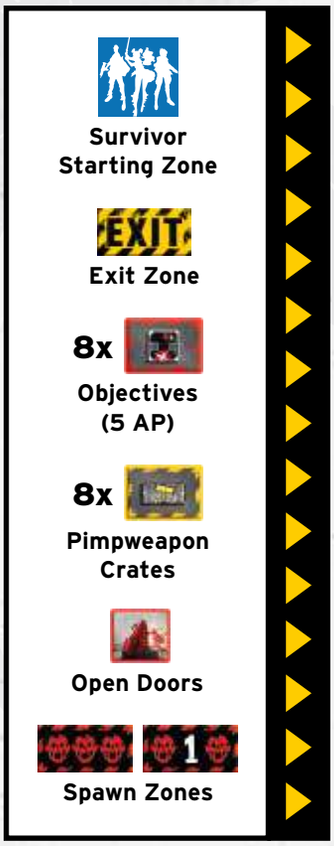
Hard / 90 minutes

> Zombies are dangerous, but they may not be the greatest threat. We always have to find new resources, food, weapons, 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: 1V, 2V, 3V, 4R, 5R, 6R, 7R, 8V, & 9R.

• OBJECTIVES

Purge the Big W. First. Complete both Objectives:
• Open all buildings.
• Take 5 Objectives (or more). At least 1 of them must be a colored Objective (see the Special Rules).
Then, reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.



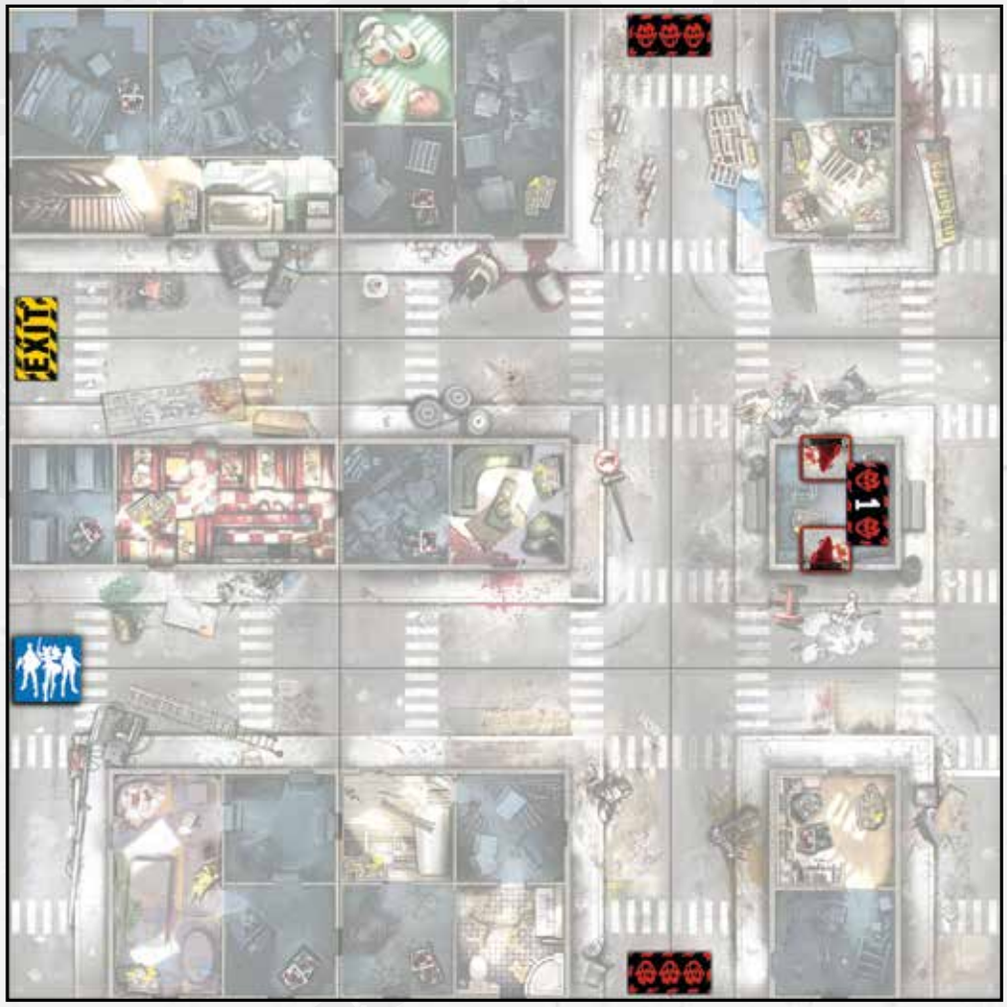
• SPECIAL RULES

• **Setup.**
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown. The team must pick at least 1 of them to win the game!
- Notice both open doors on tile 9R. This tile does not get an Objective token or a Pimpweapon crate.

• **Bacon?** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Bacon via superior firepower.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

8V	1V	7R
4R	5R	9R
2V	3V	6R



M6 - THE ESCAPE

Hard / 90 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. Until 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 teamwork. I need a bigger gun... and toilet paper.

Tiles needed: 1V, 4V, 5R, 6V, 8V, & 9R.

5R	9R
4V	1V
6V	8V



• OBJECTIVES

A lethal shopping spree. Accomplish the Objectives in this order to win the game:
1- Gather food. Gather 6 food cards (Canned Food, Rice, or Water). They may be distributed in any way among Survivors' inventories and/or stashed in cars (see Special Rules).
2- Escape with the cars. Reach the Exit with all Survivors in the cars. A car may escape through this Zone at the end of its Driver's Turn (along with its Passengers and stashed Food cards), as long as there are no Zombies in it. If this Objective can no longer be met, the game is lost.

• SPECIAL RULES

• **Not your parents' car.** Cars can be driven (see P. 31).
- The **Pimpmobile** contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- When Searching the **Police Car,** draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Stashing food in trunks.** By using 1 Action, a Survivor can store food cards in a car that is in the same Zone as them. Remove any amount of food cards from the Survivor's inventory and put them on the car token. The stashed cards do not occupy seats, move with car, and may be moved back to a Survivor's inventory using the same rules as placing them.

• **Be careful with the expiration date.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Hot sales!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



M7 - GRINDHOUSE

Hard / 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: 3V, 4V, 6V, & 8V.

• OBJECTIVES

Prevent the zombies from escaping. Accomplish the Objectives in this order to win the game:
1- Secure the buildings. Gather all Zombie Spawn tokens on the Starting Spawn Zone (see the Special Rules).
2- Lock them in for good. Throw a Molotov at the Starting Spawn Zone.
The game is lost whenever a Zombie starts its Activation in a highlighted Zone.

• SPECIAL RULES

• **Setup.**
- Place 3 Noise tokens in each highlighted Zone. They are permanent and not removed during the End Phase. The game is lost whenever a Zombie starts its Activation in such a highlighted Zone.
- Note the open doors on tiles 4V and 8V. At the end of Setup, spawn Zombies in both buildings as if these doors had just been opened.

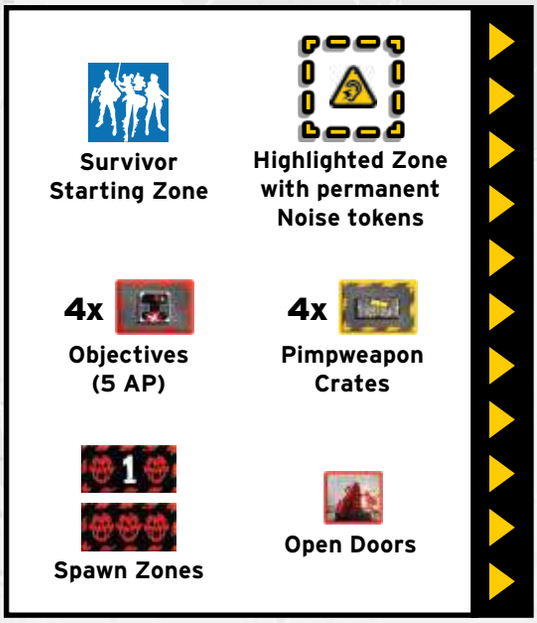
• **All clear here!** A Survivor standing in a Spawn Zone, with no Zombies in it, may spend 1 Action to neutralize it. Move the Zombie Spawn Token to the Starting Spawn Zone.

• **Fresh socks, anyone?** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Oh, oh, oh!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



6V	4V
3V	8V





M8 – ZOMBIE POLICE

Hard / 30 minutes

We killed a zombie that had been the mayor of this town. It was carrying a memo from the chief of police explaining how to reach a safe hideout in 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: 3V, 4V, 5V, 6R, 8V, & 9R.

• OBJECTIVES

Get to the bunker. Accomplish the Objectives in this order to win the game:
1- Find the remote controls. Take the Blue and the Green Objectives.
2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• **Setup.** Place the Blue and the Green Objectives in the indicated Zones.

• **Just can't get enough.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

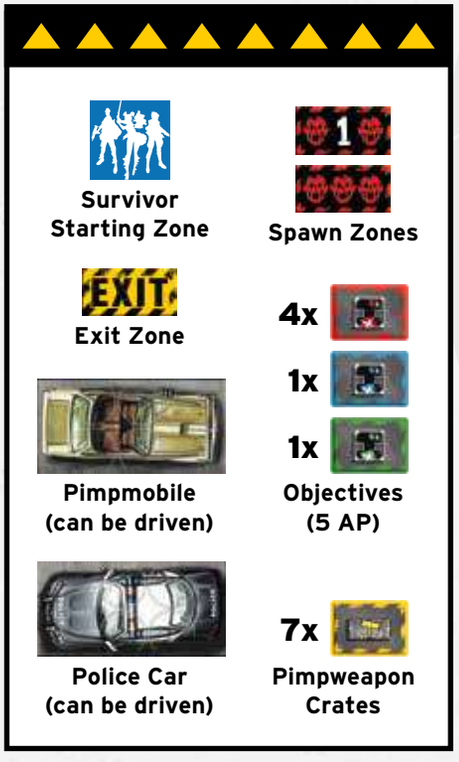
• **The bunker is locked.** The building featuring the Exit Zone cannot be opened until the Blue AND the Green Objectives have been taken.

• **Let's play cops and robbers.** Cars can be driven (see P. 31).
- The **Pimpmobile** contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- When Searching the **Police Car,** draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Freeze! Just kidding. Now, you die.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



3V	4V
6R	9R
8V	5V



M9 - MIGHT MAKES RIGHT

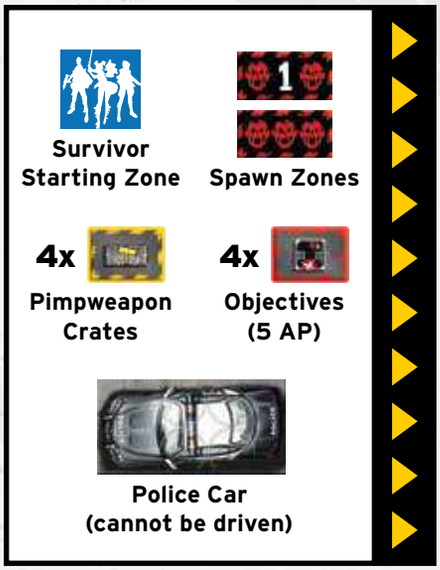
Medium / 60 minutes

We've found the 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: 2V, 3V, 4V, & 9R.



4V	2V
9R	3V



• OBJECTIVES

• **Rescue your new friends.** Find the three Companions to win the game (see P. 33).

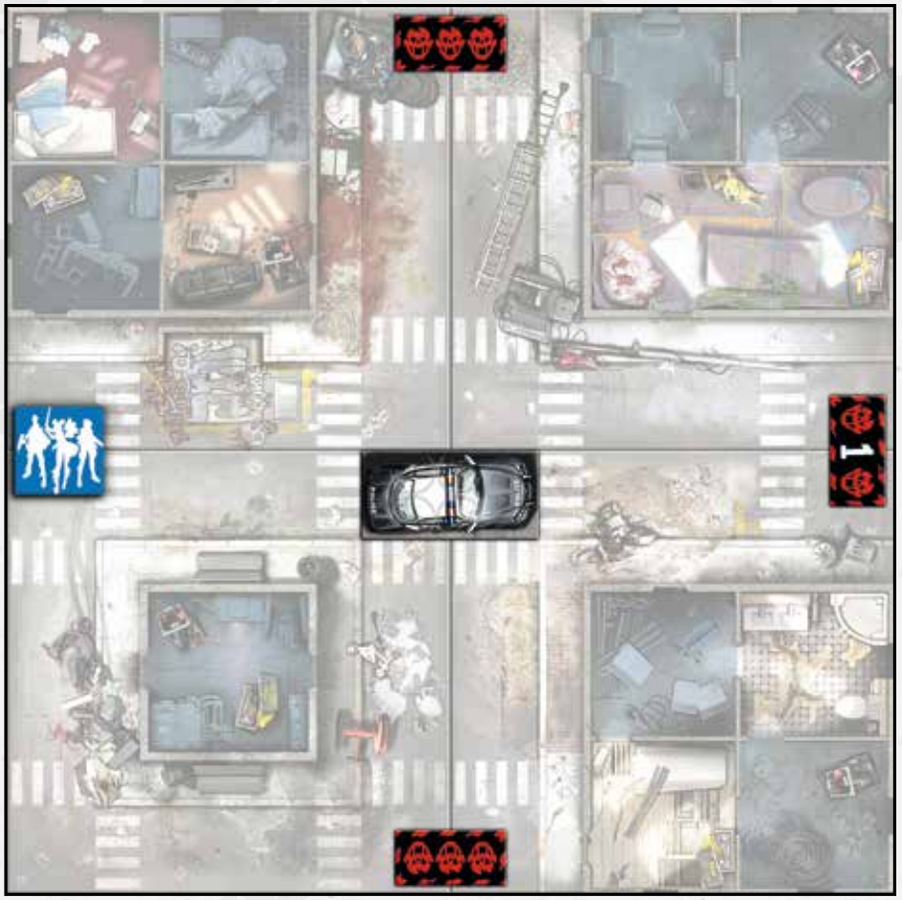
• SPECIAL RULES

• **Setup.** Place the Green Objective randomly among the Red Objectives, facedown.

• **Pleased to meet you. Hope you guess my name.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- Taking the Green Objective has no additional effect.
- Taking a Red Objective also grants the Survivor a Companion (P. 33). Pick a random Survivor ID Card among those not used for this Mission. The Survivor becomes their Leader.

• **Mind the safety lock.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Wrecked armory.** The Police Car **CANNOT** be driven. When searching it, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.



M10 - SMALL TOWN

Easy / 30 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: 1R, 2V, 5R, & 7R.

• OBJECTIVES

Plunder the district. Accomplish these Objectives in any order to win the game.
• Take the 4 Objectives.
• Take the 4 Pimpweapon Crates.
• Get a Molotov.

• SPECIAL RULES

• **I found dinner!** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **A dream came true.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.





2V	1R
7R	5R

Survivor Starting Zone

Spawn Zones

4x Objectives (5 AP)

4x Pimpweapon Crates

M11 – THE DITCH

Medium / 30 minutes

> We are hungry, it started raining, and night is falling. Three good reasons to get back to our shelter as soon as possible. The shortest path goes right through the Ditch, the oldest and narrowest street out there. We need to cross it to get back home!
> Make sure to check left and right before crossing.

Tiles needed: 2R, 4R, 7V, & 9V.

• OBJECTIVES

Cross the Ditch. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it, **and no Abominations are on the board.**

• SPECIAL RULES

• Setup.
- The team starts with 2 Companions (see P. 33), chosen and distributed among the Survivors as the players see fit.
- Place an Abomination in the indicated Zone. **Note that it doesn't move until there's an open path to the Survivors.**

• Take it. We'll find a use for it later. Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

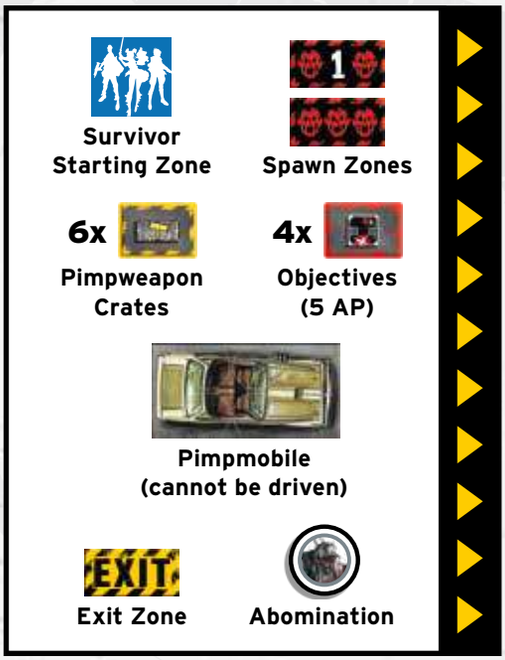
• Talk about a cleaning tool! Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• Did I read "do not open"? The Pimpmobiles **CANNOT** be driven. Each contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



4R	2R
9V	7V



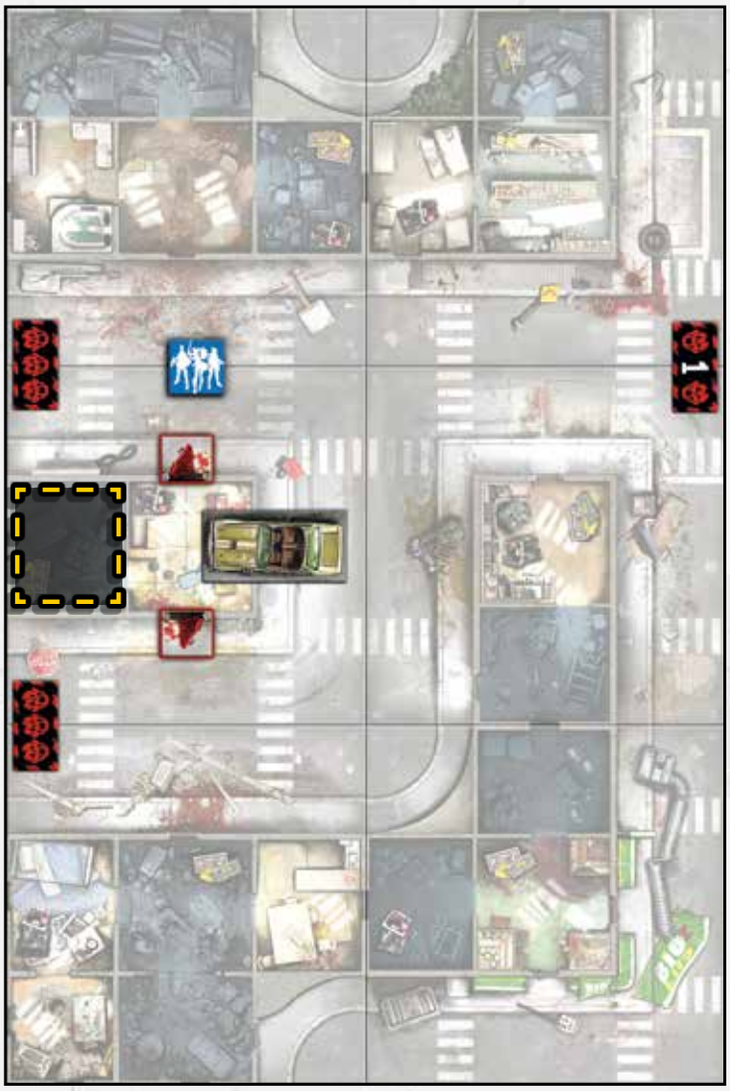


M12 - CAR CRASH

Medium / 60 minutes

Just because it's the zombie apocalypse, no reason you can't be social and invite friends over for lunch. As the meeting time came we heard tires squeal around the corner, then a big crash. We got out as fast as we could to find their car rammed a wall so hard it entered the building. It is now a total wreck. All our friends are alive but injured. They cannot move on their own for now. We need to find medical kits in the surrounding area to get them on their feet and escape. The zombies heard the crash, too!
It seems they drove across a spiked zombie corpse. I don't know if their insurance will cover that.

Tiles needed: 1R, 2R, 6R, 7V, 8R, & 9V.



9V	1R
8R	6R
7V	2R

• OBJECTIVES

Rescue the injured Survivors. Turn the 6 injured Survivors on tile 8R into Companions (see P. 33) to win the game. To do so, the Survivors need to bring them 6 first aid kits represented by Red Objectives (see Special Rules).
The game is lost whenever a Zombie activates in the injured Survivors' Zone.

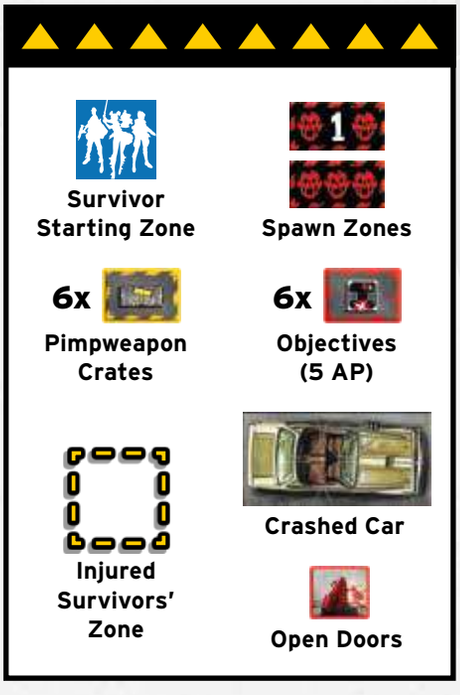
• SPECIAL RULES

• Setup.
- Note the open doors on tile 8R.
- Place 6 Survivor miniatures that weren't chosen by players in the indicated Zone and set their ID Cards aside. These injured Survivors cannot perform any Actions and do not have inventories. They still count as Noise tokens.

• First aid kits. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. It also grants the Survivor a first aid kit. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot and can be traded like an Equipment card.
Using 1 Action, a Survivor may drop a Red Objective token from their inventory in the injured Survivors' Zone. An injured Survivor of the player's choosing then becomes a Companion (P. 33) to the Survivor.

• Weapon crates. Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• A wreck. The car cannot be driven or searched.



M13 - BURNING STREETS

Medium / 45 minutes

We spotted a massive zombie herd coming right at our shelter. Eliminating them would not be an issue, but it could take days. On the other hand, hearing them all night long would certainly drive us mad! The best way is to block the access and divert the infected flow in another direction. To achieve this, fire is our best friend.
Let's burn!

Tiles needed: 1R, 2V, 3V, 4V, 6R, & 7V.

7V	4V
1R	6R
2V	3V

Survivor Starting Zone

Spawn Zones

4x

1x

1x

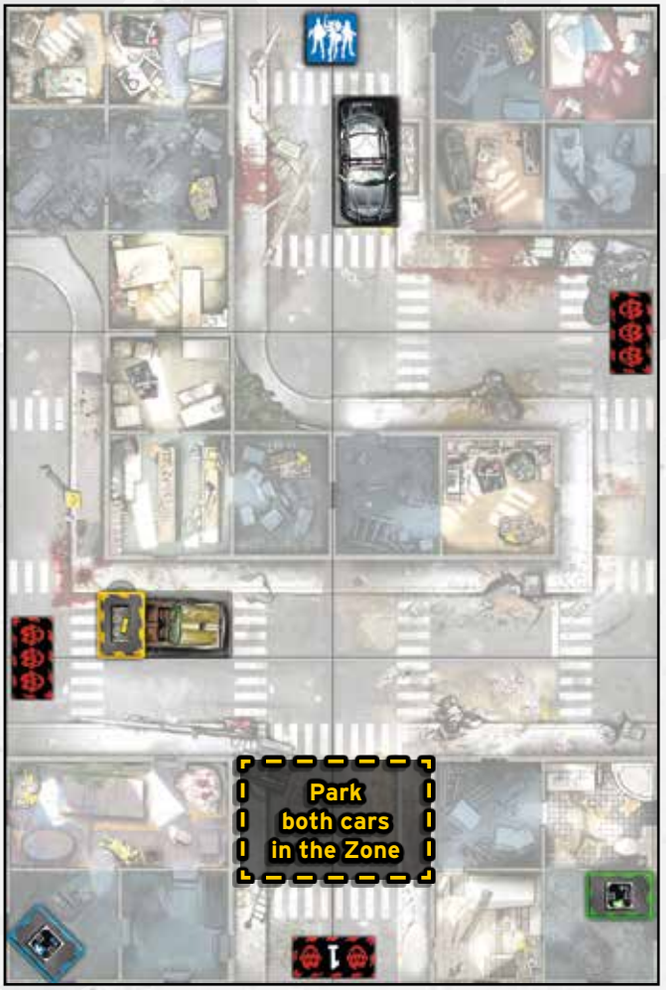
Objectives (5 AP)

7x Pimpweapon Crates

Police Car (can be driven)

Park the cars here!

Pimpmobile (can be driven)



• OBJECTIVES

Divert the zombie herd. Accomplish the Objectives in this order to win the game:
1- Burn the side accesses. Throw a Molotov at each Red Spawn Zone to move the Red Zombie Spawn tokens to the Starting Spawn Zone (see Special Rules).
2- Block the road and torch the cars. Drive both Cars to the highlighted Zone and park them here.

• SPECIAL RULES

• **Setup.** Note the Blue Objective on tile 2V and the Green Objective on tile 3V.

• **Firewall, sort of.** Throwing a Molotov at a Red Spawn Zone moves its Red Zombie Spawn token to the Starting Spawn Zone.

• **Drink at your own risk.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Blue or the Green Objective also provides the Survivor with a Molotov. The Objective token is considered as a Molotov card and is used as such.

• **Weapon caches.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Diesel power.** Cars can be driven (see P. 31).
- The **Pimpmobile** contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- When Searching the **Police Car,** draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

M14 - BREAKFAST AT JESSE'S

Medium / 45 minutes

> We were exploring a suburban district when we saw a kid waving a flag on the top of a flat building. Wanda knows the place well. It's Jesse's Diner. She used to work here a couple years ago. Jesse, the owner, is a very cautious guy and had reinforced doors installed to protect both his business and employees. There are people there, and they cannot get out. Jesse is missing.
> The kid didn't seem armed. Let's hope no one got infected inside.

Tiles needed: 2V, 4R, 6R, 7V, 8R, & 9V.

• OBJECTIVES

Get to the Survivors. Rally all Companions (see P.33) and gather all Survivors on the Exit Zone, without any Zombies on it. The game is lost if a Survivor (including those on tile 4R) is eliminated.



• SPECIAL RULES

• **Setup.**
- Note the closed door separating tiles 7V and 8R.
- Note the Green Objective on tile 2V.
- Note the Green Door on tile 4R.
- Place 6 Survivor miniatures that players didn't choose on the Exit Zone. They are the Companions to rally.

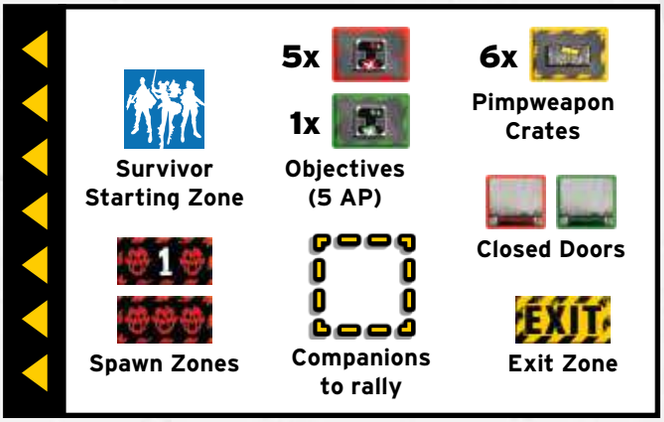
• **Closed rooms.** The door straddling tiles 7V and 8R isolates the closed part of the building. Both parts are considered as separate buildings for Zombie spawning purpose only.

• **Jesse's last stand.** Doors in the building straddling tiles 4R and 9V cannot be opened in any way, save the Green one. The Green Door cannot be opened until the Green Objective has been taken.

• **Everyday sweets.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Secret weapons.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.





M15 - UNITED WE STAND

Medium / 45 minutes

We thought it would be a good idea to try something new, something like separating to raid a cozy district in the fastest possible way. We go in, plunder the place, and get out in under 15 minutes. But noooo. We got carried away and enjoyed the wonders we found for a little too long. A disco ball falling on the floor, a squealing toy you put your foot upon, a muffled laugh or two, and the zombies are here.
We must gather and regroup into the safest building around. Now!

Tiles needed: 1R, 2R, 3V, 4R, 5R, 6R 7R, 8V, & 9R.



• OBJECTIVES

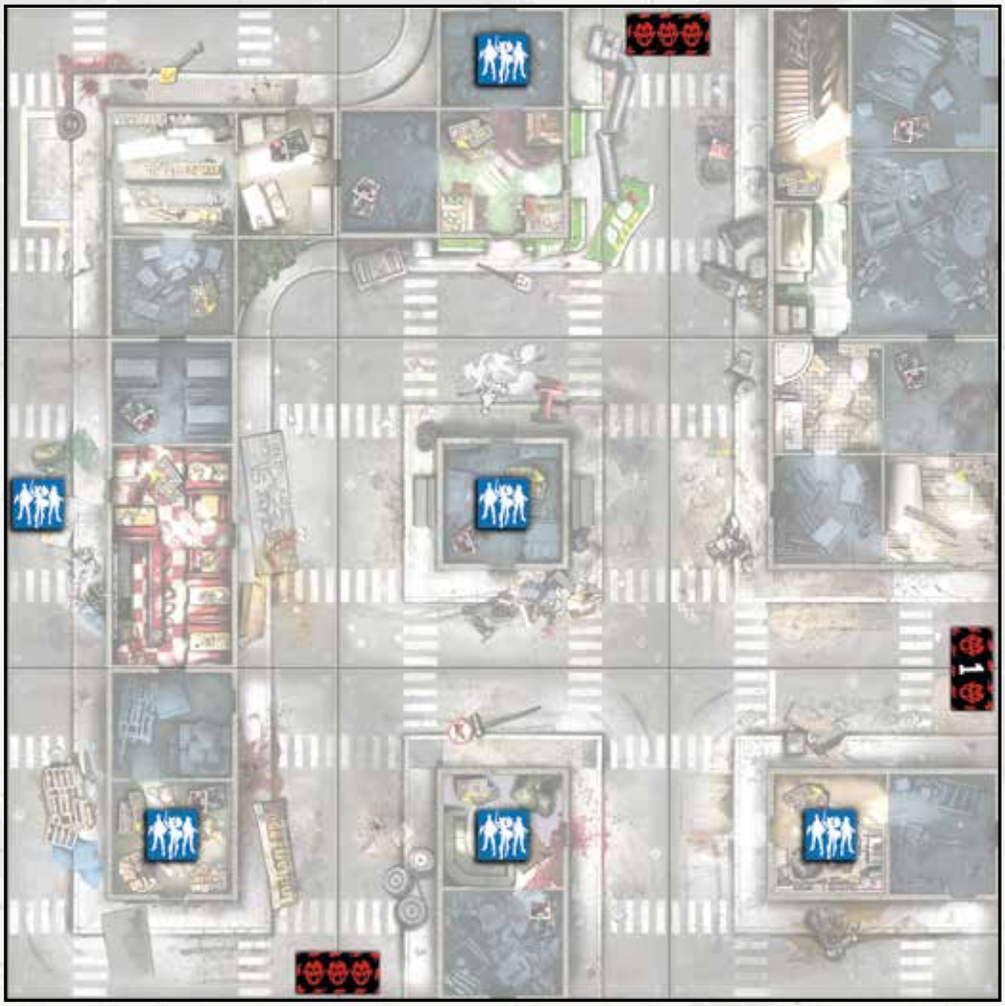
Plunder the district. Accomplish these Objectives in any order to win the game.
• Rally all Companions (see P. 33).
• Take all Objectives and Pimpweapon Crates in the building straddling tiles 3V and 8V.
The game is lost whenever a Survivor (including a Companion) is eliminated.

• SPECIAL RULES

• **Setup.** Place 2 random Survivors in each Survivor Starting Zone. Then, players choose 3 of these pairs for them to play. The remaining Survivors become Companions to rally.

• **Keep on fighting!** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Shiny new toys.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



1R	2R	8V
4R	9R	3V
7R	5R	6R

Survivor Starting Zone

9x Objectives (5 AP)

9x Pimpweapon Crates

Spawn Zones

M16 – PALE SHELTER

Medium / 45 minutes

> We have slept in many different places in the last weeks. Most of them weren't really secure. Well, that may change in the coming days. We found a nice building with many reinforced doors, and mostly left untouched by the chaos. "Mostly," because some doors are broken. I guess the Abomination we've seen wandering around is to blame. I can't stop dreaming about what wonders we may find inside.
> I could even get my own room for a few nights!

Tiles needed: 1V, 2V, 3V, & 4V.

• OBJECTIVES

Earn your shelter. Accomplish the Objectives in this order to win the game:
1- Barricade the broken doors (see Special Rules).
2- Secure the place. Eliminate any Zombies remaining in the building.

• SPECIAL RULES

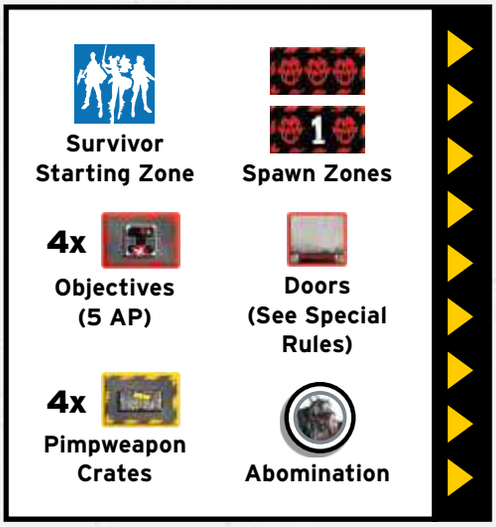
• Setup.
- Note the doors on tiles 2V, 3V, and 4V.
- Place an Abomination in the indicated Zone.

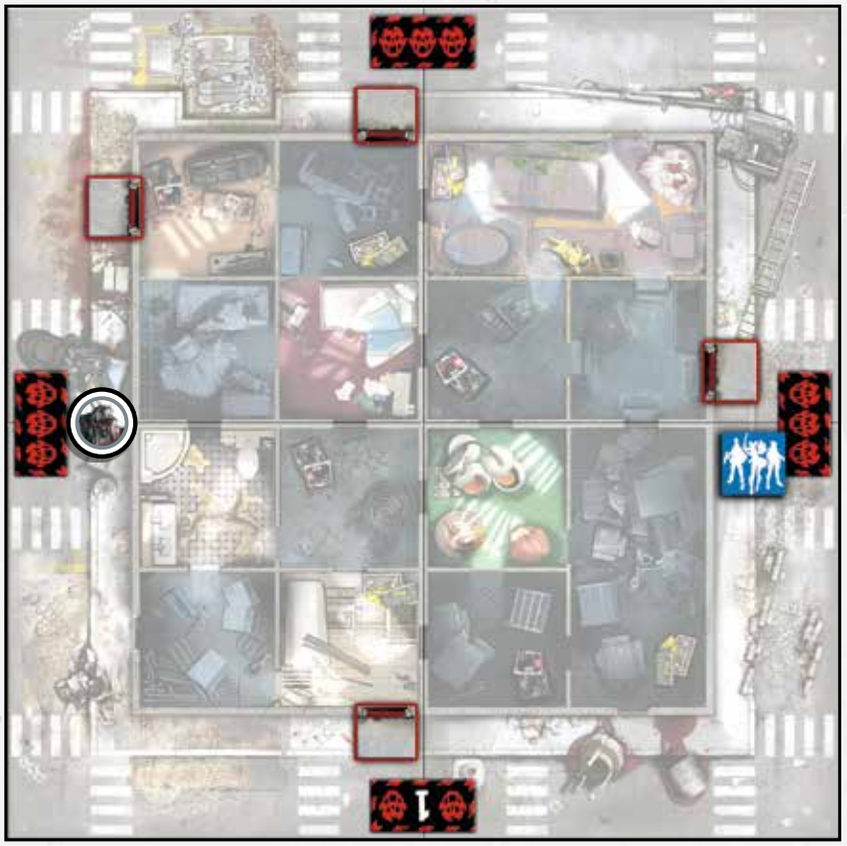
• Broken doors. Doors cannot be opened in any way, save for the 4 doors placed on the board during Setup. These represent broken doors:
- Survivors don't need door-opening Equipment (P. 13) to open them.
- Zombies ignore them to define their route toward their destination Zone. They may even move through them during their Activation for free. The door is then immediately opened.
- Classic rules still apply: opening the first door triggers a Zombie Spawn.

• Barricades. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. They represent hammers, nails, and planks, all the required material to barricade the broken doors for good. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot and can be traded like an Equipment card.
Using 1 Action, a Survivor may drop an Objective token from their inventory into a broken door's Zone (without any Zombies in it). Remove the door token. It's now barricaded for good and cannot be opened in any way.

• In case of emergency. Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

4V	2V
3V	1V





M17 - THE BLIGHT

Hard / 60 minutes

> There was this housing project near downtown. They gave it a fancy name, but we now call it the Blight. It housed a few tough nuts showing prowess against zombies, calling people to get under their protection. Of course, the cool guys also attracted a growing number of zombies, driven mad by the fresh meat stored inside. The community never wanted to move, and eventually fell. This is now a charnel-house crowded with zombies of all shapes and sizes. The mess can be heard and smelled from districts away. That's the Blight.
> We can't stand it anymore. It's too tempting!

Tiles needed: 1R, 2R, 3R, 4V, 5V, 6R, 7V, 8R, & 9R.

• OBJECTIVES

Cleanse the Blight. The building straddling tiles 7V, 5V, and 4V is the Blight. The game is won as soon as there are no Zombies in it, once it's been opened.

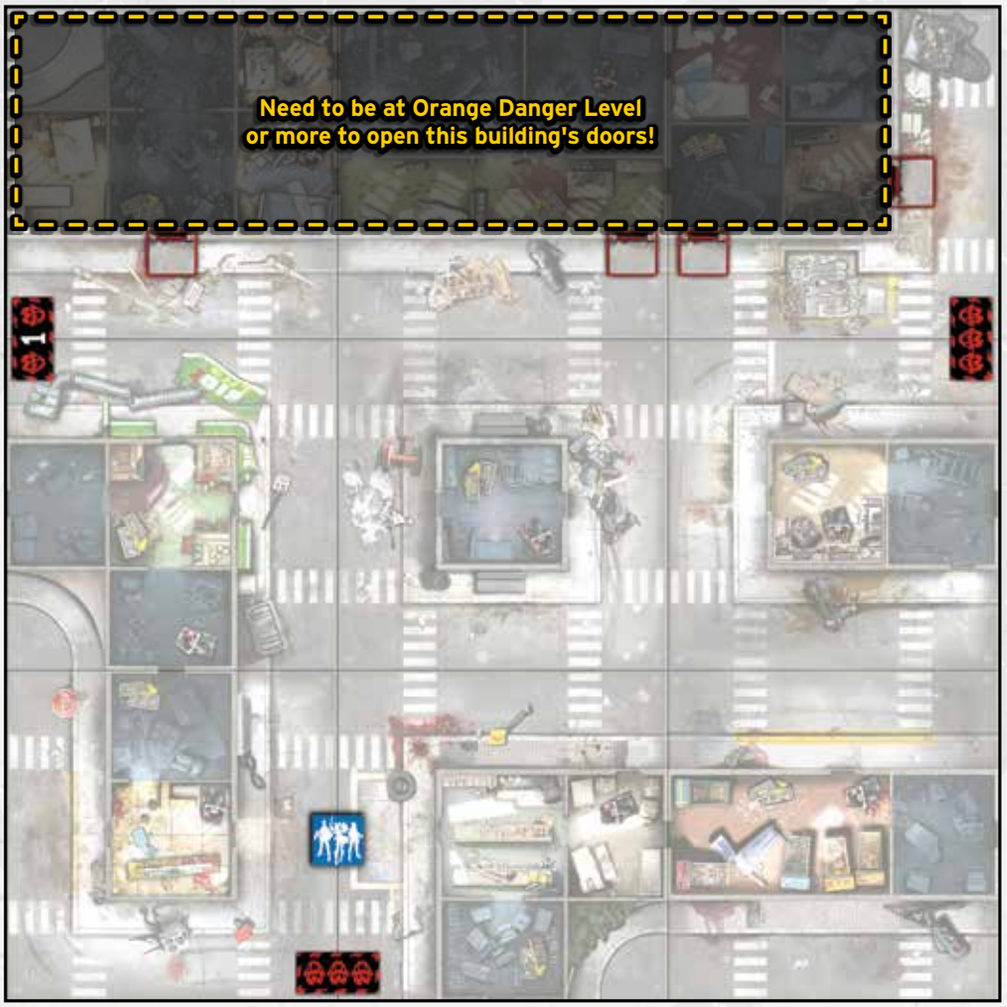
• SPECIAL RULES

• **Doors of reckoning.** The Blight's doors can only be opened by Survivors at Orange Danger Level (or higher).

• **I need this right now.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Is it Judgment Day already? Oh yes, it is!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

7V	5V	4V
2R	9R	6R
8R	1R	3R



Survivor Starting Zone

The Blight

Closed Doors (Open at Orange Danger Level or higher)

9x Objectives (5 AP)

9x Pimpweapon Crates

Spawn Zones

M18 - THE END OF THE ROAD

Hard / 60 minutes

We heard a few shots in the distance, saw a couple flares coloring the sky, and all went silent again. It was enough for us to gear up and see what was going on. We discovered two pimpmobiles, their fuel tanks empty, and abandoned in a hurry. There were candies on the seats. There were people, surely even kids, hiding around here. We must save them. We'll have to be quick, though. The district is badly attended.
Especially since we came in.

Tiles needed: 1R, 2R, 3V, 4R, 6V, & 7R.

4R	7R
1R	2R
6V	3V



• OBJECTIVES

Save the survivors. Take all Objectives.



• SPECIAL RULES

• **Setup.** Shuffle 6 Red Objectives, the Blue Objective, and the Green Objective. Then, place 6 of them randomly at the corresponding places on the board, facedown. Set the remaining 2 aside, without looking at them.

• **Hurry up, they're coming.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- Taking a Red Objective also grants the Survivor a Companion (see P. 33). Pick a random Survivor ID Card among those the players didn't choose for this Mission. The Survivor becomes their Leader.
- The Blue Spawn Zone becomes active as soon as the Blue Objective is taken.
- The Green Spawn Zone becomes active as soon as the Green Objective is taken.

• **Pew? No. PEW!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Dry rides.** Cars **CANNOT** be driven. The Pimpmobiles contain a single Pimpweapon each. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

Survivor Starting Zone

8x Pimpweapon Crates

6x Objectives (5 AP)

Spawn Zones

Pimpmobile (cannot be driven)

M19 - BEST FRIENDS FOREVER

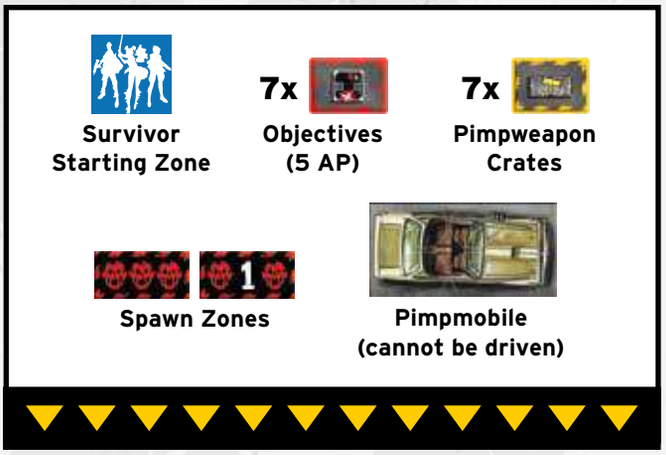
Hard / 45 minutes

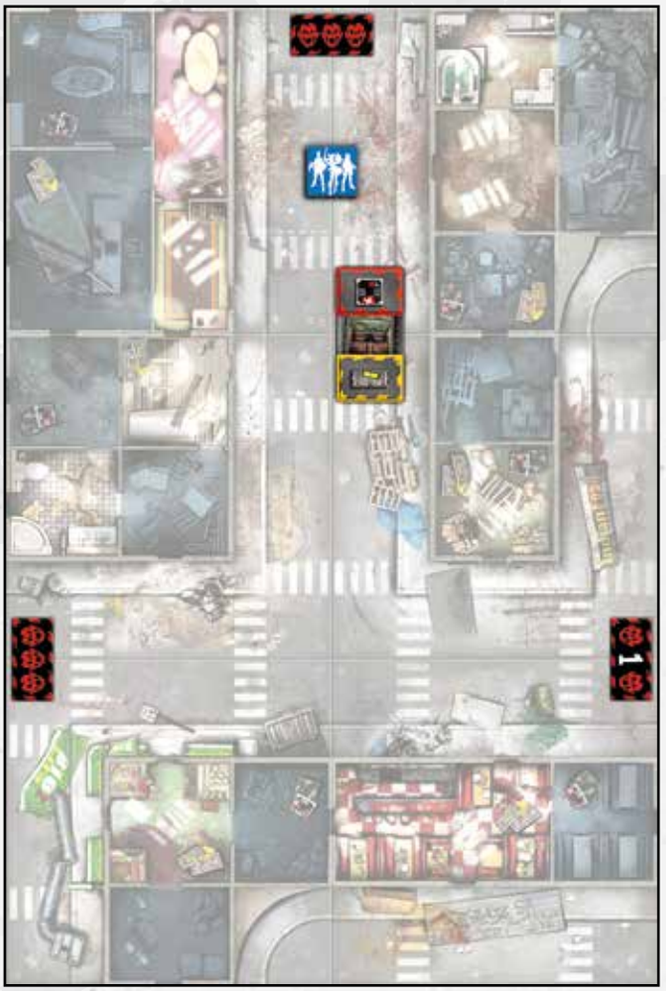
The temperatures are getting colder and we'll need a greater amount of supplies to survive the coming nights. We already plundered this place and need to take another, deeper look. The surroundings are crowded with zombies and we won't be left alone for long. BUT we have secret weapons: we came in numbers, with friends to double-check for goods while we purge the district. There is a catch, though. They agreed to come if we let them take part on the body count. It means that at some point, I'll have to hand over my gear and my gun. Life is tough, sometimes.

Tiles needed: 2R, 3V, 4R, 6V, 7R, & 9V.

6V	9V
3V	7R
2R	4R







• OBJECTIVES

Get a second look. The game is won as soon as both these Objectives are met.
• Every Survivor duo (see Special Rules) has swapped roles.
• There is a Pimpweapon on each Survivor Dashboard (up to the number of available Pimpweapons).

• SPECIAL RULES

• Setup.
- Each Survivor starts with a rallied Companion (see P. 33). They form a Survivor duo. Players choose the way each duo is formed. These duos cannot be separated. Trading Companions is not allowed for this game.
- Note the Objective token in the Pimpmobile.

• My turn. Only Survivors at Yellow Danger Level (or above) can take Objectives. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Then, swap the Leader's ID Card with their Companion's. The Companion becomes the new Leader, and the former Leader becomes their new Companion. Keep the Equipment, Adrenaline Points, and Wounds. **A Survivor duo can only take a single Objective during the game.**

• Bigger guns. Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• A wreck full of gifts. The Pimpmobile **CANNOT** be driven. It contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

M20 - THE ZOMBIEFEST

Hard / 45 minutes

Hospitals, malls, police stations, many places lured people into a false sense of security in the first hours of the invasion and subsequently became mass graves. These locations are now hard to explore due to the sheer number of zombies around. The best way to get rid of the threat in an enjoyable way is what we now call a "zombiefest": attracting as many zombies as possible to the place of our choice and killing them all.
Well, here is your invitation. You're already dressed up, geared up, hyped up? Let's party!

Tiles needed: 1R, 3V, 5V, 6V, 7R, & 8R.

• OBJECTIVES

Kill the zombie horde. Accomplish these Objectives in any order to win the game:
• Take all Objectives.
• Empty the Zombie reserve (see Special Rules)



• SPECIAL RULES

• **Setup.**
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Note the Blue Door and the Blue Spawn Zone on tile 6V.
- Note the Green Door and the Green Spawn Zone on tile 5V.

• **Welcome to the party!** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Blue or the Green Objective also grants the Survivor a Companion (see P. 33). Pick a random Survivor ID Card among those the players did not choose for this Mission. The Survivor becomes their Leader.

• **Party crashers.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Are you having fun?** The Blue and the Green Doors open like standard Doors. The Blue Spawn Zone becomes active as soon as the Blue Door is open. The Green Spawn Zone becomes active as soon as the Green Door is open.
As soon as either colored Door is open, eliminated Zombies are no longer put back in the reserve. It means the remaining Zombies may get Extra Activations more often as Zombie miniatures are progressively becoming scarce! Emptying the reserve is a game objective.

3V	1R
8R	7R
6V	5V





M21 - HEAVY-DUTY

Hard / 60 minutes

We've been around town for some time now and had the opportunity to help ourselves to anything we saw fit. That means we hoarded a lot of material. Most of it is survival stuff. Some of it is not, but we don't care. Home appliances, furniture, and plain nice stuff, everything is packed and ready to be moved. It weighs a lot, but we have a nice, reliable pimpmobile to help.
And, the zombies are coming.
Did you notice I didn't say "unfortunately"?

Tiles needed: 1V, 2V, 3V, 7R, 8R, & 9R.

• OBJECTIVES

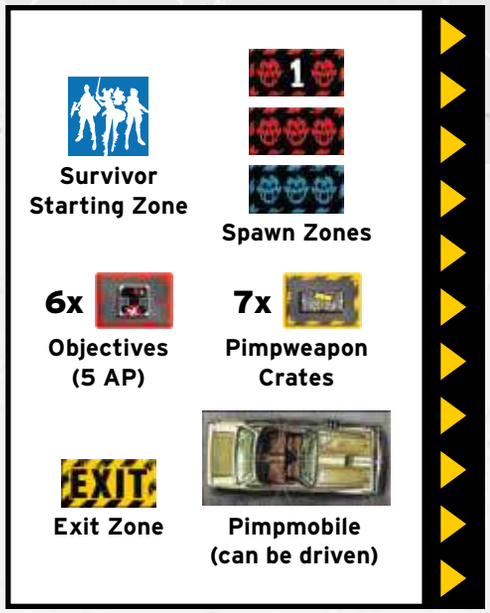
Play the removal crew. Accomplish the Objectives in this order to win the game:
1- Stash all Objectives in the Pimpmobile (see Special Rules).
2- Leave this place. Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn as long as there are no Zombies in it. The Car can do the same at the end of its Driver's Turn (along with its Passengers and stashed Objective tokens).

• SPECIAL RULES

• **Setup.** Place the Blue Objective randomly among the Red Objectives, facedown.

• **We'd better hurry!** The Blue Spawn Zone becomes active as soon as the Blue Objective is taken.

8R	3V
9R	7R
2V	1V



• **Heavy stuff.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. They represent heavy boxes to carry to the Pimpmobile. Place the Objective token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.
- As long as the Survivor has 1 Objective (or more) on their Dashboard, each Move Action they perform costs 2 Actions (instead of 1). Move-related Skills cannot be used.
- Using 1 Action, a Survivor may drop an Objective token from their inventory into a Pimpmobile in the same Zone and without any Zombies in it. The Pimpmobile is not affected by the movement penalties.
NOTE: Occupying a car seat doesn't stash the Objective.

• **Sentimental value (but not only).** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Horsepower.** The Pimpmobile can be driven (see P. 31). It contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



M22 - CRANK IT UP TO 11

Hard / 45 minutes

A storm is coming, and we didn't finish exploring the district. We need to return to our shelter, quickly. No kidding. Being sick when all physicians around want to kill you makes things a lot harder! Luring all zombies to our position is a risky option, but it's the best one if we want to plunder the place in the shortest time span. So, we had an idea: find some loudspeakers and crank them to 11 for a moment. Just long enough for the zombies to get up and come to find us. The question is, what should we play to zombies?
Death metal!

Tiles needed: 1R, 3R, 4R, 5V, 8V, & 9V.

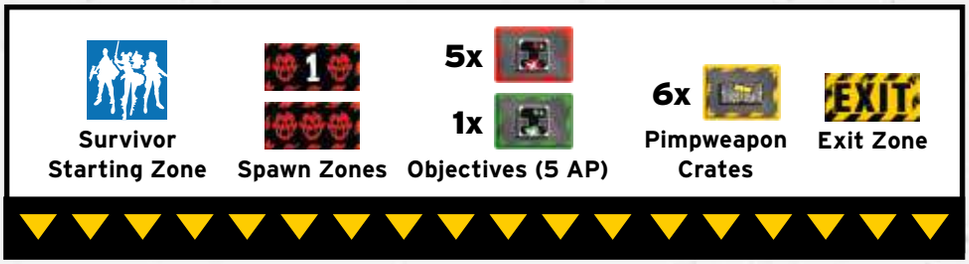
• OBJECTIVES

Shake the district. Accomplish the Objectives in this order to win the game:
1- Take all Objectives (see Special Rules).
2- Get home. Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn, as long as there are no Zombies in it.

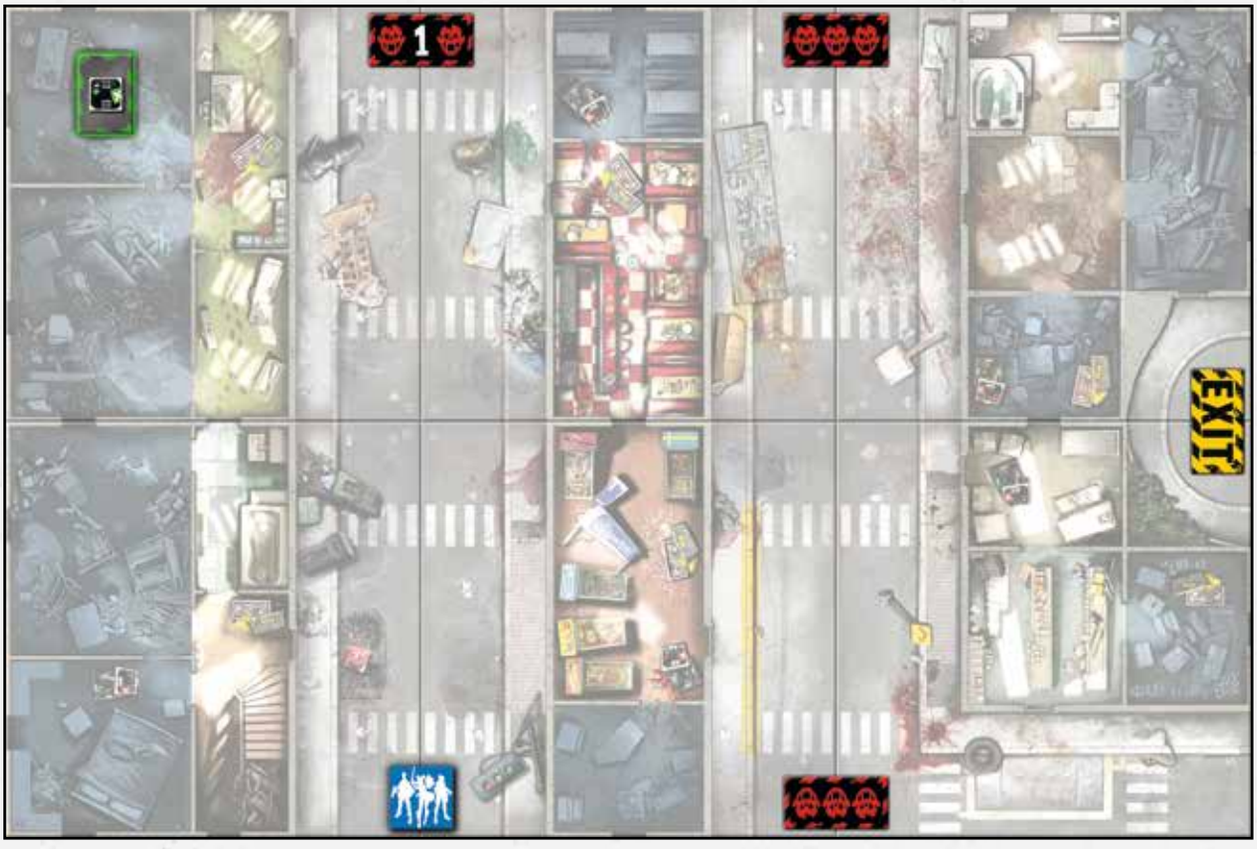
• SPECIAL RULES

• **Wake up!** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Green Objective opens all closed doors on the board. Spawn Zombies normally in closed buildings opened this way.

• **Loot boxes everywhere.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



5V	4R	9V
8V	3R	1R



M23 - MERCY STREET

Medium / 45 minutes

Survivors cannot keep quiet for long. Do you know why? When zombies have nothing left to destroy, they stop groaning and everything falls silent. For us, silence means defeat and death. We won't fall silent, ever.
That's why we worry for our neighbors, having set their shelter on Mercy Street. We haven't heard from them for a while, and we're worried. We need to know if our friends are fine.

Tiles needed: 1R, 2R, 3R, 6R, 7V, & 9V.

• OBJECTIVES

Rescue your fellow Survivors. Find 4 Companions.

• SPECIAL RULES

• **Setup.** Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

• **Is there anybody there?** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- Taking a Red Objective also grants the Survivor a Companion (see P. 33). Pick a random Survivor ID Card among those not chosen for this Mission. The Survivor becomes their Leader.
- Taking either the Blue or the Green Objective triggers a bad encounter! Spawn a Zombie card in the Survivor's Zone (ignore Zombie Rushes).

• **Lost treasures.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

9V	2R	6R
7V	3R	1R





M24 - RAM SPEED

Hard / 60 minutes

Without proper support, civilization crumbles. We didn't realize our shelter had suffered more damage than we thought. A fire occurred as we tried using a generator, burning most of our goods. The fire is out, but things are even worse. The mess attracted all the zombies from the surrounding areas. We need to escape as fast as possible before we get overwhelmed. We could use the cars parked outside.
And we won't leave without getting some weapons, too. I feel naked without my gun!

Tiles needed: 1R, 2R, 3V, 4R, 5R, 6R, 7R, 8R, & 9R.



OBJECTIVES

Break through. Accomplish the Objectives in this order to win the game:
1- Get as many Pimpweapons as Survivors (up to the number of available Pimpweapons).
2- Fasten your seatbelts. In a single Game Round, throw Molotovs at both non-Starting Spawn Zones, then escape through these Zones with all Survivors aboard cars. A car (along with its driver and passengers) may escape through either Zone at the end of its driver's Turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Setup.** Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

• **Need a light?** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Blue or the Green Objective also grants the Survivor a Molotov card. Take it from the Equipment deck or the Equipment discard pile, player's choice. If the card is taken from the Equipment deck, shuffle the deck afterwards.

• **War gifts.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Mean machines.** Cars can be driven (see P. 31).
When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

3V	6R	8R
9R	7R	4R
1R	2R	5R

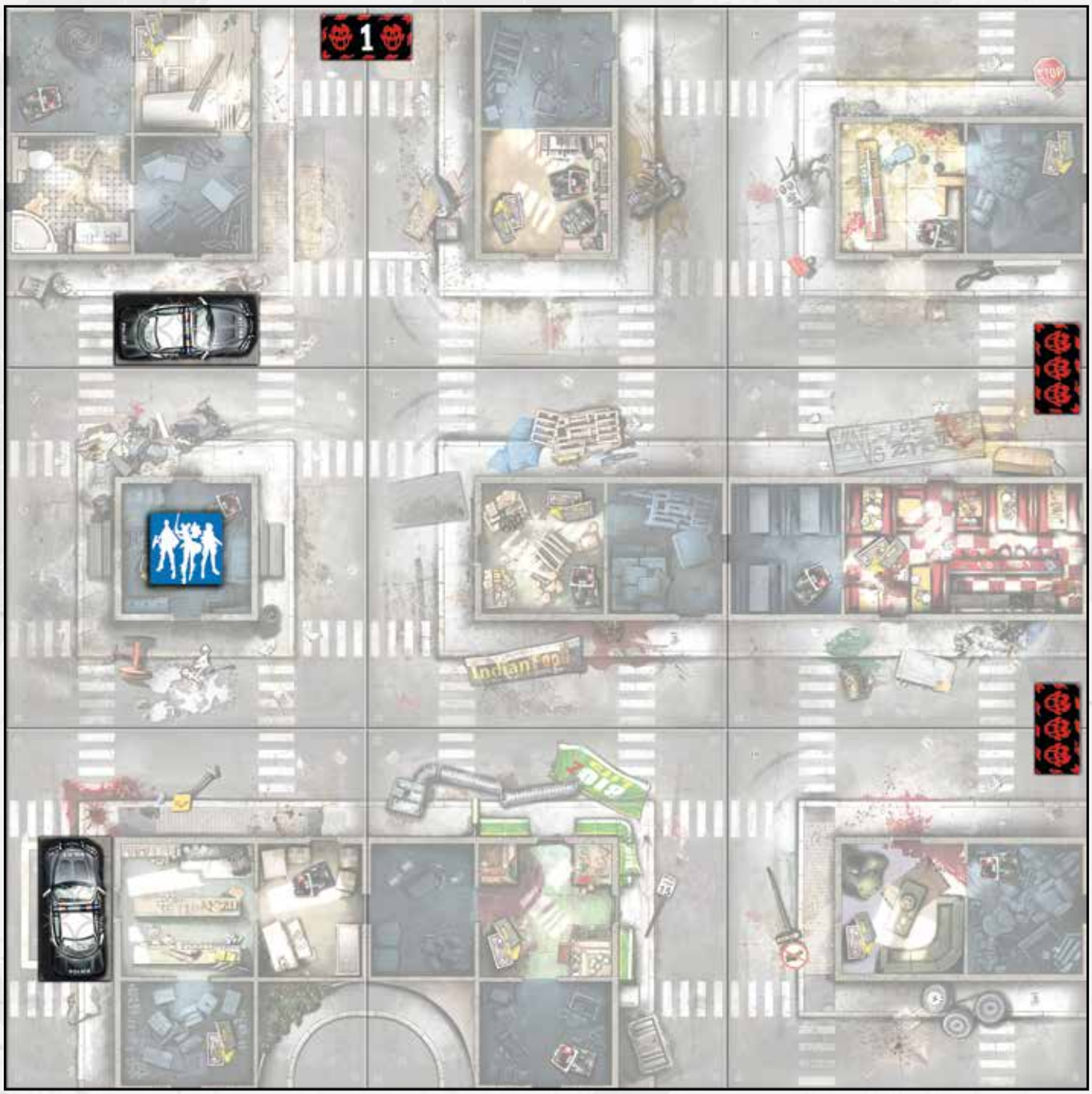
Survivor Starting Zone

Spawn Zones

9x Objectives (5 AP)

9x Pimpweapon Crates

Police Car (can be driven)



M25 – NED'S MOLOTURBO

Hard / 90 minutes

> Ned used to say, "When hopes and prayers aren't enough, SCIENCE is the answer."
> Well, we need Ned today. We came back from our last mission with an uninvited guest: a mutated Abomination following us. The monster is impervious to anything, and Molotovs just slow it down for a moment. So, we paid a visit to Ned with our stalker on its way. Our old friend is willing and able to help, but needs some components first. Busy times!

Tiles needed: 1R, 2R, 4V, 7R, 8R, & 9R.

• OBJECTIVES

Special cases need special handling. Accomplish the Objectives in this order to win the game:
1- Collect all components. Bring a Molotov, the Blue Objective, and the Green Objective to Ned (on tile 9R).
2- Kill the Supabomination. Use Ned's Moloturbo to do so.



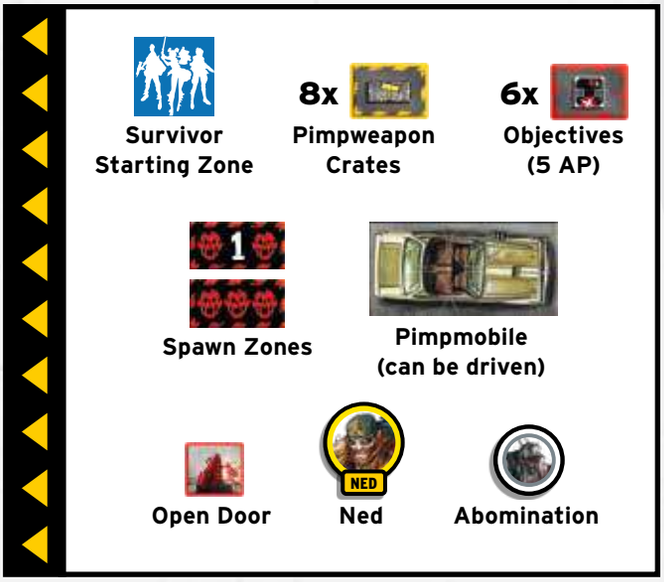
• SPECIAL RULES

• Setup.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Note the open door on tile 9R.
- This Mission uses a single Abomination. Place it in the indicated Zone.
- Place Ned in the indicated Zone. If a player wants to play with Ned, replace him with any Survivor not chosen for this Mission. The Mission rules related to Ned apply to this Survivor instead.

• The Supabomination. Whenever eliminated, the Abomination is set back in the Starting Spawn Zone. The only way to kill it for good and win the game is using Ned's Moloturbo (see below).

• Chemicals with funny names. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Blue or Green Objective also grants the Survivor a component for Ned's recipe. Place the Objective token on the Survivor's Dashboard. It does not take up an inventory slot and can be traded like an Equipment card.

2R	4V
7R	9R
8R	1R



• **The secret ingredient? It's not love!** Ned is not played, but still counts as a Survivor. He's not a Companion, though. The game is lost whenever a Zombie gets in his Zone (be careful about Aaahh!! cards when Searching or picking the Pimpweapon Crate in his Zone!).
- Any Survivor may drop a component (a Molotov card, the Blue, or the Green Objective) in Ned's Zone, by using 1 Action. The components can't be taken back.
- When all 3 components are in Ned's Zone, discard both colored Objectives and Ned grants the Molotov card to a Survivor in his Zone (players choose). The Survivor may reorganize their inventory for free. This Molotov represent Ned's Moloturbo. It is used in the same way as a Molotov, but is the only weapon able to kill the Supabomination for good.

• **Is that experimental?** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Street sweepers.** The Pimpmobiles can be driven (see P. 31). Each contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



#15 SKILLS

Each Survivor in ***Zombicide*** has specific Skills with effects described in this section. In case of a conflict with the general rules, the Skill rules have priority.
The effects of the following Skills and/or bonuses are immediate and may be used during the Turn in which they are acquired. This means that if an 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 grants).

+1 Action – The Survivor has an extra Action they may use as they please.

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

+1 die: [Action] – Each of the Survivor's weapons rolls an extra die with Actions of the specified type (Combat, Melee, or Ranged). Dual weapons each gain a die, for a total of +2 dice per Dual Action of the specified type.

+1 free [Action type] Action – The Survivor has 1 extra free Action of the specified type (Combat, Melee, Move, Ranged, or Search). This Action may only be used to perform an Action of the specified type.

+1 max Range – The maximum Range of Ranged weapons the Survivor uses is increased by 1.

+1 Zone per Move – When the Survivor spends 1 Action to Move, they can Move 1 or 2 Zones instead of 1. Entering a Zone containing Zombies still ends the Survivor's Move Action.

+1 to dice roll: [Action] – The Survivor adds 1 to the result of each die they roll with Actions of the specified type (Combat, Melee, or Ranged). The maximum result is always 6.

[Action Type]: Damage 2 – Weapons of the indicated type (Combat, Melee, or Ranged) used by the Survivor and having a Damage value of 1 are considered to have a Damage value of 2.

2 cocktails are better than 1 – Roll a die each time the Survivor discards a Molotov to perform a Ranged Action. On a result of ⚅ or more, the Molotov Equipment card may be put in the Survivor's Backpack instead, for free. The die result may not be altered or re-rolled in any way.

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

Barbarian – When resolving a Melee Action, the Survivor may substitute the Dice number of the Melee weapon(s) they use with the number of Zombies standing in their Zone. Skills affecting the dice value, like +1 die: Melee, still apply.

Blitz – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move up to 2 Zones, to a Zone where Zombies are within Range of one of their equipped Ranged weapons. They then gain 1 free Ranged Action. Normal Movement rules apply.

Bloodlust: [Action] – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Action of the specified type (Combat, Melee, or Ranged). Normal Movement rules apply.



Born leader – During the Survivor's Turn, the Survivor may give 1 free Action to another Survivor to use as they please. This Action is used immediately. Then, the Born leader Survivor resumes their Turn.

Break-in – The Survivor doesn't need any Equipment to open doors. They don't make Noise while using this Skill. However, other prerequisites still apply (such as taking a designated Objective before a door can be opened). Moreover, the Survivor gains one extra free Action that can only be used to open doors.

Brother in arms: [game effect] – The Survivor can use this Skill whenever they are standing in the same Zone as at least 1 other Survivor. As long as Brother in arms is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect. Companions do not benefit from this Skill.
NOTE: Brother in arms may be shortened to B.I.A.

Can Search more than once – The Survivor can Search multiple times per Turn, spending 1 Action for each Search Action.

Charge – The Survivor can use this Skill once during each of their Turns, for free. They move up to 2 Zones to a Zone containing at least 1 Zombie. Normal Movement rules still apply. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Combat reflexes – Whenever any Zombies spawn within Range 0-1 (and before any Rush), the Survivor may immediately perform a free Combat Action against them. This Action may eliminate more Zombies than have spawned. Ranged Actions must still be aimed at the Zone where the Zombies spawned. The Survivor may use this Skill once per Zombie card drawn.

Destiny – The Survivor can use this Skill once per Turn when they reveal an Equipment card they drew. They can ignore and discard that card. Then, draw another Equipment card from the same deck.

Distributor – When resolving the Spawn Step during the Zombie Phase, draw as many Zombie Cards as there are active Spawn Zones. Look at the Zombie Cards, then assign 1 of them to each active Spawn Zone, spawning Zombies as indicated.

Dreadnought: [Zombie type] – The Survivor ignores all Wounds coming from Zombies having the indicated keyword in its name. Dreadnought: Walker works with any Walker, for example.

Dual expert – The Survivor has a free Combat Action as long as they have Dual weapons equipped. This Action may only be used with the Dual equipped weapons.

Escalation: [Action] – The Survivor gains 1 extra die to roll for consecutive Actions of the specified type (Combat, Melee, or Ranged). The bonus is cumulative and applies until the end of the Survivor's Turn. The bonus is lost whenever the Survivor performs another kind of Action.

***EXAMPLE:** A Survivor with the Escalation: Ranged Skill spends their 1st Action performing a Ranged Action with a Pistol (Dice 1). Their 2nd Action is also spent for a Ranged Action, adding an additional die thanks to the Escalation Skill (Dice 2). The 3rd Action is spent for a Move Action. The Escalation bonus is lost.*

Field medic – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move up to 2 Zones to a Zone containing at least 1 Survivor. Then, they may heal 1 Wound from any Survivor in the destination Zone, including themselves. Normal Movement rules apply. Field Medic may be used even if all Survivors in the destination Zone have no Wounds.

Free reload – The Survivor reloads reloadable weapons (Ma's Shotgun, Sawed-Off, etc.) for free.

Full auto – When resolving a Ranged Action, the Survivor may substitute the Dice number of the Ranged weapon(s) they use with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Ranged, still apply.

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

Hit & run – The Survivor can use this Skill for free just after they resolve a Melee or Ranged Action resulting in at least 1 Zombie being eliminated. They can then make a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone.

Hoard – The Survivor can carry up to 2 extra Equipment cards. They are placed near their Dashboard and are considered to be in their Backpack.

Hold your nose – The Survivor draws an Equipment card (from the Core Equipment deck only) whenever the last Zombie standing in their Zone is eliminated (by the Survivor themselves, another Survivor, or any game effect). This Skill works in any Zone, even a street Zone, and can be used multiple times in the same Turn. This is NOT considered a Search Action.

Home defender – The Survivor is not limited to Range 0-1 when tracing Lines of Sight through building Zones.

Improvised weapon: Melee – The Survivor can use this Skill once during each of their Turns. They perform a free Melee Attack using these characteristics. Melee modifiers (other Skills, for example) apply.



Improvised weapon: Ranged – The Survivor can use this Skill once during each of their Turns. They perform a free Ranged Attack using these characteristics. Ranged modifiers (other Skills, for example) apply.



Is That All You've Got? – This Skill can be used any time the Survivor is about to endure Wounds. Negate 1 Wound for each Equipment card discarded from the Survivor's inventory.

Jump – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action and moves 2 Zones. Ignore everything in the intervening Zone, except walls and closed doors.
Movement related Skills (like +1 Zone per Move or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply.

Lifesaver – The Survivor can use this Skill once during each of their Turns, for free. Select a Zone containing at least 1 Zombie and at least 1 Survivor at Range 1 from the Survivor. Both Zones need to share a clear path and a Line of Sight. Choose Survivors in the selected Zone to be dragged to the Survivor's Zone without penalty. This is not a Move Action. A Survivor may decline the rescue and stay in the selected Zone if their player chooses.

Low profile – The Survivor can't get hit by Friendly Fire (Molotov rules still apply). Ignore them when shooting at the Zone they stand in.



Lucky – For each Action the Survivor takes, the player may choose to re-roll all the dice an additional time. The new result replaces the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

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

Medic – This Skill is used for free during each End Phase. The Survivor, and all other Survivors standing in the same Zone, may heal 1 Wound (min. 0 Wound). The Survivor earns 1 AP for each Wound healed this way.

Point-blank – The Survivor can perform Ranged Actions in their own Zone, no matter the minimum Range. When resolving a Ranged Action at Range 0, the Survivor freely chooses the targets and can eliminate any type of Zombies (no matter the special abilities they may have). Their Ranged weapons still need to inflict enough Damage to eliminate the targets. Friendly Fire is ignored.

Reaper: [Action] – This Skill can be used when assigning hits while resolving an Action of the specified type (Combat, Melee, or Ranged). 1 of these hits can freely eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the Adrenaline for the additional Zombie.

Regeneration – During each End Phase, the Survivor's Health is fully restored to its maximum.

Roll 6: +1 Damage [Action] – Add 1 to the Damage value of the weapon the Survivor uses for each 6 rolled on an Action of the specified type (Combat, Melee, or Ranged). Game effects that allow re-rolls must be used before determining the Damage bonus granted by this Skill.

Roll 6: +1 die [Action] – An additional die can be rolled for each 6 rolled on an Action of the specified type (Combat, Melee, or Ranged). Keep on rolling additional dice as long as the player keeps getting 6. Game effects that allow re-rolls must be used before rolling any additional dice for this Skill.

Scavenger – The Survivor may Search in any building or street Zone. Normal Search rules apply (no Search in Zones with Zombies, for example).

Search: 2 cards – Draw 2 cards when Searching with the Survivor.

Shove – The Survivor can use this Skill once during each of their Turns, for free. Select a Zone at Range 1 from the Survivor. Both Zones need to share a clear path. All Zombies standing in the Survivor's Zone are pushed to the selected Zone. This is not a Movement.

Sidestep – Whenever any Zombies spawn within Range 0-1 (and before any Rushes), the Survivor may immediately perform a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone. The Survivor may use this Skill once per Zombie card drawn.

Slippery – The Survivor does not spend extra Actions when they perform a Move Action out of a Zone containing Zombies. The Survivor also ignores Zombies when performing Move Actions (including those allowing them to cross several Zones, with the Sprint Skill for example).

Sniper – The Survivor may freely choose the targets of all their Ranged Actions. Friendly Fire is ignored.



Sprint – The Survivor can use this Skill once during each of their Turns. Spend 1 Move Action with the Survivor: they may move 2 or 3 Zones instead of 1. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Starts with [X] Health – The Survivor starts with the indicated amount of Health. This is their base level.
Note: Survivors with this Skill cannot be used as Companions.

Starts with 2 AP – The Survivor begins the game with 2 Adrenaline Points.
Note: Survivors with this Skill cannot be used as Companions.

Starts with a [Equipment] – The Survivor begins the game with the indicated Equipment. Its card is automatically assigned to them during Setup.
Note: Survivors with this Skill cannot be used as Companions.

Steady hand – The Survivor can ignore other Survivors of their choosing when missing with a Ranged Action. This Skill does not apply to game effects killing everything in the targeted Zone (such as a Molotov, for example).

Super strength – Consider the Damage value of Melee weapons used by the Survivor to be 3.

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

Tactician – The Survivor's Turn can be resolved anytime during the Player Phase, before or after any other Survivor's Turn. If several Survivors benefit from this Skill, players choose their Turn order.

Taunt – The Survivor can use this Skill once during each of their Turns, for free. Select a Zone up to 2 Zones away from the Survivor and having a clear path to the Survivor (no walls, closed Barricades, or closed Doors). No Line of Sight is needed. All Zombies standing in the selected Zone immediately gain an extra Activation. They try to reach the taunting Survivor by any means available. Taunted Zombies ignore all other Survivors. They do not attack them and leave the Zone they are standing in if needed to reach the taunting Survivor.

Tough – The Survivor ignores the first Wound they receive during each Attack Step (Zombie Phase) and during Friendly Fire (Survivor's Ranged Action).

Webbing – All Equipment in the Survivor's inventory is considered equipped in Hand.

Zombie link – The Survivor plays an extra Turn each time an Extra Activation card (NOT Rushes) is drawn from the Zombie pile. They play before the extra-activated Zombies. If several Survivors benefit from this Skill at the same time, players choose their Turn order.

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GAME ROUND SUMMARY

EACH ROUND BEGINS WITH:

01 - PLAYER PHASE

The player with the First Player token activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise.
Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

- **MOVE:**
Move 1 Zone (spend extra Actions if there are Zombies in the starting Zone).

- **SEARCH (1x per Turn):**
In a building Zone free of Zombies only. Draw a card from the Equipment deck. If searching from a Pimpweapon Crate, pick a card from the Pimpweapon deck.

- **OPEN DOORS:**
The Survivor uses Door-opening Equipment to open a door in their Zone. No roll is required.
NOTE: Open Doors cannot be closed again.

- **REORGANIZE/TRADE:**
The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.

- **COMBAT ACTION:**
Melee Action: Equipped Melee weapon required.
Ranged Action: Equipped Ranged weapon required.

- **TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone.

- **MAKE NOISE:** Put a Noise token in the Survivor's Zone.

- **DO NOTHING:** All remaining Actions are lost.

WHEN EVERY PLAYER HAS FINISHED

02 - ZOMBIE PHASE

STEP 1: ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on the situation. Resolve all the Attacks first, then all the Moves. Each Zombie performs either an Attack OR a Move with a single Action.

- **ATTACK:**
Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful and does not require any die rolls.

- **MOVE:**
The Zombies that have not Attacked use their Action to Move 1 Zone toward Survivors.
NOTE: Runners get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.

STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission maps show where Zombies appear at the end of each Zombie Phase. These are the Spawn Zones.
- The **Starting Spawn Zone** is always the first one to spawn.
- Always draw Zombie cards for all Spawn Zones in a clockwise order starting with the Starting Spawn Zone.
- Zombies spawn following the **highest Danger Level** among Survivors (Blue, Yellow, Orange, or Red).

03 - END PHASE

- Remove all Noise tokens from the board.
- The first player hands the First Player token to the player to their left. Another Game Round then begins.

TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

Targeting Priority	Name	Actions	Min.Damage to kill	Adrenaline earned
1	FATTY/ABOMINATION	1	2/3	1/5
2	WALKER	1	1	1
3	RUNNER	2	1	1