

NIGHT OF THE LIVING DEAD™



IMAGE
TEN

A **ZOMBICIDE** GAME

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Back in 1967, we were all young, determined individuals full of energy. Making films was a great way to express creativity and we loved what we did. To be able to turn an idea and a script into reality and send meaningful messages that affected and influenced people was something that meant a lot to us.

After you spend a long enough time telling other people's stories, you develop a need to tell your own and that's how *Night of the Living Dead* came to be. It was something we just really wanted to do so we just went out and did it. Against all odds, we made the movie the way we felt it should be and the rest is history.

We never imagined the impact the movie would have, becoming the progenitor to the Zombie genre and culture that has continued to evolve and "infect" the masses. Now, 53 years later, to see it being turned into a beautifully produced board game makes us feel proud and excited. We are pleased to welcome all the players who will be seeing the film for the first time because of this game and for fans of the film, we are excited for you to relive the story.

Thanks a lot, from the cast and crew of *Night of the Living Dead*.

Ghoulishly yours
John Russo
 CO-WRITER

Richard Price
 1st hand through window -- 1st head to stop bullet.

Paul Steiner
 "Johnny" & Co. Producer

Suzanne Rogers
 THE G.A.R.F.

John Oke
 "Barbra"

Karen Schum
 "Karen Cooper"

Mary R.
 SOUNDRECORDIST

Marilyn Eastman
 & Helen Cooper
 are one & the same!

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01 GAME COMPONENTS

6 DOUBLE-SIDED TILES

6 DOUBLE-SIDED ID CARDS

66 MINIATURES

12 Survivors



Barbra
(Romero Mode)



Ben
(Romero Mode)



Tom
(Romero Mode)



Harry
(Romero Mode)



Helen
(Romero Mode)



Judy
(Romero Mode)



Barbra
(Zombicide Mode)



Ben
(Zombicide Mode)



Tom
(Zombicide Mode)



Harry
(Zombicide Mode)



Helen
(Zombicide Mode)



Judy
(Zombicide Mode)

54 Ghouls



28 Walkers



12 Breakers



12 Fatties

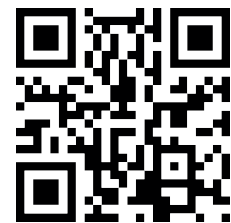


2 Relatives



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RULES • NIGHT OF THE LIVING DEAD: A ZOMBICIDE GAME

111 CARDS

65 Equipment Cards

7 Starting Equipment

Claw Hammer.....	x1
Crowbar.....	x1
Table Leg.....	x3
Tire Iron.....	x1
Winchester 94.....	x1

11 Ranged Equipment

Ithaca M37.....	x2
Sawed-Off.....	x4
Smith & Wesson Model 10.....	x2
Uzi.....	x2
Winchester 94.....	x1

11 Melee Equipment

Axe.....	x1
Baseball Bat.....	x2
Chainsaw.....	x2
Katana.....	x2
Machete.....	x4

24 House Equipment

Boards.....	x6
Flammable Fluid.....	x2
Flashlight.....	x2
Karen? Poor Baby!.....	x4
Mason Jar.....	x2
Plenty Of Bullets.....	x3
Plenty Of Shells.....	x3
Scope.....	x2

11 Special Equipment

Ma's Shotgun.....	x4
Molotov.....	x2
Scoped Winchester.....	x2
Torch.....	x3

1 Car Reference Card

46 Ghoul Cards



25 TOKENS

Barricade (open/closed) x11

Door (open/closed).....x5

Stairs (open passage/barricade)x1

Ghoul Spawn (Red/Red).....x3

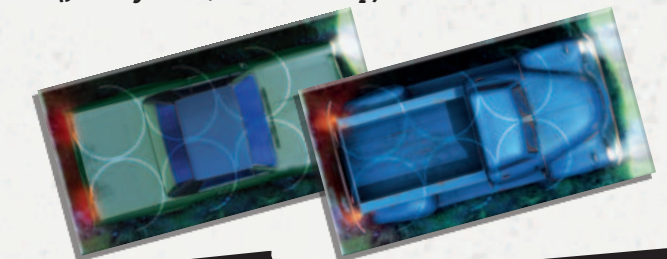
Ghoul Spawn (Red/Violet)x1

Ghoul Spawn (Red/White).....x1

Ghoul Spawn (Red/Yellow)x1

First playerx1

Car (Johnny's Car/Ben's Pick-Up).....x1



6 Dice

12 Survivor color bases



48 Trackers



6 Survivor Dashboards



02 NIGHT OF THE LIVING DEAD

Because of the obvious threat to untold numbers of citizens, and because of the crisis which is even now developing, this radio station will remain on the air, day and night. This station and hundreds of other radio and TV stations throughout this part of the country are pooling their resources through an emergency network hookup to keep you informed of all developments.

At this hour, we repeat, these are the facts as we know them. There is an epidemic of mass murder being committed by a virtual army of unidentified assassins. The murders are taking place in villages, cities, rural homes, and suburbs with no apparent pattern or reason for the slayings. It seems to be a sudden, general explosion of mass homicide. We have some descriptions of the assassins.

Eyewitnesses say they are "ordinary looking people". Some say they appear to be in "a kind of trance". Others describe them as being "misshapen monsters". So, at this point there is no real authentic way for us to say who or what to look for and guard yourself against. Reaction of law enforcement officials is one of complete bewilderment at this hour. Police, sheriff's deputies, and emergency ambulances are literally deluged with calls for help. The scene can best be described as mayhem. The mayors of Pittsburgh, Philadelphia, and Miami, along with the governors of several eastern and mid-western states have indicated the National Guard may be mobilized at any moment, but that has not happened as of yet.

The only advice our reporters have been able to get from official sources is for private citizens to stay in their homes behind locked doors. Do not venture outside, for any reason, until the nature of this crisis has been determined and until we can advise what course of action to take. Keep listening to the radio and TV for any special instructions as this crisis develops further. Thousands of office and factory workers are being urged to stay at their places of employment, not to make any attempt to get to their homes. However, in spite of this urging and warning, streets and highways are packed with frantic people trying to reach their families, or apparently to flee just anywhere.

We repeat: the safest course of action at this time is simply to stay where you are.

Night Of The Living Dead is a cooperative game in which 1 to 6 players take part as the movie's Survivors against Ghouls controlled by the game itself. **What if you had been there? Would you have survived the night and emerged as heroes?**

Players choose a scenario, called a Scene, and complete its objective, killing as many Ghouls as possible along the way. The monsters come in greater numbers as the night goes by, and they use nasty tactics. Don't rely too much on your defenses, as barricades may fall at any time!

Survivors use whatever weapons they can get to kill Ghouls and slow down the invasion. The better the weapon, the higher the body count, but more Ghouls will appear, attracted by the slaughter!

Your best weapon, however, is cooperation. All players win or lose together, and only through teamwork will the Survivors become the best they can be, unlocking powerful Skills and access to the best weapons. Cooperation is the key to survival and victory!

WHAT IF?

Night Of The Living Dead is a classic horror movie about the fear and paranoia of the late 60's. Above all else, it is the first movie to feature zombies as the genre we know and love! Everyday people reveal their true faces and motives, becoming monsters themselves as they get surrounded by flesh-eating ghouls. As a game, **Night Of The Living Dead** allows you to play as your favorite survivors from the movie. Many features and scenes reenact the movie's atmosphere and situations. You may replay them in any way you want, delving into a sense of dread, or playing in a more action-packed manner. What if the survivors had cooperated and trusted each other from the start? What if they looked to survive on their own, instead of listening to the TV and radio? The script is now yours to write.



03 SETUP

A **Night Of The Living Dead** game features 6 Survivors, distributed in any way you see fit among the players. We recommend new players play the game with only a single Survivor, in order to get a quick grasp on the game mechanics. A veteran player can easily control a whole team of 6 Survivors and blast their way through that fateful night!

- 1 Choose a Scene.
- 2 Place the tiles as indicated by the Scene.
- 3 Place the Spawn Zones, tokens, and miniatures as indicated by the Scene.
- 4 Select 6 Survivors and distribute them among the players as you see fit. Players get both the Romero and Zombicide versions of their selected survivors to use. 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, on **Romero Mode** (black and white) unless the Scene says otherwise. They take 2 colored plastic bases and attach them to their Survivor's miniatures to help identify them. They also take 8 plastic trackers matching their bases' color.

6 Set the following Equipment cards in separate decks. They are categorized, as shown on the back of the cards in their respective colors.

- Starting Equipment (**Grey**).
- Ranged Equipment (**Green**).
- Melee Equipment (**Red**).
- House Equipment (**Brown**).
- Special Equipment (**Blue**).
- Place the Car Reference card within view of all players. This card acts as a reminder of the Car's rules and stats. It does not belong to any single player.



Example Setup of Scene 1.

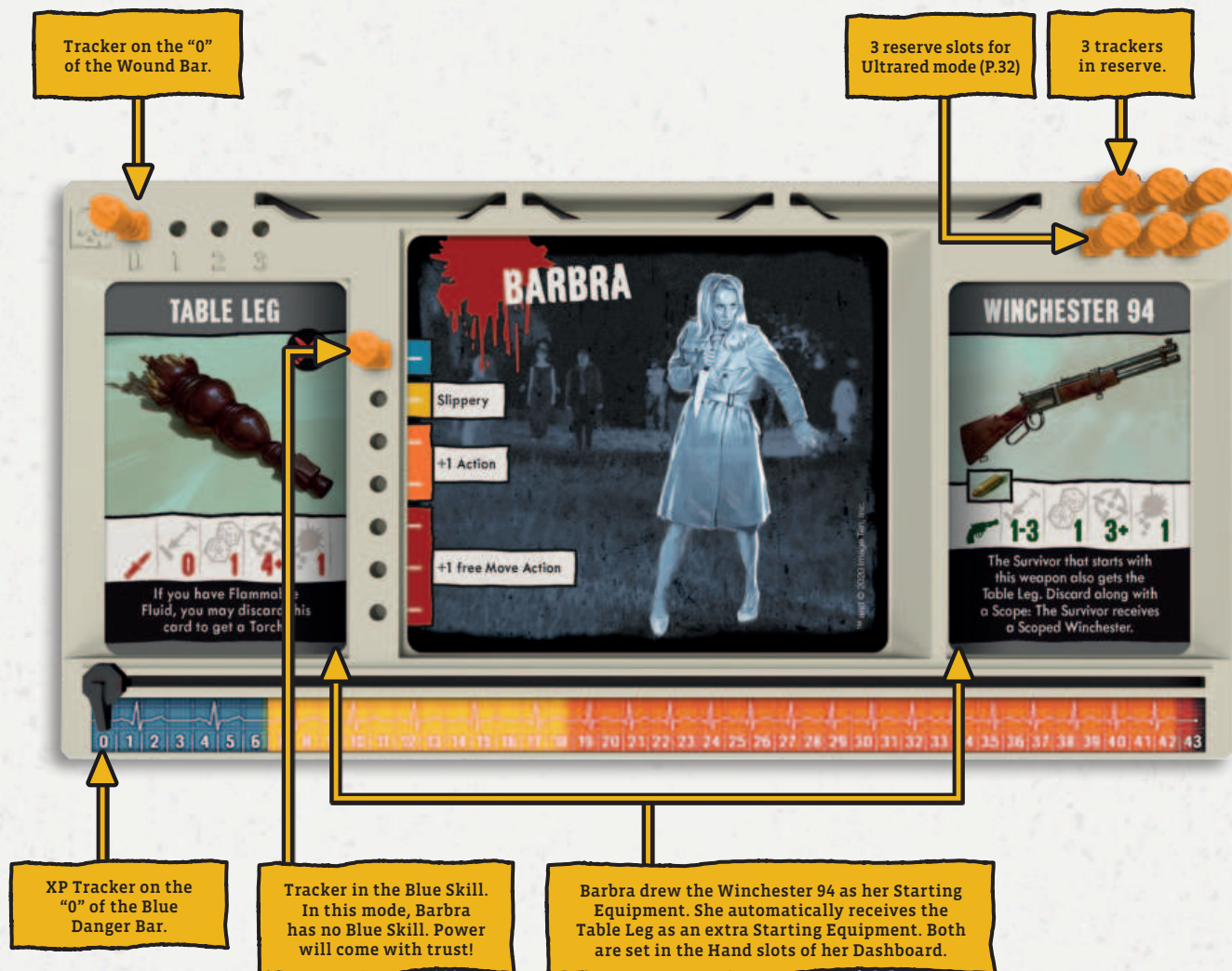
7 Take all the Starting Equipment cards **except 1 Table Leg**, then distribute them randomly among the Survivors. Each Survivor starts the game with at least 1 card. The Survivor receiving the Winchester 94 **also gets the Table Leg card** that was set aside.

8 Shuffle and place the Ghoul, Ranged, Melee, and House Equipment cards into their own respective decks, facedown, close to the board.

9 Place the miniatures representing the chosen Survivors in the starting Zone(s) as indicated by the Scene.

10 Each player places their Survivors' Dashboard(s) in front of them. Make sure the XP tracker is on the "0" space in the blue area of the Danger Bar. Then, place a tracker in the "0" slot of the Wound Bar and another tracker in the slot for the first (blue) Skill. Place the rest of the trackers in the reserve slots at the top of the Dashboard. The Starting Equipment is set in a Hand slot on the Dashboard (P. 16).

11 The player that has the Winchester 94 as their Starting Equipment is the first player. Give them the First Player token.



04 GAME OVERVIEW

Do you remember one time when we were small, we were out here? It was from right over there. I jumped out at you from behind a tree and grandpa got all excited, and he shook his fist at me, and he said, "Boy, you'll be damned to hell!"

Night Of The Living Dead is played over a series of Game Rounds, which proceed as follows.



PLAYERS' PHASE

The player with the First Player token takes their Turn, activating their Survivor(s) one at a time, in the 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 Ghouls, move around the board, and perform other tasks to accomplish the various Scene Objectives.

Once a player has activated all their Survivors, the player to the left takes their Turn, activating their Survivor(s) in the same manner.

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

The Players' Phase is explained in depth on page 18.

GHOULS' PHASE

All Ghouls on the board activate and spend 1 Action either to attack a Survivor standing in their Zone or, if they have nobody to attack, to Move toward the Survivors.

Some Ghouls, called Breakers, may break Barricades as the Ghouls' Phase starts, opening the way to the invasion.

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

The Ghouls' Phase is explained in depth on page 22.

END PHASE

The first player hands the First Player token to the player to their left. Another Game Round then begins.

WINNING AND LOSING

The game is lost whenever a starting Survivor has been eliminated, when the Scene Objectives can no longer be fulfilled, or when a specified losing condition is met.

The game is won immediately when all of the Scene Objectives have been accomplished.

Night Of The Living Dead is a cooperative game, so all players win and lose together.



05 THE BASICS

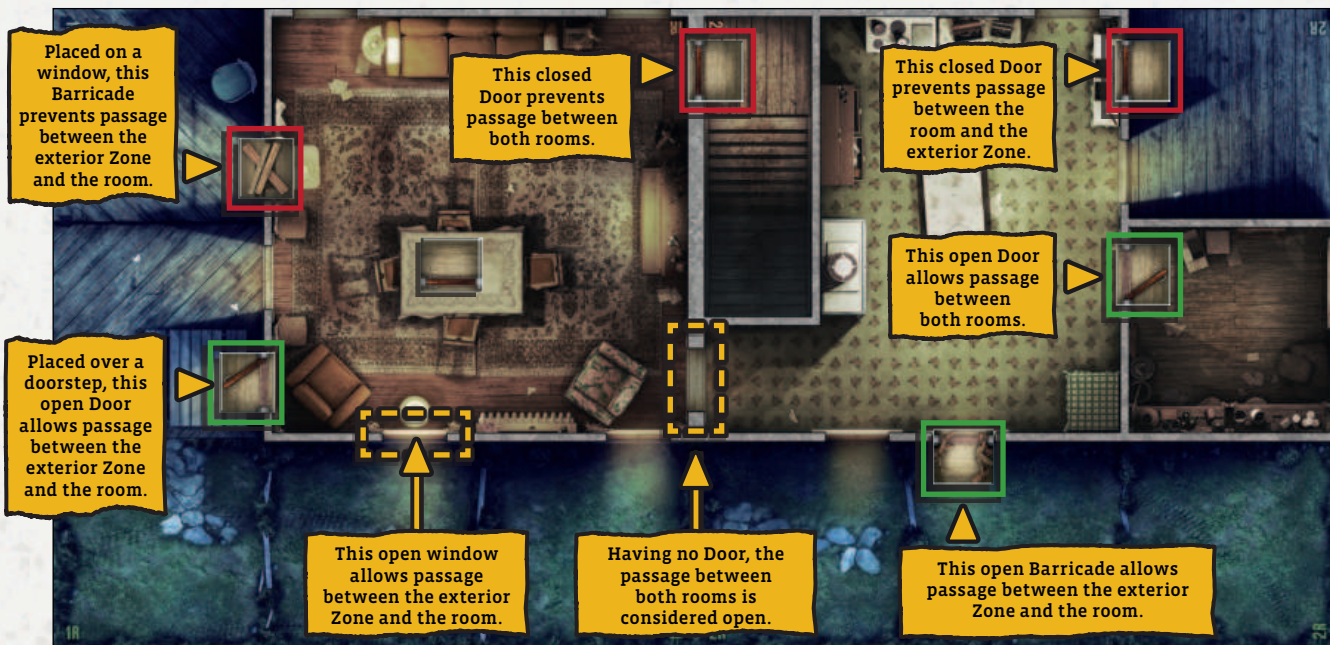
- They're coming for you, Barbra.
- Stop it. You're acting like a child.
- They're coming for you. Look! There comes one of them now.
- He'll hear you.
- Here he comes now. I'm getting out of here.
- Johnny! Johnny! Help me!

USEFUL DEFINITIONS

Actor: A Survivor or Ghoul.

Opening: An open Barricade, open (or absent) Door, or open window, allowing passage from a Zone to the next.

Zone: In interior locations, a Zone is a single room (with the exception of the barn). In exterior locations, a Zone is the area between linear markings on the ground, the walls of buildings, and/or the board's edge.



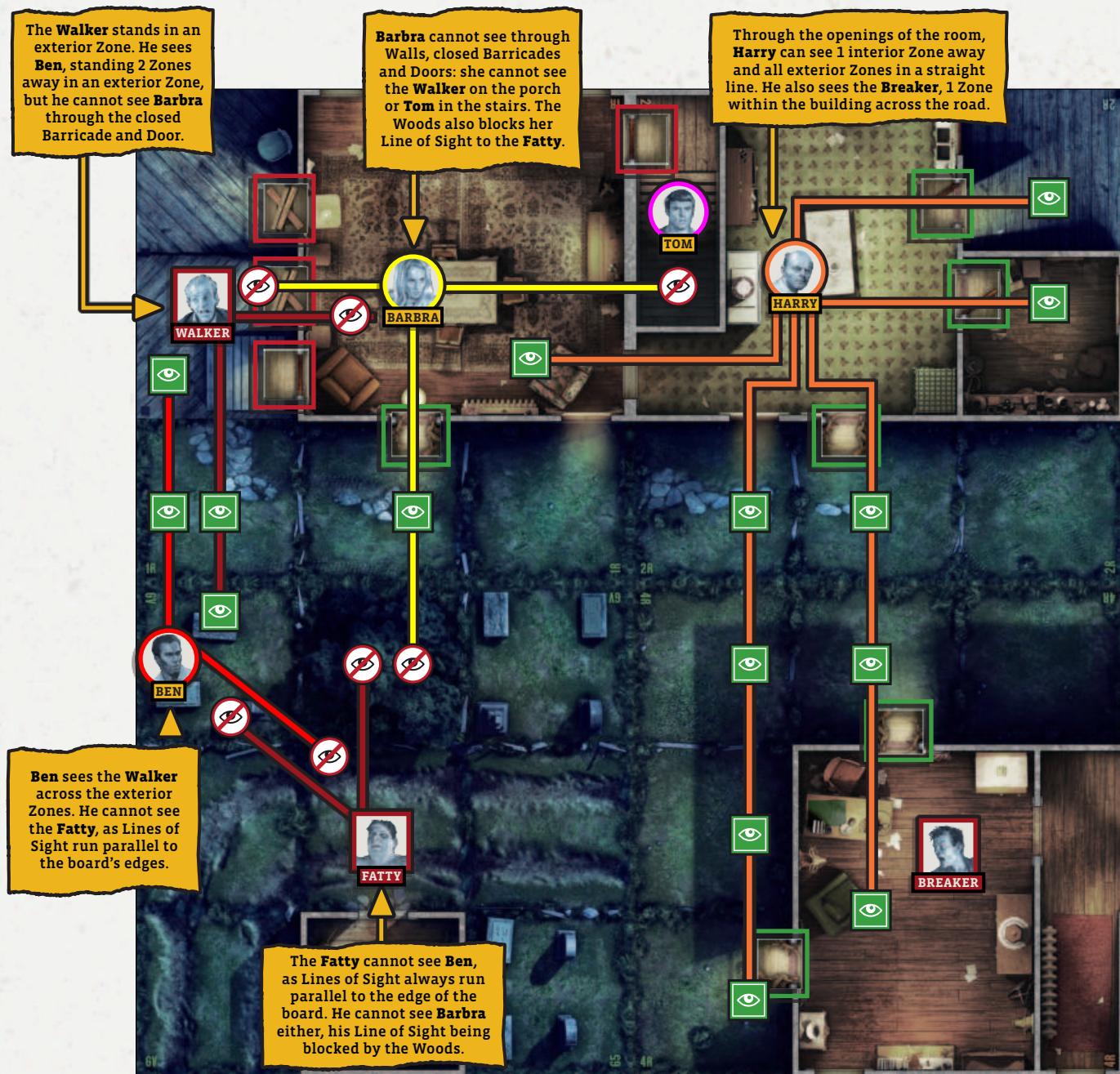
LINE OF SIGHT

Lines of Sight define whether Actors can see each other, for example: whether a Survivor can see a Ghoul through a door opening, from one room to the next, through a field, etc.

In exterior 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 interior 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 the distance of 1 Zone. If the Survivor is looking from an interior Zone to an exterior Zone or vice versa, the Line of Sight can go through any number of exterior Zones into a straight line, but only 1 Zone into the building.

NOTE: Closed Barricades and closed Doors interrupt Lines of Sight. Corn Fields and Woods have special Line of Sight rules (P. 31).

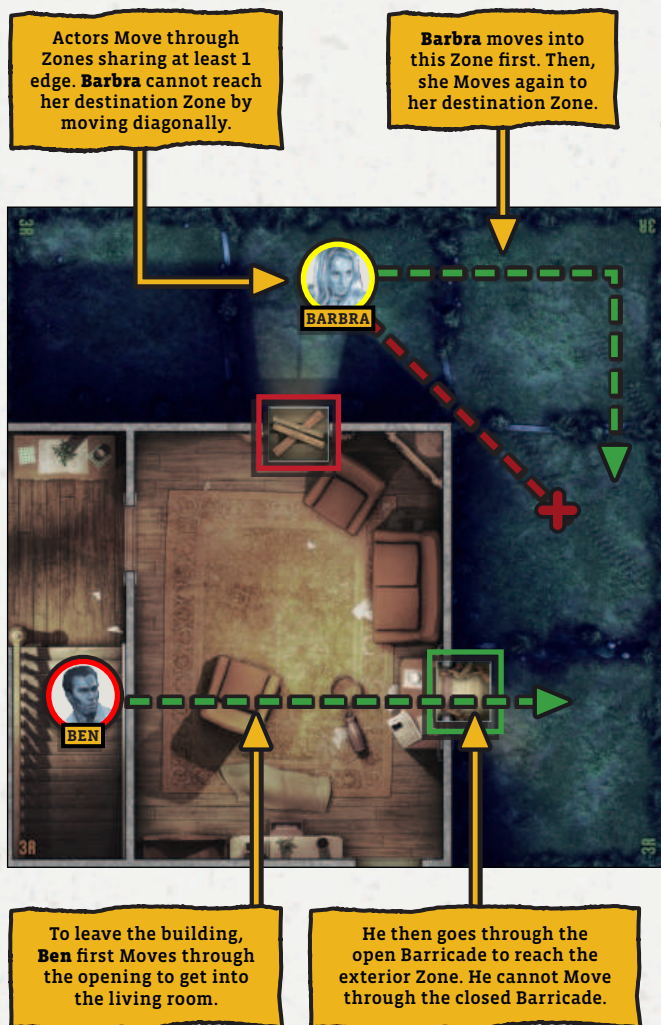


MOVEMENT

Actors can move from one Zone to the next as long as the first Zone shares at least 1 edge with the destination Zone. Corners do not count. This means Actors cannot make diagonal movements.

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

In interior Zones, Actors may move from one Zone to another as long as their Zones are linked by an opening (such as an open door or open window). 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 found a gun and some bullets out there. Oh, and these. *hands over worn shoes**

Night Of The Living Dead features many different Equipment cards. The ones your Survivors use to eliminate Ghouls 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 have 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. 20).



Table Legs and Baseball Bats are Melee weapons.



Ranged weapons have the Ranged symbol. They have a maximum Range value of 1 or more. They are used with Ranged Actions (P. 20). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



Winchester 94's and Sawed-Offs are Ranged weapons.



• AMMO TYPE

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



Weapons with the **Bullets** symbol fire small-caliber Ammo at Ghouls. The Plenty of Bullets card provides these weapons with useful re-rolls.



Weapons with the **Shells** symbol use higher-caliber Ammo. Having the Plenty of Shells card allows for re-rolls, which might help against tougher targets.

• GHOUL-KILLING AND BARRICADE-OPENING EQUIPMENT

This place is ridiculous. Look at this. There's a million weak spots up here.



Equipment that allows you to open Barricades (P.19) has this symbol.

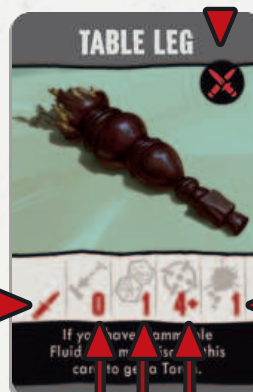


The Claw Hammer and Tire Iron cards can open Barricades. Keep them for emergency situations!

• COMBAT CHARACTERISTICS

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

Dual: If you have Dual weapons with the same name in each Hand slot (P. 16), you may use them both in a single Action (they must be aimed at the same Zone).



Weapon Type: This Equipment is a Melee weapon.

Damage: Damage inflicted with each success. Damage does not stack with multiple successes.

Range: Minimum and maximum number of Zones the weapon can reach. 0 indicates it can only be used in the Survivor's Zone.

Dice: Roll this many dice when a Melee Action is spent to use this weapon.

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



Ammo Type: This Equipment uses Bullets.

Weapon Type: This Equipment is a Ranged weapon.

Damage: Damage inflicted with each success. Damage does not stack with multiple successes.

Range: Minimum and maximum number of Zones the weapon can reach. 1-3 indicates it can be used to shoot from 1 Zone to 3 Zones away, no more, no less, and within Line of Sight.

Dice: Roll this many dice when a Ranged Action is spent to use this weapon.

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



DOUBLE-SIDED ID: ROMERO AND ZOMBICIDE MODES

With all of us working, we could fix this place up in no time. We have everything we need up here.



Each Survivor has two modes: the Romero, dramatic and dreadful side, and the Zombicide, action-oriented side.

Survivor ID Cards are double-sided. They can be flipped back and forth as the game goes by, as trust builds among Survivors, or when Relatives (P. 17) show up. Read the chosen Scene's description to know when the ID Cards may be switched between modes.

The **Romero Mode** (black and white side), shows the movie version of the Survivor. You play a normal citizen facing horrible events and being chased by flesh-eating Ghouls. Crucial decisions have to be made to ensure their survival. Who can you trust?

The **Zombicide Mode** (colored side), shows an alternate, more powerful Survivor. You play a team-oriented hero bound to seek out and destroy as many Ghouls as possible because it's fun! What would have happened if the movie survivors had played this way?

EXPERIENCE, DANGER LEVEL, AND SKILLS

- *I told you, those things don't have any strength. I smashed three of them and pushed another one out the door.*
- *Did you hear me when I told you they turned over our car?*
- *Oh hell, any good five men can do that.*
- *That's my point! Only there's not going to be five, or even ten. There's gonna be twenty, thirty, maybe a hundred of those things, and as soon as they know we're here, this place is gonna be crawling with them.*

For each Ghoul eliminated, a Survivor gains 1 Experience Point (XP) and moves the XP Tracker up a notch on their Danger Bar. Some game features provide additional experience, like building Barricades.

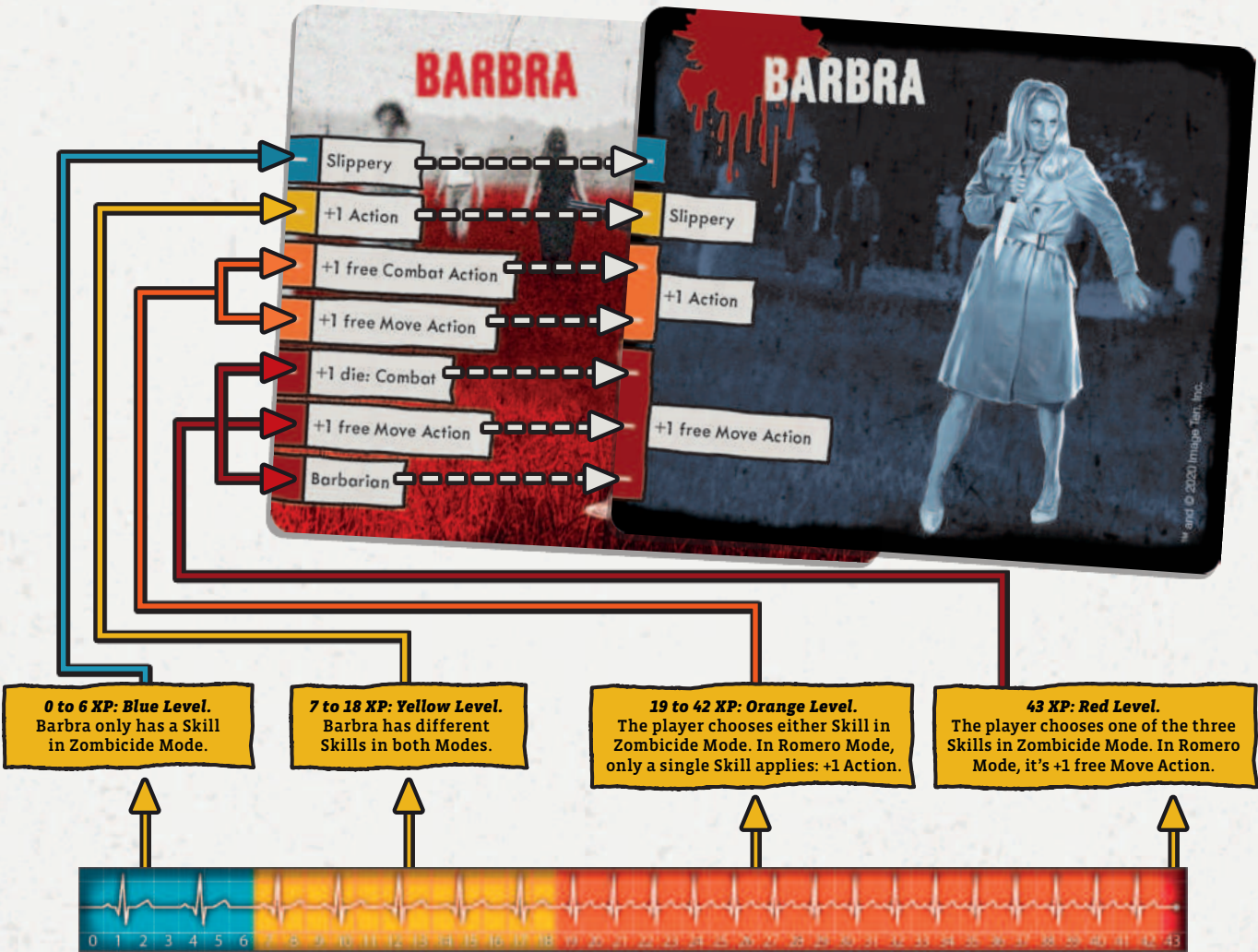
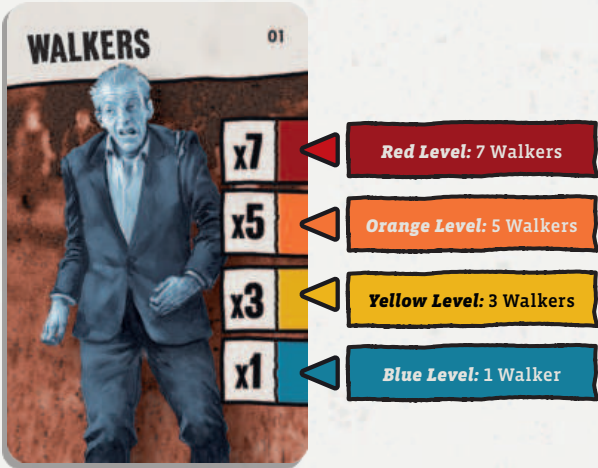


There are 4 Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. Reaching a new Danger Level provides the Survivor with a new Skill (P. 46) to help them on their Scene. Skills stack across Danger Levels.

In **Romero Mode**, Survivors have no Skill at the Blue Level. They gain one at Yellow, Orange, and Red Levels. In **Zombicide Mode**, Survivors have a Skill at the Blue Level, then gain an additional Action at the Yellow Level. Upon reaching the Orange Level, choose a Skill among the 2 indicated at this Level. Repeat the process upon reaching the Red Level by choosing a Skill among the 3 shown at this Level.

As new Skills are unlocked, place new trackers on the Survivor Dashboard to indicate them. **These trackers do not move as the ID Card switches between Modes, so make sure to check the Skills you want on the Zombicide ID side before placing the trackers!**

Gaining Experience has a side effect. **When you draw a Ghoul card to spawn Ghouls, read the line that corresponds to the Survivor with the highest Danger Level** (see Spawn, P. 24). The stronger the Survivor is, the more Ghouls appear.



06 INVENTORY

Why don't you see if you can find some wood, some boards, something there by the fireplace, something we can nail this place up?

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



Each **Hand slot** may receive 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 slot. Equipment cards which read "May be used in the Backpack" may be used indiscriminately while in the Hand or Backpack slots.

The Backpack slots are meant to store any weapon card the Survivor is not currently using. The Survivor may not use the Claw Hammer until it is moved to a Hand slot.

CLAW HAMMER

PLENTY OF SHELLS

The Plenty of Shells Equipment card, which reads "May be used in the Backpack", still provides its game effect to the Survivor.

ITHACA M37

HELEN

AXE

Both hands are used for Combat. The Survivor may perform Ranged Actions with the Ithaca M37 and Melee Actions with the Axe.

07 THE GHOULS

So far, the only descriptions, the only clues anyone has of the killers come from frightened witnesses of some of the slayings. These eyewitness accounts variously describe the murderers as "ordinary looking people," "misshapen monsters," "people who look like they're in a trance," and "things that look like people but act like animals." Some eyewitnesses tell of seeing victims who look as though they had been torn apart. This whole ghastly story began developing two days ago with the report of the slaying of a family of seven in their rural home near Gulfport, Louisiana. Since then, reports of some senseless killings began snowballing in a reign of terror which has hopped in an erratic and disconnected pattern throughout much of the eastern and mid-western United States.

Night Of the Living Dead features 4 types of Ghouls. They have a single Action to spend each time they activate. A Ghoul is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. Then the Survivor that dealt the damage immediately earns 1 Experience Point.

WALKER

They're not that strong.



Walkers are the most common Ghouls. They seem to be weak, but they find strength in numbers!

Wounds dealt: 1

To eliminate: Damage 1

BREAKER

Won't be long before those things'll be back, pounding their way in here.

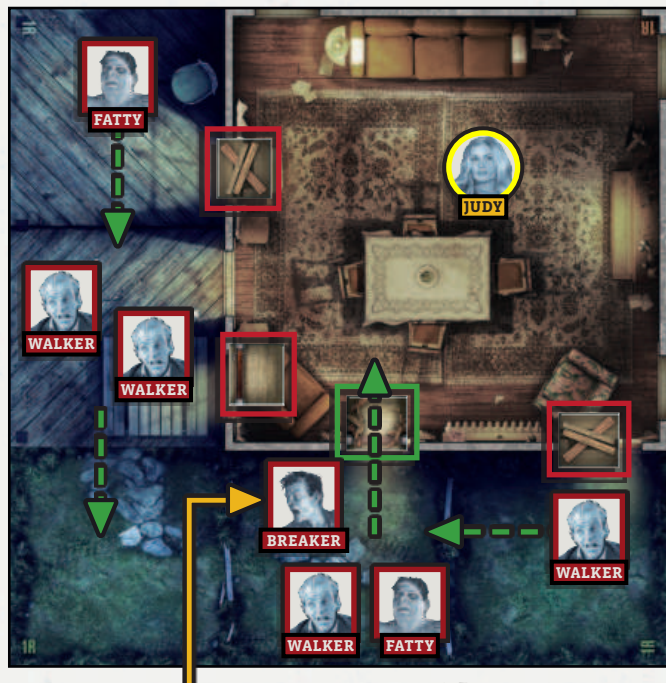


Bricks, clubs, rocks; Breakers use whatever they find as tools to open Barricades and clear the way for the Ghoul invasion.

Wounds dealt: 1

To eliminate: Damage 1

Special rule: Breakers may break closed Barricades and closed Doors blocking their path toward Survivors (P. 22).



Breakers "break" the Survivors' closed Barricades and Doors for the entire Ghoul horde to get through. Always keep an eye on them!

FATTY

I ought to drag you out there and feed you to those things!



Born from the strongest (yet dead) citizens, Fatties are Ghoul tanks. They ignore any damage but the most potent blows and can rip apart limbs effortlessly. Their sheer mass is enough to shield their lesser brethren.

Wounds dealt: 2

To eliminate: Damage 2

RELATIVE

No... No... No! Johnny! Somebody, help me!



Relatives are dear friends and family Survivors once knew that have turned into Ghouls. Having them around has a deep impact on the Survivor's morale, filling them with a sense of imminent doom.

Wounds dealt: 1

To eliminate: Damage 1

Special rule: As long as 1 Relative (or more) is on the board, all Survivors in Zombicide Mode switch to Romero Mode. **These Survivors switch back to Zombicide Mode as soon as the board is clear of Relatives.** Be careful, the Survivors' Skills are altered as they switch IDs.

08 PLAYERS' PHASE

When this emergency first began, radio and television were advising people to stay inside, behind locked doors, for safety. Well, that situation has now changed. We're able to report a definite course of action for you.

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 execute up to 3 Actions at the Blue Danger Level (not counting any free Actions their Blue Level Skill may give them). The possible Actions are listed below.

MOVE

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

- A Survivor must spend 1 additional Action per Ghoul standing in the Zone they're attempting to leave.
- Entering a Zone containing Ghouls ends the Survivor's Move Action (even if they have a Skill allowing them to move through several Zones per Move Action or the Slippery Skill, see P.46).

EXAMPLE: *Helen is in a Zone with 2 Walkers. To leave this Zone, she spends 1 Move Action, then 2 more Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Ghouls in the Zone, Helen would have needed 4 Actions (1 + 3) to Move.*

SEARCH

The Survivor can only Search in interior Zones and only if there are no Ghouls in that Zone. The player draws a card from an Equipment deck. They may then either place it in their Survivor's inventory, reorganizing it for free, or immediately discard it.

The Survivor can only perform a single Search Action per Turn (even if it's a free Action).

- **Survivors in Romero Mode can only draw from the House Equipment deck.**
- **Survivors in Zombicide Mode can draw from the Ranged, Melee, or House Equipment decks.**

When an Equipment deck runs out, reshuffle all its discarded cards to make a new deck.

NOTE: Check the chosen Scene, as many of them feature special Search rules. For example, looking for Melee and Ranged Equipment may be restricted to designated Zones.

DOOR ACTION

The Survivor opens or closes a door in their Zone, and only if there are no Ghouls in that Zone. The door token is flipped accordingly.

Closing or opening a door may alter Ghouls' routes to the Survivors (P. 23).

STAIRWAY TOKEN

The Stairway token is considered to be, and is played like a Door.



BARRICADE ACTION

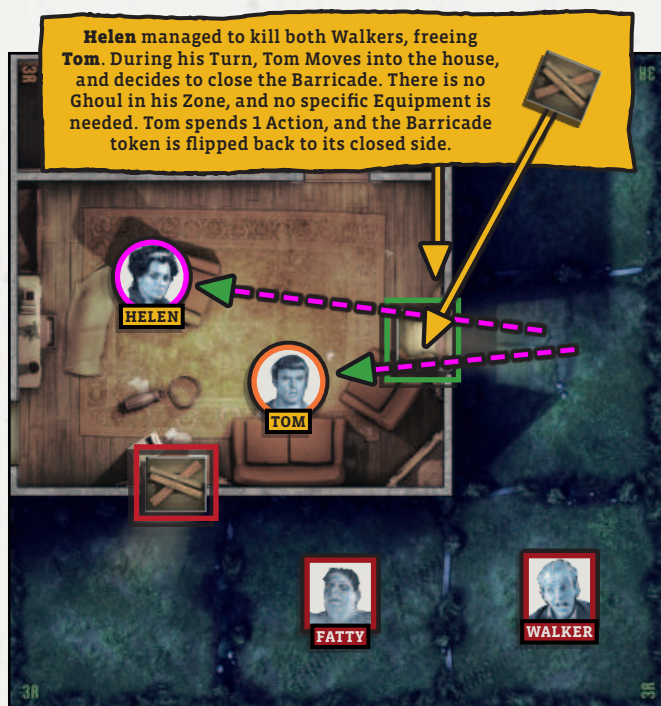
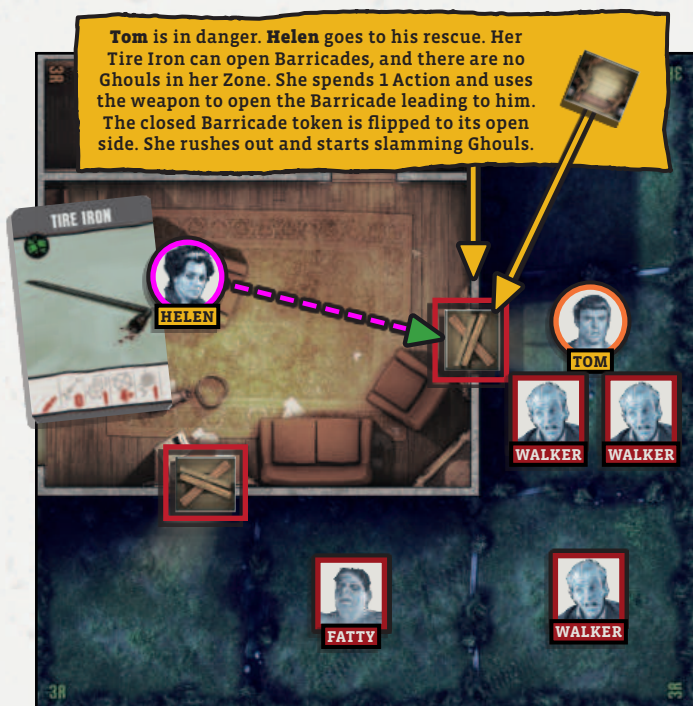
Look, I know you're afraid. I'm afraid too. But we have to try to board the house up together. Now, I'm going to board up the windows and the doors. Do you understand? We'll be all right here. We'll be all right till someone comes to rescue us. But we have to work together.



Equipped weapons that allow Survivors to open Barricades feature this symbol.

The Survivor performs 1 of these Actions with a Barricade in their Zone, and only if there are no Ghouls in that Zone:

- **Building** a Barricade, if the Scene allows it. See the Scene's special rules.
 - **Opening** a Barricade using an equipped weapon **with a Barricade Opening symbol**. Flip the Barricade token to its open side.
 - **Closing** a Barricade. Flip the Barricade token to its closed side. No specific Equipment is required.
- Building, Opening, or Closing a Barricade may alter Ghouls' routes to the Survivors (P. 23).



REORGANIZE/TRADE

Helen, I have to get that gun.

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. You can trade everything for nothing if both parties agree!

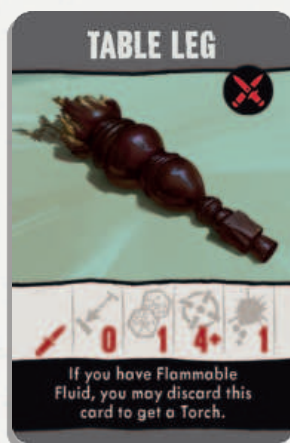


COMBAT ACTIONS

We killed 19 of them today, right in this area. Those last three we caught trying to claw their way into an abandoned shed. They must have thought somebody was in there. There wasn't, though. We heard'em making all kinds of noise. We came over and beat'em off, blasted'em down.

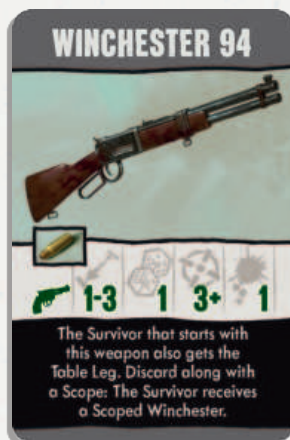
Combat Actions use Melee and Ranged Equipment cards to eliminate Ghouls.

• MELEE ACTION



The Survivor uses a Melee weapon they are holding in Hand to attack Ghouls in their own Zone (see Combat, P. 26).

• RANGED ACTION



The Survivor uses a Ranged weapon they are holding in hand to fire at a single Zone within the Range shown on the weapon's card, and within Line of Sight (see Combat, P. 26). **Survivors shoot at Zones, not Actors.** This is especially important for Targeting Priority Order (P. 27). Using a Ranged weapon at Range 0 is still a Ranged Action.

TAKE OR ACTIVATE AN OBJECTIVE

The Survivor takes or activates a Scene objective in the same Zone. The related objective and game effects are described in the Scene.

DO NOTHING

The Survivor does nothing and prematurely ends their Turn. Their remaining Actions are lost.

CAR ACTIONS



Keep the Car reference card handy!

Look, I know how to handle that truck. And I can handle the pump. Ben doesn't know anything about that stuff.

Night Of The Living Dead features 2 Cars on a single, double-sided token. Some Scenes allow Survivors to drive them to go faster around the board and crush Ghouls. Both play in the same way. The Car reference card lists their abilities. At the cost of 1 Action, the Survivor may perform 1 of the Actions listed below. 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 Ghouls in that Zone. Set the Survivor's miniature either on the Driver's seat, if it is empty, or on the Car token as a Passenger. The Car can hold a single Driver, and **up to 5 Passengers**.

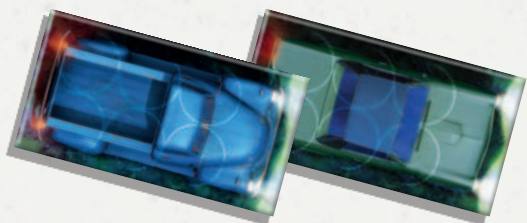
There are no restrictions to getting **out** of a Car.

• CHANGE SEATS IN A CAR

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

• DRIVE A CAR

I started to drive, I... just plowed right through them. They didn't move. They didn't run, or... Just stood there, staring at me. Just wanted to crush them. They scattered through the air, like bugs.

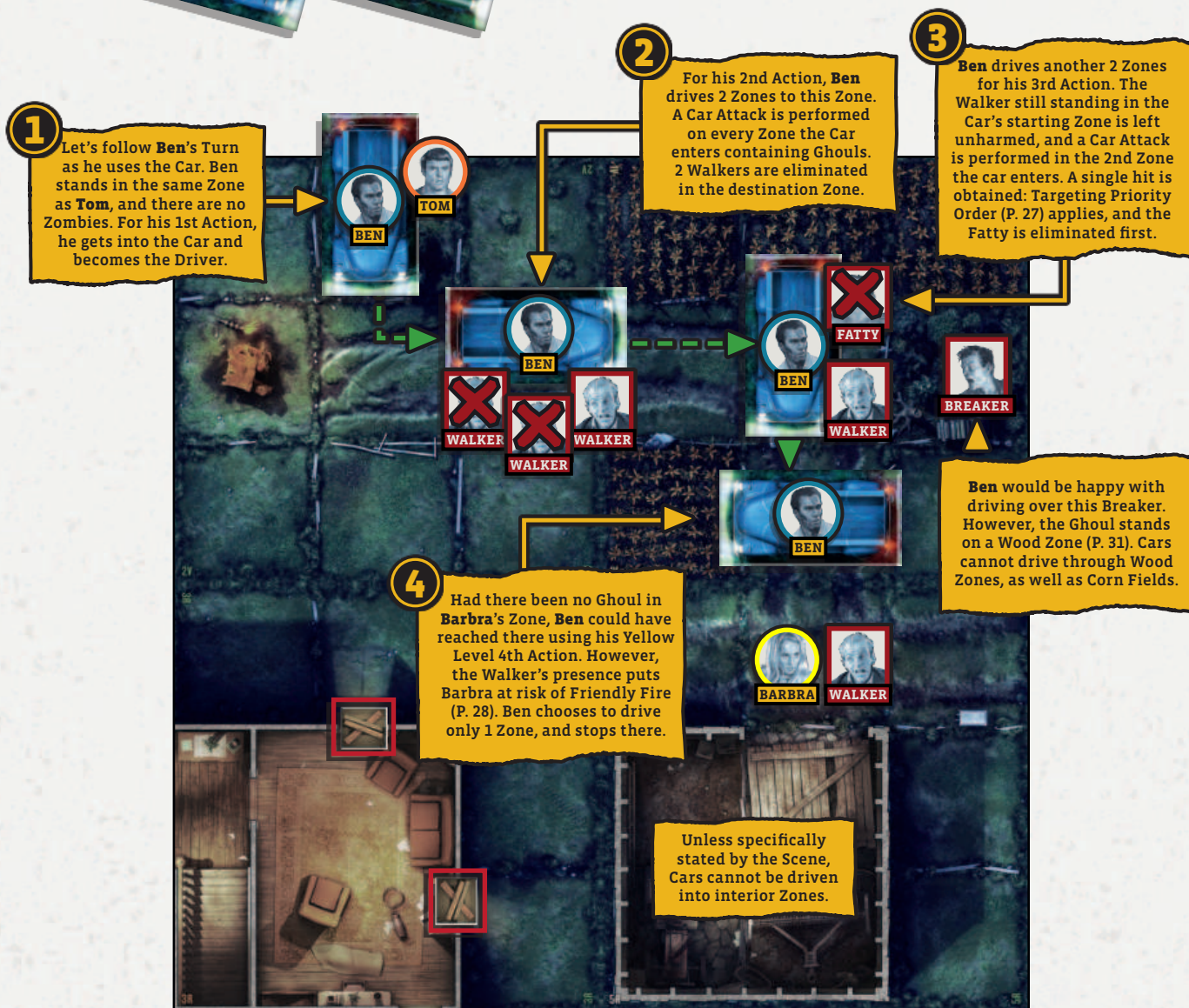


The Car can only be driven by the Driver, and only if the Scene allows it. The Survivor can move the Car 1 or 2 exterior Zones. **The Car cannot be driven into interior Zones, Corn Fields, or Wood Zones (P. 31).**

This is not a Move Action and is not subject to movement modifiers: the Car can leave or go through Zones with Ghouls without spending extra Actions or stopping.

Perform a Car Attack in each Zone the Car **enters** (thus excluding the starting Zone) that contain Ghouls. Targeting Priority Order (P.27) applies. A Zone with Ghouls may be subject to several attacks if it is crossed by consecutive Car Actions. Killing Ghouls this way earns the Driver the corresponding Experience Points.

Car Attacks may cause Friendly Fire (P. 28) to Survivors outside of the Car, so be careful when driving through Zones with both Ghouls and pedestrian Survivors on them! No Car Attack occurs if the Car crosses a Zone with pedestrian Survivors only.



09 GHOULS' PHASE

Law enforcement officials are at a loss to explain or, even at this hour, to theorize about the reasons for this wave of murders. So far, all they're able to give the public is something similar to the response of Chief T.K. Dunmore of Camden, North Carolina, who is quoted as saying, quote, "Tell the people, for God's sake, to get off the streets. Tell 'em to go home and lock their doors and windows up tight. We don't know what kind of murder-happy characters we have here."

Once the players have activated all their Survivors, the Ghouls activate. No single player controls them: they do it themselves, performing the Activation and Spawn steps in order.

STEP 1: ACTIVATION

Each Ghoul activates and spends its Action on either an Attack or a Move, depending on the situation. Attacks on survivors (or closed barricades and closed doors) are resolved first, then all the Moves. Each Ghoul performs either an Attack **OR** a Move with a single Action.

• ATTACK

Civil defense officials in Cumberland have told newsmen that murder victims show evidence of having been partially devoured by their murderers.

Each Ghoul in the same Zone as Survivors performs an Attack. A Ghoul's Attack is always successful, does not require any die roll, and inflicts a specific number of Wounds, depending on its type:

- Walker, Breaker, and Relative: 1 Wound
- Fatty: 2 Wounds

Survivors in the same Zone split the Ghouls' Attacks in any way the players prefer. Each Ghoul Attack deals the corresponding Wound total. The Wound Bar's tracker is moved 1 point higher per Wound received. A Survivor is eliminated as soon as their Wound Bar reaches 3. At that point, the game is lost!



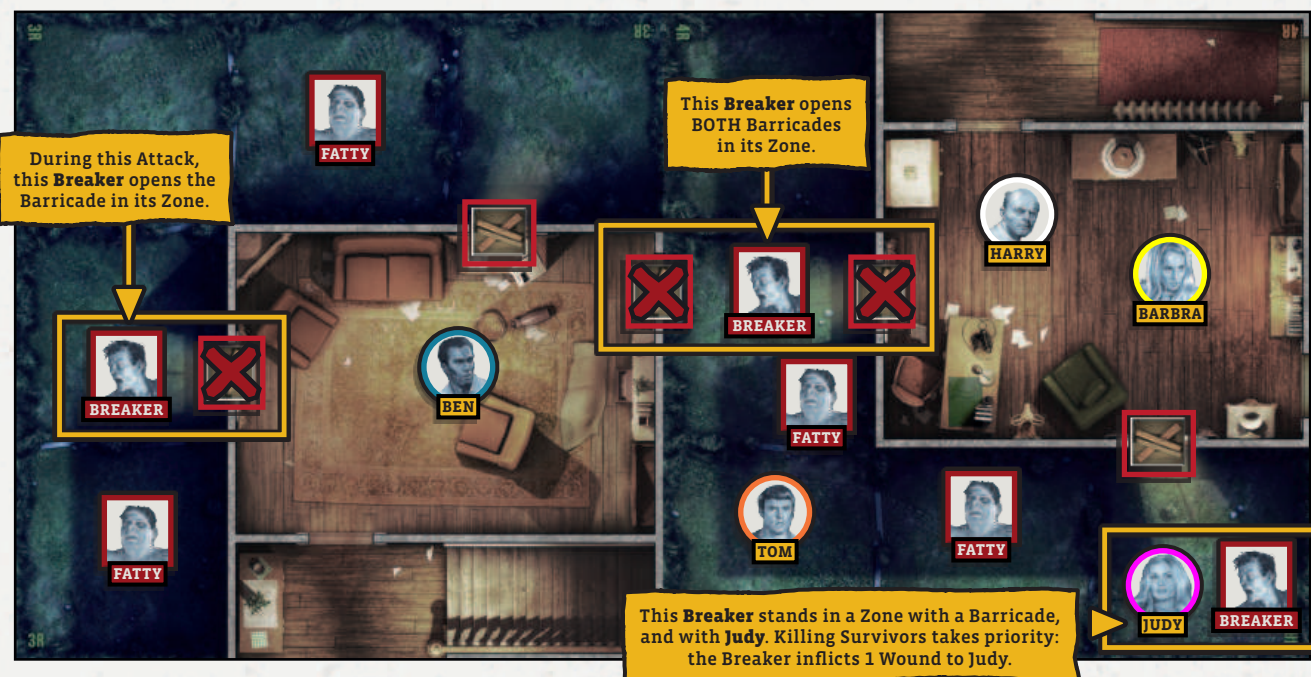
Each successful Ghoul Attack deals the corresponding Wound total.

Ghouls fight in groups. All Ghouls activated in the same Zone as a Survivor join the Attack, even if there is excess Damage.

Breakers who didn't Attack Survivors spend their Action Attacking any closed Barricades and closed Doors in their Zone. Open all Doors and Barricades in their Zone.

A single Breaker may open several Doors and Barricades in its Zone.

Since the other Ghouls didn't Attack, they will be able to go through the opening the Breakers have just created during the ensuing Move action!



• MOVE

It's all right. Don't worry about him. I can handle him. Probably be a lot more of them as soon as they find out about us.

The Ghouls that have not Attacked use their Action to Move 1 Zone towards the Survivors:

1- Ghouls select their destination Zone.

- The first Zone they select is the one with the most Survivors in Line of Sight.
- If no Survivors are visible, they select the Zone with the most Survivors.

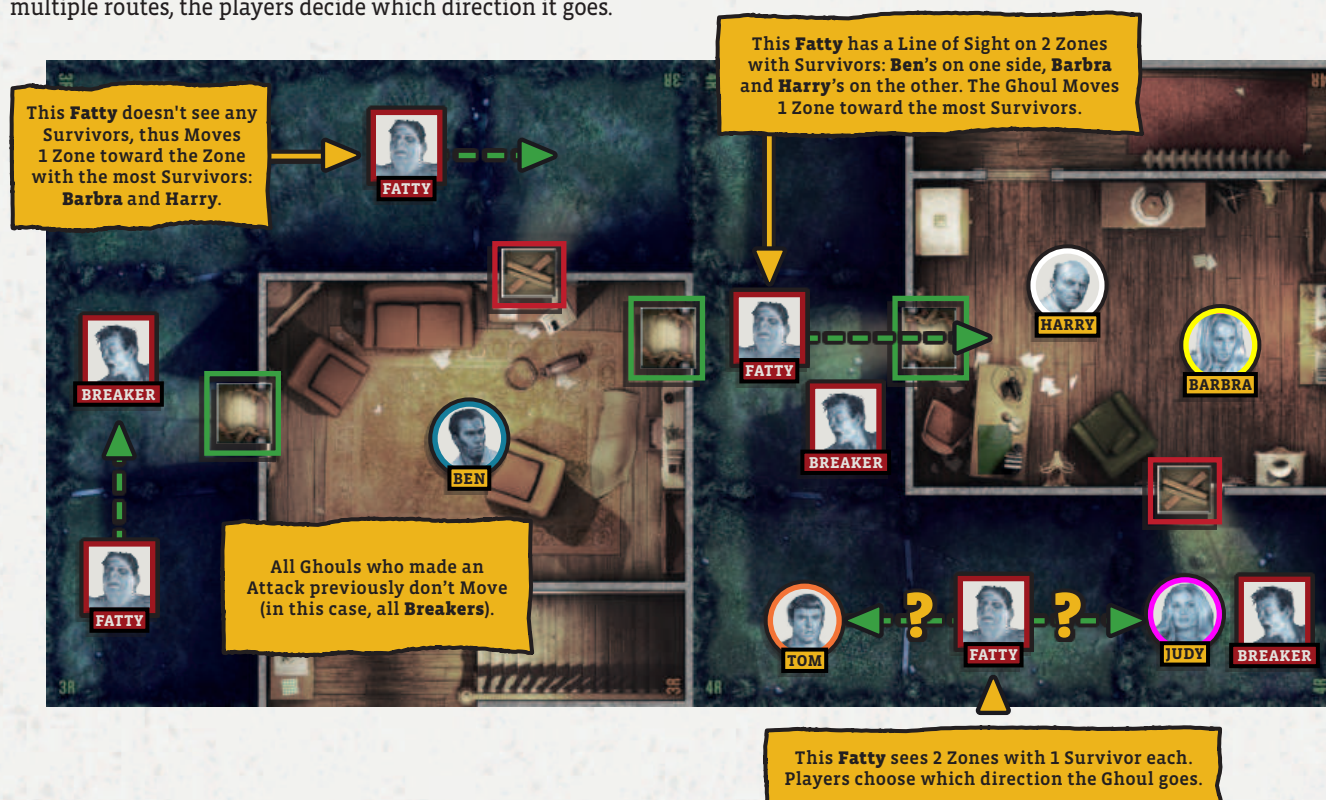
In both cases, distance doesn't matter. A Ghoul always chooses the Zone with the most Survivors it can see.

2- Ghouls move 1 Zone toward their destination Zone by taking the shortest available path.

In case there are no open paths to the destination Zone, Ghouls move toward it as if all Barricades and Doors were open, though closed Barricades and Doors still stop them.

If there is more than one route of the same length, Ghouls split into groups of equal numbers and types to follow all possible routes. They also split up if different target Zones contain the same number of Survivors.

Uneven Ghoul groups are split the same way. Decide which splitting group get the extra Ghoul and which direction the uneven split groups go. In the case of a single Ghoul being offered multiple routes, the players decide which direction it goes.



STEP 2: SPAWN

They know we're in here now.



The Scene maps show where Ghouls appear at the end of each Ghouls' Phase. These are the Spawn Zones.



Ghoul Spawn tokens mark the Spawn Zones' locations. The white Spawn Zone is always the first one to spawn Ghouls.

Find the **white** Ghoul Spawn token, then draw a Ghoul card. Read the Ghoul type and the line that corresponds to the Danger Level of the most experienced Survivor (Blue, Yellow, Orange, or Red). Place the indicated amount of the corresponding Ghoul type in the white Spawn Zone. It is always the first one to spawn.

It is possible to have multiple Spawn tokens in a Zone. Draw a Ghoul card for each Spawn token in that Zone.

Repeat this for each Spawn Zone, one after the other, going clockwise from the white Spawn Zone.

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

← This Ghoul card spawns Fatties.

x7	Red Level: 7 Fatties
x5	Orange Level: 5 Fatties
x1	Yellow Level: 1 Fatty
x1	Blue Level: 1 Fatty

EXAMPLE: Tom has 5 XP, placing him in the Blue Danger Level. Judy has 12, which puts her in Yellow. In order to determine how many Ghouls spawn, read the Yellow line, which corresponds to Judy, the most experienced Survivor.

COLORED SPAWN ZONES

As the default color for Ghoul Spawn tokens is red (white for the starting Spawn Zone), the game also features colored sides such as yellow and violet. They are used for specific, custom Scenes. Unless otherwise stated, such Spawn Zones don't spawn Ghouls until a specific event happens, which then activates them.



BARRICADE AND DOOR OPENING CARDS

Testing... back on... Ah, ladies and gentlemen...
We're coming back on the air after an interruption
due to technical problems...

No Ghouls appear in the designated Spawn Zone when a Barricade and Door Opening card is revealed. Instead, open all Barricades and Doors in the Zones where Ghouls of the indicated type are.

Notice that these cards have no effect at the Blue Danger Level!

RUNNING OUT OF MINIATURES

- Is there any of that candy left?
-No.

Players may run out of miniatures of the indicated type when required to place a Ghoul on the board through spawning. In this case, the remaining Ghoul miniatures are placed (if there are any). Then, all the Ghouls of the indicated type immediately resolve an extra Activation (see Activation step P. 22). Multiple extra Activations may occur in a row. Keep an eye on the Ghoul population!

1 Resolving the Spawn Step, at **Yellow Danger Level**. Spawns begin at the starting Spawn Zone, colored white. A Ghoul card is drawn, and read at Yellow Level: 3 Walkers. 3 Walkers are placed in this Spawn Zone.

2 The Spawn is resolved clockwise. A second Ghoul card is drawn, revealing 1 Fatty.

3 The third and final Ghoul card is drawn for this Spawn Zone. Open all Barricade and Doors on every Zone featuring Walkers! Both Survivors' shelters are compromised.

10 COMBAT

- Chief, if I were surrounded by six or eight of these things, would I stand a chance with them?
 - Well, there's no problem. If you have a gun, shoot 'em in the head. That's a sure way to kill them. If you don't, get yourself a club or a torch. Beat 'em or burn 'em. They go up pretty easy.



When a Survivor performs a Melee, Ranged, or Car Action to attack Ghouls, roll as many dice as indicated on the corresponding cards.



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 at the cost of a single Action. Both weapons must be aimed at the same Zone.



EXAMPLE: Harry has 2 Uzis in his Hands. The Uzi has the Dual symbol, so Harry can shoot them both simultaneously. This allows him to roll 6 dice (3 for each Uzi) with a single Ranged Action.



Each die that equals or exceeds the Accuracy value of the weapon scores a successful hit.



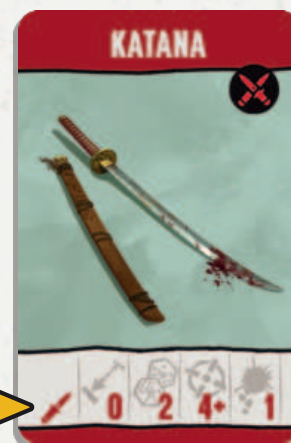
Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. If all targets get eliminated, extra hits are lost.

- **Walkers, Breakers, and Relatives** are killed with a Damage 1 (or more) hit.
- **Fatties** are killed with a Damage 2 (or more) hit. Damage 1 has no effect on them, no matter the amount of times a Survivor hits them.



MELEE ACTION

The survival command center at the Pentagon has disclosed that a ghoul can be killed by a shot in the head or a heavy blow to the skull. Officials are quoted as explaining that since the brain of a ghoul has been activated by the radiation, the plan is, kill the brain and you kill the ghoul.



Melee weapons are marked with the Melee symbol.

A Survivor holding a Melee weapon in their Hand can Attack Ghouls in their own 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: Barbra and Helen are in the same Zone as a Fatty, a Breaker, and a Walker. Helen attacks with her Katana. She rolls 1 and 2, which means 1 hit. The Katana has Damage 1, so it cannot hurt the Fatty. Helen allocates her hit to the Breaker, eliminating it. Although a miss was rolled, Barbra is safe from Helen's slashes.

RANGED ACTION

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

REMEMBER:

- In interior Zones, Line of Sight is limited to the Zones that share an opening and are just 1 Zone away.
- In exterior Zones, 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 (P. 28), so carefully consider the risks!



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



Ranged weapons are marked with the Ranged symbol.

The first value 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 maximum Range.

EXAMPLE 1: The Winchester 94 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 using it.

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, no more.



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 Ghouls. A Survivor can even shoot at another Zone while there are Ghouls 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

2 - Walker, Breaker, or Relative - the shooter chooses

The hits are assigned to targets of the highest Priority 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 an Ithaca M37 (Damage 2), Ben performs a Ranged Action at a Zone with a Fatty, a Relative, and 2 Walkers. The Relative's presence forces Ben to play in Romero Mode. Ben rolls 4 and 5. 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 Relative and the 2 Walkers share the same Targeting Priority Order, so Ben may assign the second hit to any 1 of them. The Relative is chosen and killed, allowing Ben to switch back to Zombicide Mode.

NOTE: Fatties are first in the Targeting Priority Order and are immune to Damage 1 weapons. It means they can protect Walkers, Breakers, and Relatives in their Zone from all Damage 1 Ranged Actions, as they need to be removed first.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO KILL	EXPERIENCE EARNED
1	Fatty	1	2	1
2	Walker Breaker Relative	1	1	1



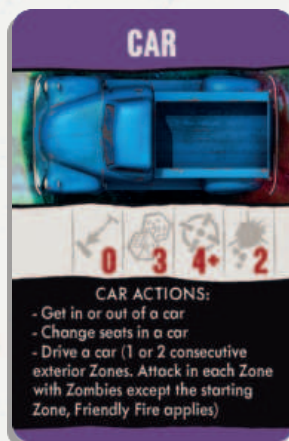
• FRIENDLY FIRE

All right, Vince, hit him in the head. Right between the eyes.

Good shot. Ok, he's dead. Let's go get him. That's another one for the fire.

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

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



CAR ATTACK

The Car Attack is detailed with the Drive a Car Action (P. 21). Remember, Car Attacks follow Targeting Priority Order and may cause Friendly Fire. Car Attacks are **not** combat actions.

11 WEAPON TRAITS

You can be the boss down there but I'm boss up here.

RELOAD

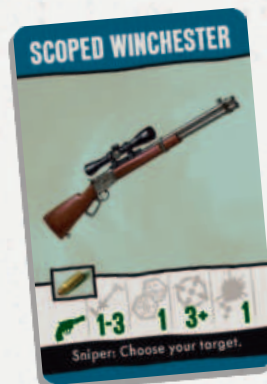


Reloadable weapons have powerful burst power, but need to be reloaded before being fired again.

Weapons with the Reload trait require spending an Action to reload them between shots if you want to fire multiple 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 passed to another Survivor without reloading, 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.

SNIPER



The Survivor benefits from the Sniper Skill (P. 46) when performing a Ranged Action with a weapon featuring the Sniper trait. They ignore Targeting Priority Order and may freely choose their target. Sniper also cancels any chances of Friendly Fire!

Your best friend to get rid of Ghouls out there.

12 SPECIAL EQUIPMENT

Special cards are not drawn from Equipment decks with Search Actions but found under special circumstances or obtained by combining other Equipment. They count among the most powerful weapons of the game.

Combining Equipment is easy: simply discard the required cards from your Survivor's inventory, for free. Then, take the corresponding Special Equipment card. Your Survivor's inventory may be reorganized for free.

Combining Equipment is permanent. The Special Equipment may not be reverted back to its previous components.

MA'S SHOTGUN

When did my mother create her first special shotgun? I think it was in the late 60's. She never told me about the circumstances, though.

– Ned, Zombicide Survivor



MACHETE + SAWED-OFF = MA'S SHOTGUN

Obtained by combining a Machete with a Sawed-Off, Ma's Shotgun may be used to perform powerful Melee and Ranged Actions with a single Equipment card.

However, as a Zombicide signature weapon (and now, it's Dual!), only Survivors in Zombicide Mode may perform Combat Actions with Ma's Shotguns. Survivors in Romero Mode cannot use Ma's Shotguns at all!

NOTE: The Reload trait only applies to its Ranged Action.

MOLOTOV

The bodies should be disposed of at once, preferably by cremation.



FLAMMABLE FLUID + MASON JAR = MOLOTOV

Obtained by combining a Mason Jar with Flammable Fluid, a Molotov is a powerful, single-use weapon. The fire eliminates the targeted Ghouls and keeps the others away. Very useful whenever the Survivor requires some clear space to reach the Scene objectives!

The Survivor may discard an equipped Molotov and perform a Ranged Action aimed at an exterior Zone (we don't want to burn the shelter, do we?):

- All Actors in the targeted Zone are eliminated.
- Any Ghoul Spawn token in the targeted Zone may be moved to another Spawn Zone. This effect cannot be performed if there is a single Spawn Zone remaining.

SCOPED WINCHESTER

Attaching a Scope to a Winchester 94 provides a great tool for survival. Thanks to its great Range and Sniper trait (P. 28), the Scoped Winchester gets rid of Relatives quickly and helps fellow Survivors stuck in close combat from a safe distance.



WINCHESTER 94 + SCOPE = SCOPED WINCHESTER



TORCH

They're afraid now. They're afraid of fire. I found that out.



TABLE LEG + FLAMMABLE FLUID =
TORCH + FLAMMABLE FLUID

Ghouls have few vulnerabilities, and fire is the worst of them. They catch fire easily and fear it accordingly. As such, Torches are powerful weapons against them, and are fairly easy to create: simply combine a Table Leg with Flammable Fluid. As an exception to the rule, **the amount of fluid required is small enough that you do not lose the Flammable Fluid card after the combination.** Make sure to search through the House Equipment deck quickly enough to find some and share the flame!



13 CORN FIELDS AND WOODS

CORN FIELDS

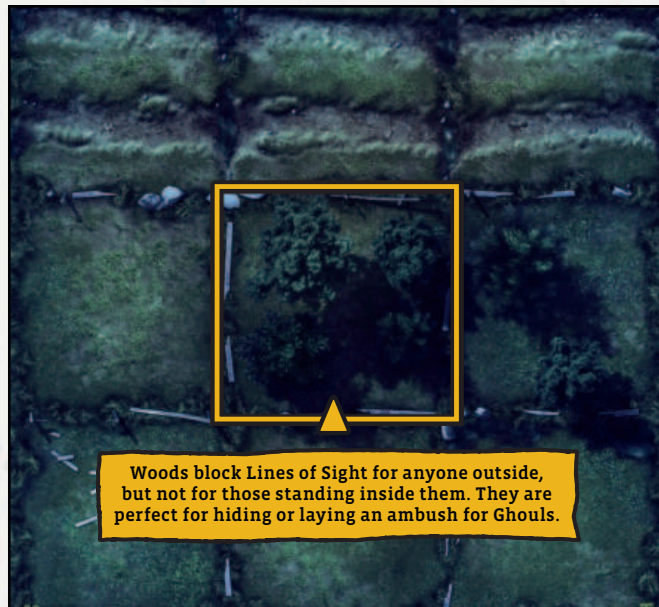


Agriculture is a major industry in Pennsylvania, where *Night Of The Living Dead* is set. As such, many game tiles feature Corn Fields as exterior Zones. **Corn Fields block Lines of Sight.**

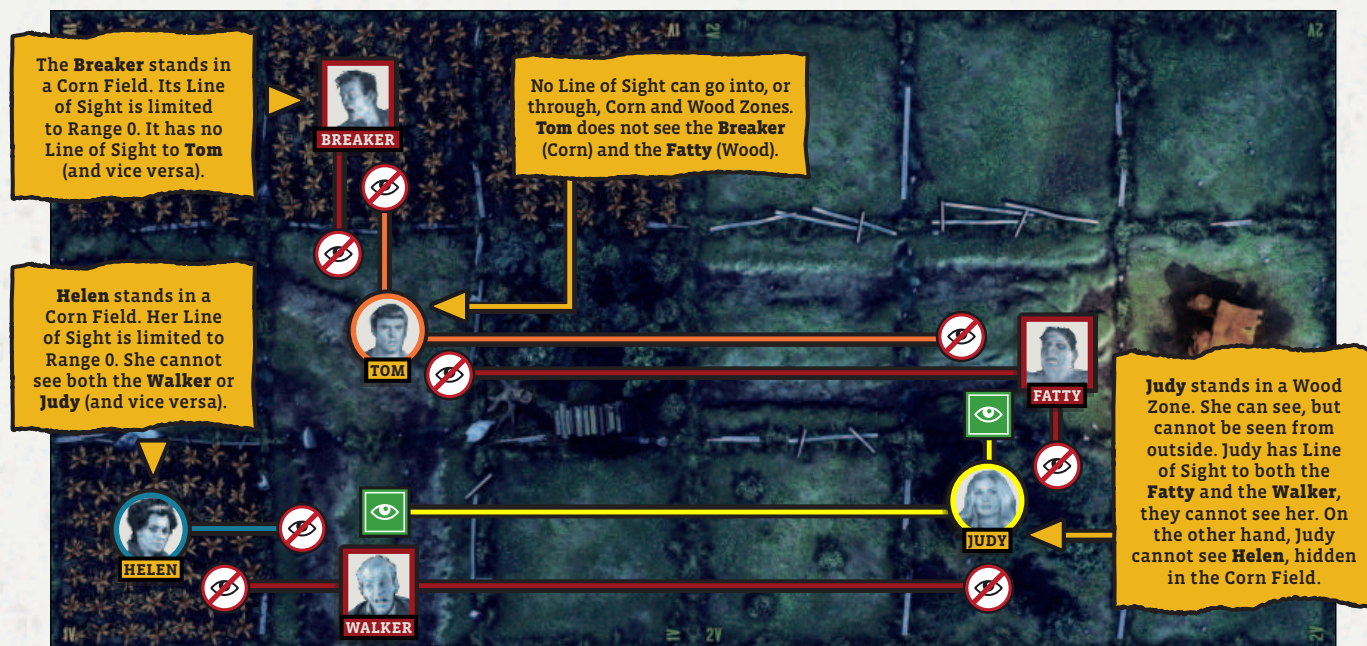
- No Line of Sight can go into, and through them.
- Line of Sight within a Corn Field is limited to Range 0. No Line of Sight can be traced outside the Actor's Zone.
- Actors can go through Corn Fields normally. Cars, on the other hand, cannot pass through Corn Fields.



WOODS



- Wood Zones block Lines of Sight for anyone outside. No Line of Sight can go into, and through them.
- Actors standing inside a Wood Zone can trace Lines of Sight from their own Wood Zone.
- Actors can go through Wood Zones normally. Cars, on the other hand, cannot pass through Wood Zones.



14 ADDITIONAL GAME MODES

ULTRARED MODE

Why are space experts being consulted about an earthbound emergency?

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

Ultrared Mode: When your Survivor reaches the Red Level, move the XP Tracker back to 0 and add any Experience Points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps their Skills. Count additional Experience Points as usual and gain unselected Skills upon reaching Danger Levels again.

When all the Survivor's Skills have been selected, choose a Skill in the list (P. 46) upon reaching Orange and then Red Level again.

EXAMPLE: Barbra just earned her 43rd Experience Point, getting to the Red Level. She has the following Skills in Zombicide Mode: Slippery (Blue), +1 Action (Yellow), +1 free Move Action (Orange), and Barbarian (Red Level).

The player moves the XP Tracker back to the start as the Scene continues. Barbra is still at the Red Level and keeps on earning Experience Points as she kills Ghouls.

Barbra doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time since she has all the available Skills for these Levels. Upon reaching the Orange Level again, she gains +1 free Combat Action, her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the 2 remaining ones for this Level and goes for +1 die: Combat. The XP Tracker returns to the start.

During her third go through the experience bar, Barbra doesn't get any new Skill at Blue, Yellow, or Orange Level, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: +1 free Move Action. The XP Tracker goes to the start again.

From now on, Barbra still earns Experience 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

- Bill, I'm checking the office to see what's happening.
- All right, Steve, tell'em we're going to stay with it and everything appears to be under control.



Night Of The Living Dead's difficulty may be tuned up or down using the card numbers.

Ghouls are both a familiar yet unknown threat to deal with, making the world crumble around them. But sometimes the game may be too easy, or just too hard, for you and your playing group. In that case, sort your Ghoul cards using their card number.

- Ghoul cards #1 to #21 form the easier part of a Ghoul invasion. Ghouls appear with a limited number of Breakers and Relatives.
- Ghoul cards #22 to #42 are harder. Ghouls come in greater numbers, especially at low Danger Levels. Keep them for experienced player groups and Zombicide veterans.
- Ghoul cards #43 to #46 are Barricades and Doors Opening. They may prove dangerous with shelter-oriented Scenes or provide some relief with Scenes in the open (as there are no Barricades or Doors to open). Add or remove them accordingly to adjust the difficulty level of your playthrough.

These elements can be mixed in any way you see fit to create your own game experience!



15 SCENES

S1 WHAT'S HAPPENING?

Easy / 45 minutes



Ben was attacked by an army of ghouls at Beekman's Diner and barely escaped inside a car. However, its tank is running empty. He manages to pull up onto a gas pump only to realize that it's locked. Staying calm, Ben notices a house nearby and decides to enter it, hoping to find the keys to the pump. Ben finds Barbra, still in shock from all the horror befalling her. A nasty surprise awaits both of them on the second floor, as the house's owner met a grisly doom.

Not long after, Harry, Helen, Judy, and Tom burst out from the basement and a short argument ensues over the best course of action to adopt. Everyone agrees, somewhat reluctantly, to barricade the house from the ghouls outside.



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

4R	3R
1R	2R



• OBJECTIVES

Barricade the house. The game is won as soon as both conditions are met simultaneously:

- All indicated windows are blocked with closed Barricades (see special rules).
- There are no Ghouls in the house.

• SPECIAL RULES

• Setup.

- Survivors start in Romero Mode, with their Romero ID faceup.
- Barbra and Ben are set in the Survivor Starting Area #1. Harry, Helen, Judy, and Tom are set in the Survivor Starting Area #2.
- Set open Barricade tokens in the designated places. They represent open doors straddling 2 Zones.
- The Winchester 94 is put aside from the Starting Equipment, and a Table Leg is dealt instead. Set this Winchester 94 in the designated Zone. Any Survivor Searching in this Zone may take the Winchester 94 instead, and reorganize their inventory for free.

• **Trusting each other.** Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

• **Equipment stashes.** The Melee and Ranged Equipment decks can only be Searched in the designated Zones (**only while in Zombicide Mode**).

• **The corpse lady.** The first time a Survivor reaches the stairs' Zone on tile 3R, all Survivors in Zombicide Mode shift to Romero Mode. A Survivor standing in the Zone has to spend 2 Actions to remove the corpse. Until then, the Zone beyond it cannot be Searched!

• **Makeshift barricades.** Open Barricade tokens represent open passageways surrounded by wood that can be used to Barricade the windows. Each Barricade token straddles 2 Zones and may be taken by Survivors in any of these Zones, at the cost of a single Action. Survivors may carry more than 1 Barricade token at a time. They do not take up space in the inventory and may be traded as Equipment. **Boards Equipment cards may be discarded to provide the Survivor with a Barricade token (no XP is gained.)** A Survivor carrying a Barricade token may spend 1 Action to block a window in their Zone. To do so, take a Barricade token from the Survivor's inventory and set it, in closed position, across the window. **The Survivor earns 5 XP.**



S2 IS THERE A KEY?

Easy / 45 minutes

It is bad news everywhere. Ghouls have spread throughout the region, murdering and eating their victims. The ghoulish army from Beekman's Diner shows up and surrounds the house. Despite their differences, the survivors look for the pump's keys while holding back the ghouls. The car outside may be the only way out of this nightmare.

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

• OBJECTIVES

Looking for the pump's keys. The game is won as soon as the House Equipment deck is exhausted. The Survivors have found the pump's keys at last!
The game is lost whenever there is at least 1 Ghoul in the house at the end of a Players' Phase.

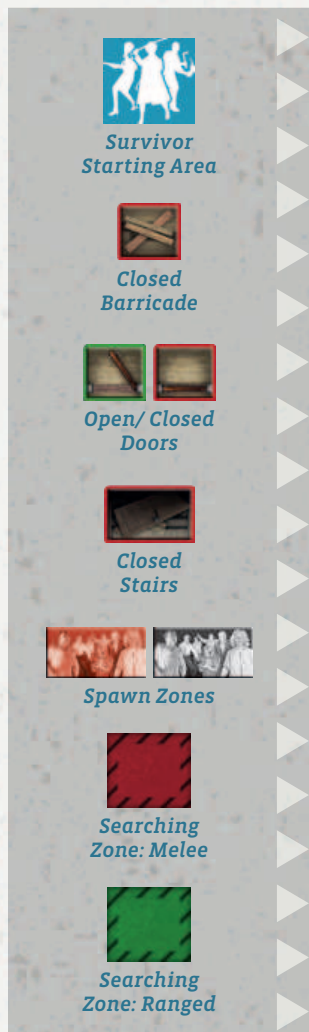
• SPECIAL RULES

• **Setup.** Survivors start in Romero Mode, with their Romero ID faceup.

• **Trusting each other.** Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

• **Equipment stashes.** The Melee and Ranged Equipment decks can only be Searched in the designated Zones (only while in Zombicide Mode).

4R	3R
1R	2R



S3 THEY'RE AFRAID OF FIRE

Easy / 45 minutes

The survivors have the keys to the gas pump. Ghouls, however, are gathering around the house and may break inside at a moment's notice. There is no choice. In order to reach the pump and refill the car's tank, the brave souls have to venture outside and break the siege, using any means necessary.

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

• OBJECTIVES

Breaking the siege. The game is won as soon as both conditions are met simultaneously:

- There are no Ghouls on the board.
- All Ghoul Spawn tokens are gathered into a single Spawn Zone.

Remember: Any Ghoul Spawn token in a Zone targeted by a Molotov may be moved to another Spawn Zone. This effect cannot be performed if there is only a single Spawn Zone remaining.

• SPECIAL RULES

• Setup.

- Survivors start in Romero Mode, with their Romero ID faceup.
- Spread Survivors in any way you see fit among the Survivor Starting Zones, with at least 1 Survivor per Zone.

• **Trusting each other.** Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

• **Equipment stashes.** The Melee and Ranged Equipment decks can only be Searched in the designated Zones (**only while in Zombicide Mode**).

4R	3R
1R	2R



S4 NOW, LET'S MOVE IT!

Medium / 60 minutes

The survivors have broken the siege, but the ruckus has attracted all the ghouls in the vicinity. The survivors are on their way to refill the car's tank. The battle intensifies. Watch out for the fire! We don't want the car and the pump to explode.

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

• OBJECTIVES

Refueling the pick-up. The game is won as soon as both conditions are met simultaneously:

- The Car is on the indicated pump Zone.
- There are no Ghouls on tile 5R.

The game is lost whenever there is at least 1 Ghoul in the house at the end of a Players' Phase.

• SPECIAL RULES

• **Setup.** Survivors start in Romero Mode, with their Romero ID faceup.

• **Trusting each other.** Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

• **Equipment stashes.** The Melee and Ranged Equipment decks can only be Searched in the designated Zones (only while in Zombicide Mode).

• **Watch out for the pump!** Zones on tile 5R cannot be targeted by Ranged Actions.



5R	3R
4R	1R
6R	2V



S5 NIGHT OF THE LIVING DEAD

Medium / 60 minutes

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

• OBJECTIVES

Survive the night, your way. The game is won as soon as both conditions are met simultaneously:

- All Survivors are at Orange Danger Level (or higher).
- Each Survivor has killed 1 Relative (or more).

The game is lost whenever there is at least 1 Ghoul in the house at the end of a Players' Phase.

• SPECIAL RULES

- **Setup.** Survivors start in Romero Mode, with their Romero ID faceup.


Plot twist #1

The plan failed. The car exploded and the gas pump cannot be used anymore. The survivors have no choice but to get back to the house and defend themselves until dawn or until death, whatever comes first. Victory relies on their ability to trust each other, find the best weapons, and overcome their worst fears.


- **Trusting each other.** Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

- **Equipment stashes.** The Melee and Ranged Equipment decks can only be Searched in the designated Zones (**only while in Zombicide Mode**).


4R	3R
1R	2R




Survivor Starting Area




Closed Barricade




Open/ Closed Doors




Open Stairs



Spawn Zones



Searching Zone: Melee



Searching Zone: Ranged



S6^{TO} WILLARD

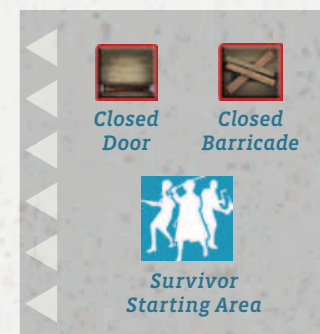
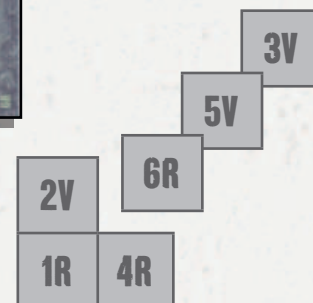
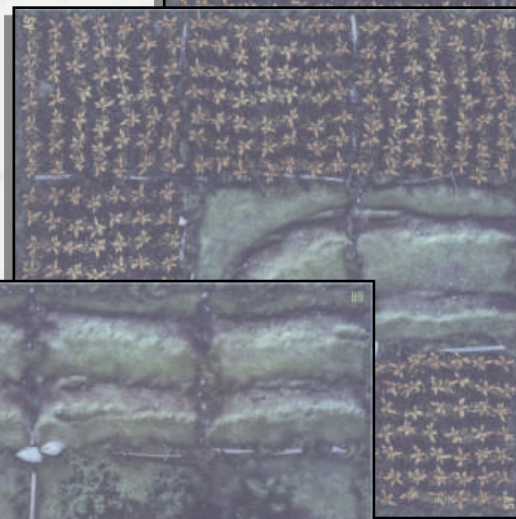
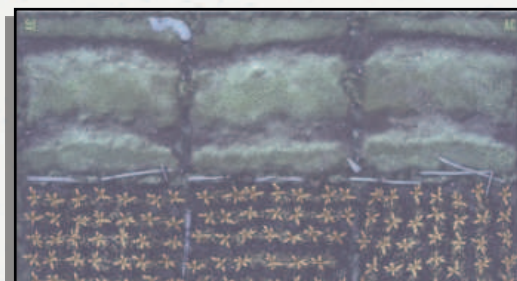
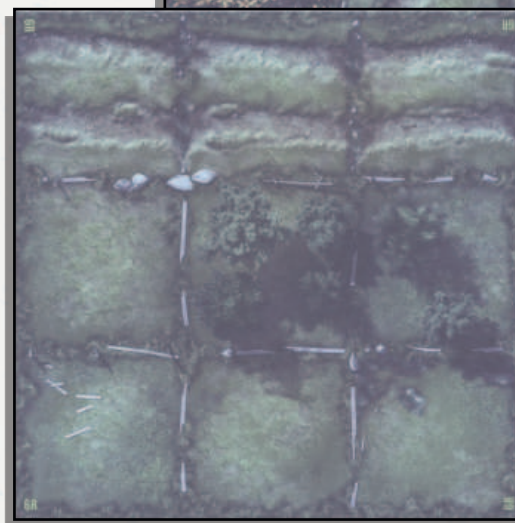
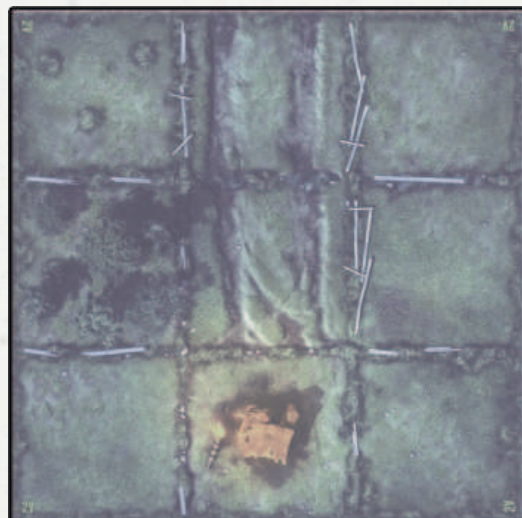
Medium / 60 minutes

Plot twist #2

The TV mentions a rescue station nearby in Willard. The survivors arm themselves and prepare to march towards Willard. They are smarter and faster than the ghouls. It will be a long, tiresome, and bloody walk, but they may just make it if everyone stays vigilant.

Tiles needed:

- Starting board: 1R, 2V, & 4R.
- Set apart: 3V, 5V, & 6R.



• OBJECTIVES

Reach Willard. The game is won as soon as all the Survivors are standing on tile 2V at the end of a Players' Phase, after crossing the countryside (a chaining of 6R, 5V, 3V, 1V, 4V, and finally, 2V).

• SPECIAL RULES

• Setup.

- Survivors start in Zombicide Mode, with their Zombicide ID faceup.
- Set tiles 3V, 5V, and 6R apart to form a pile called the Travelling Pile (Tiles 1V, 2V, and 4V are added to the pile during the game).

• **Armory.** Any Survivor performing a Search Action may draw from the House, Melee, or Ranged Equipment deck of their choice.

• **Oh, I'd like to leave, yes.** The house can no longer be Searched as soon as a Barricade or a Door is opened.

• **Fighting through the herd.** As long as a tile has at least 1 Survivor on it, its corner **exterior** Zones are considered Spawn Zones. Choose a starting Spawn Zone during each Spawn Step, then proceed clockwise.

Corner **interior** Zones cannot spawn this way.

• Travelling posse.

- As soon as a Survivor moves initially onto tile 2V, set tile 6R right next to it, in any way you want, as to extend the road. The board doesn't have to be linear.
- From then on, any tile is removed from the board as soon as there is no Survivor on it during an End Phase. Any remaining Ghouls on these tiles are removed as well (no XP is gained). **This rule doesn't apply if it would separate the Survivors by disrupting the board.**
- Repeat the process by expanding the board in the following order: 5V, 3V, 1V, 4V, and finally, 2V.



S7 GO GET JOHNNY

Medium / 45 minutes

Plot twist #3 (Part 1)

"Your brother is dead!"
Barbra's heart may be broken, but she chooses to be brave and do the right thing. She's our friend now and we will help her. We have to honor Johnny's memory and put him to rest, once and for all. He was attacked and passed away at the cemetery. His former self is certainly wandering around as a ghoul now.

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

OBJECTIVES

R.I.P. Johnny. The game is won as soon as a Relative is eliminated on the white Spawn Zone. Make good use of Molotovs on Spawn Zones to make the Scene easier!

SPECIAL RULES

- **Setup.** Survivors start in Zombicide Mode, with their Zombicide ID faceup.
- **Equipment stashes.** The Melee and Ranged Equipment decks can only be Searched in the designated Zones.
- **Johnny was here.** The white Ghoul Spawn token cannot be removed.



2R	3R
5V	4V
6V	1V



S8 JOHNNY'S CAR

Hard / 60 minutes

Plot twist #3 (Part 2)

We found ghouls Johnny and finally put him to rest. Barbra found a final gift waiting for her in his pocket: his car keys. She remembers crashing it into a tree before running to the house. Odds are the engine can still be started, and Johnny's ride may be what gets us away from all the horror!

Tiles needed:

- Starting board: 5R.
- Set apart: 1V, 2V, 3V, 4V, & 6V.

• OBJECTIVES

Get Johnny's car and clean the cemetery. The game is won as soon as these conditions are met simultaneously:

- All Survivors are standing on tile 6V at the end of a Players' Phase.
- There are no Ghouls on tile 6V.
- There is a driver in Johnny's car.

• SPECIAL RULES

• Setup.

- Survivors start in Zombicide Mode, with their Zombicide ID faceup.
- Set tiles 1V, 2V, 3V, and 4V apart to form a random pile, called the Travelling Pile. Tile 6V is also kept apart, but not set in the Travelling Pile.
- At the end of Setup, set a random tile from the Travelling Pile right next to 5R, as to extend the road. The board doesn't have to be linear.

• **Armory.** Any Survivor performing a Search Action may draw from the House, Melee, or Ranged Equipment deck of their choice.

• **Fighting through the herd.** As long as a tile has at least 1 Survivor on it, its corner **exterior** Zones are considered Spawn Zones. Choose a starting Spawn Zone during each Spawn Step, then proceed clockwise.

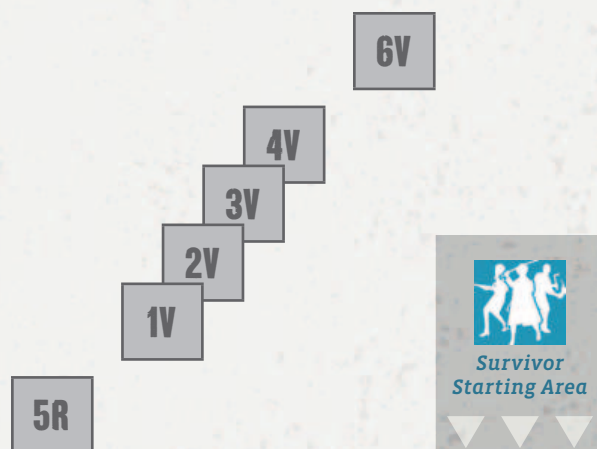
Corner **interior** Zones cannot spawn this way.

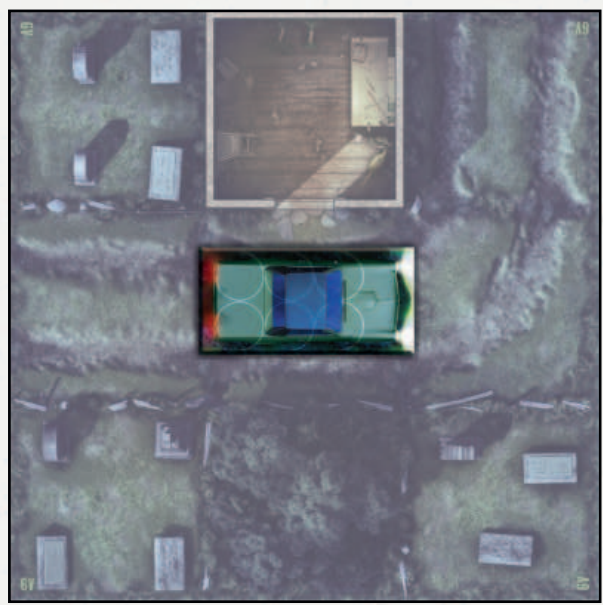
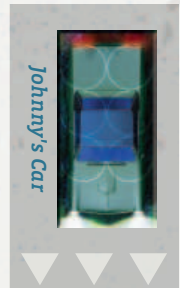
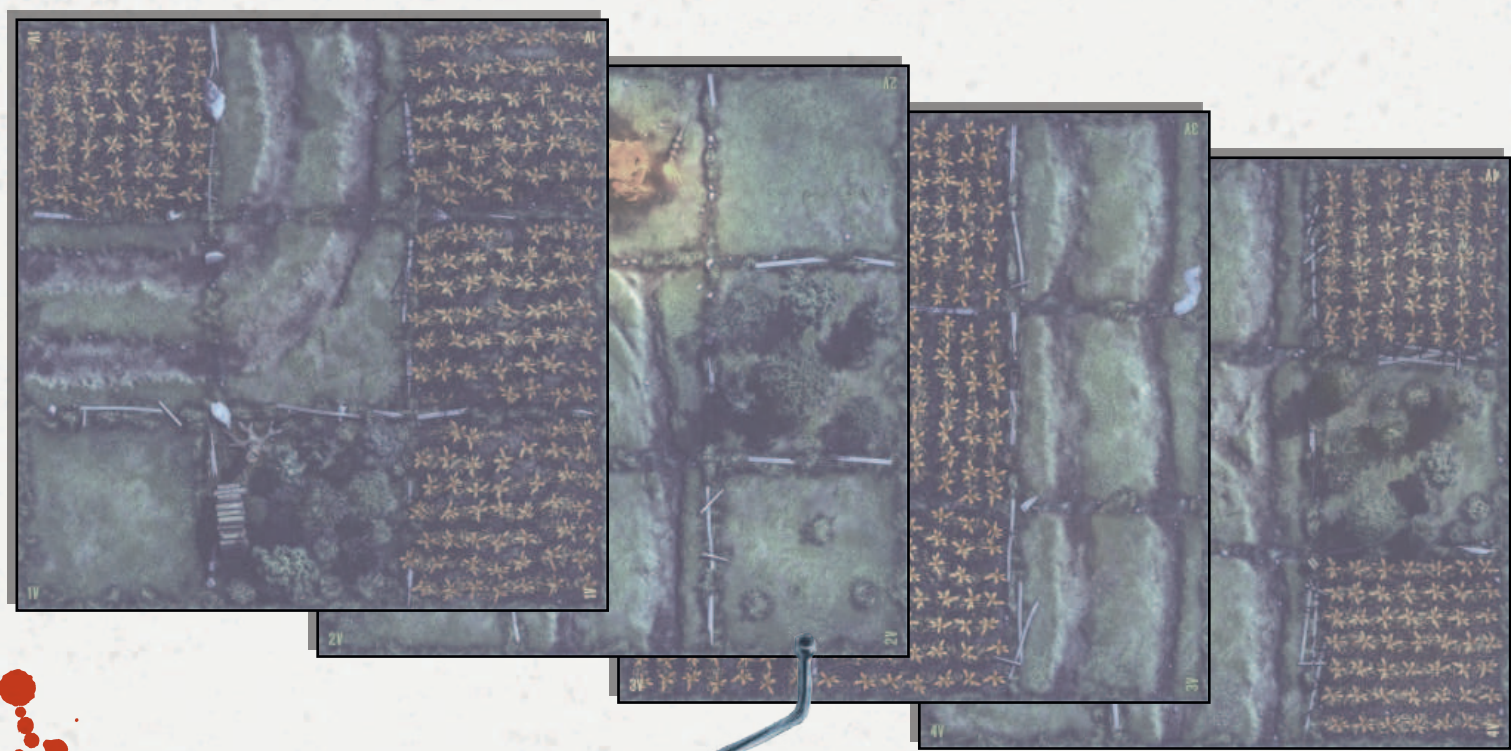
• On the way to the cemetery.

- As soon as a Survivor moves onto the first random tile, set another random tile from the Travelling Pile next to it in any way you want. The board doesn't have to be linear.

- From then on, tiles are removed from the board as soon as there is no Survivor on it during an End Phase. Any remaining Ghouls on these tiles are removed as well (no XP is gained). **This rule doesn't apply if it would separate the Survivors by disrupting the board.**

- Repeat this process by expanding the board as soon as Survivors move onto new tiles. When the Travelling Pile is exhausted, set 6V as the final tile, **with Johnny's car on its center Zone.** It can be driven.





S9 RESCUE PARTY

Hard / 90 minutes

Plot twist #4

We finally escaped. With ghouls around every corner, the situation looks bleak. It may take some time before the government gets things right, and we have to do our part. There may be other people out there trapped in their houses like we were mere minutes ago. We know how to deal with ghouls now, so let's find and rescue other survivors!



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

• OBJECTIVES

Look for fellow Survivors. The game is won as soon as every interior Zone has been Searched at least once.

• SPECIAL RULES

• Setup.

- Survivors start in Zombicide Mode, with their Zombicide ID faceup.
- Survivors start in the Car. Choose the driver after the Starting Equipment distribution.

- **Armory.** Any Survivor performing a Search Action may draw from the House, Melee, or Ranged Equipment deck of their choice.

- **Spawning in houses.** Opening a closed house for the first time reveals all the Ghouls inside all rooms of the house (a single house extends to all rooms connected by openings). Indicate each Zone of the house, one after the other in any order you choose, and draw a Ghoul card for each Zone. Place the corresponding number and type of Ghouls in the indicated Zone. If you draw a Barricade and Door Opening card, immediately resolve it.

2R	6R
1V	5V
3R	4R



S10 ANOTHER ONE FOR THE FIRE

Hard / 90 minutes

Is this the end?

We made it to Willard but didn't expect what we found. The city is overrun by ghouls and everything is out of control. The night of the living dead revealed our true selves, and we will now use our newfound strength to ensure the city is safe.

What if... the whole country was actually invaded? The world itself?

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

6V	5R	3R
1R	2R	4R

• OBJECTIVES

Purge the district. The game is won as soon as all Ghoul Spawn tokens are gathered on the White Spawn Zone, then a Molotov is thrown at that Zone.

Remember: Any Ghoul Spawn token in a Zone targeted by a Molotov may be moved to another Spawn Zone. This effect cannot be performed if there is a single Spawn Zone remaining.

• SPECIAL RULES

• Setup.

- Survivors start in Zombicide Mode, with their Zombicide ID faceup.
- Survivors start at the Yellow Danger Level.
- Survivors start in the Car. Choose the driver after the Starting Equipment distribution.

• **Armory.** Any Survivor performing a Search Action may draw from the House, Melee, or Ranged Equipment deck of their choice.

• **Infected cemetery.** The White Ghoul Spawn token cannot be removed.



16 SKILLS

Each Survivor in *Night Of The Living Dead* 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 the Turn in which they are acquired. This means that if an Action causes a Survivor to level up (**or switch Modes**) 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 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} 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 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.



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 Ghouls standing in their Zone. Skills affecting the dice value, like +1 die: Melee, still apply.

Bloodlust: Melee – 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 Ghoul. They then gain 1 free Melee Action. Normal Movement rules apply.



Hawk-eye – The Survivor's Lines of Sight go at Range 1 through closed Barricades and Corn Fields. It may allow them to perform Ranged Actions through such obstacles.

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

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

Slippery – The Survivor does not spend extra Actions when they perform a Move Action out of a Zone containing Ghouls. Entering a Zone containing Ghouls still ends the Survivor's Move Action.

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

Taunt – The Survivor can use this Skill, for free, once during each of their Turns. 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 Ghouls standing in the selected Zone immediately gain an extra Activation. They try to reach the taunting Survivor by any means available. Taunted Ghouls ignore all other Survivors. They do not attack them and leave the Zone they are standing in if needed to reach the taunting Survivor.

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Thank you to everyone who made this game happen!

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GAME ROUND SUMMARY

EACH ROUND BEGINS WITH:

01 PLAYERS' PHASE

The first player 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 Ghouls in starting Zone).

• SEARCH (ONCE PER TURN):

In an interior Zone free of Ghouls only. Survivors in Romero Mode draw a card from the House Equipment deck. Survivors in Zombicide Mode draw a card from the House, Ranged, or Melee Equipment decks (unless otherwise specified in your chosen Scene).

• DOOR ACTION:

Open or close a door in a Zone free of Ghouls (including the Stairway token).

• BARRICADE ACTION:

- Build a Barricade, if the scene allows it, by placing 1 closed barricade on an open passageway.
- Open a Barricade by flipping the Barricade token to its open side using an equipped weapon with a Barricade Opening symbol.
- Close a Barricade by flipping the Barricade token to its closed side.

• REORGANIZE/TRADE:

Exchange Equipment with another Survivor standing in the same Zone. You can trade however you want – it doesn't have to be equal.

• COMBAT ACTION:

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

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

• DO NOTHING: All remaining Actions are lost.

• CAR ACTIONS:

- A Car may be driven by any Survivor in the same Zone. The Survivor's Skills don't apply to the Car.
- **Get In or Out of a Car:** Get in a Car, with no Ghouls in that Zone. There are no restrictions to getting out of a car.
- **Change Seats in a Car:** The Survivor becomes either the driver or the passenger.
- **Drive a Car:** Move the Car 1 or 2 exterior Zones. Perform a Car Attack in each Zone with Ghouls present that the car enters.

WHEN EVERY PLAYER HAS FINISHED

02 GHOULS' PHASE

• STEP 1 – ACTIVATION: ATTACK OR MOVE

ALL GHOULS SPEND 1 ACTION DOING 1 OF THESE THINGS:

- Ghouls in the same Zone as at least 1 Survivor Attack them.
- Breaker Ghouls who didn't Attack a Survivor will Attack Barricades and Doors. Open all closed Barricades and closed Doors in their Zone.
- All Ghouls who didn't Attack, Move instead.

Each Ghoul favors visible Survivors. Choose the shortest path, ignoring closed doors. If several paths share the same length, split the Ghouls in equal groups and by type (any uneven Ghoul goes with 1 of the groups of your choosing).

• STEP 2 – SPAWN

- Always draw Ghoul cards for all Spawn Zones in the same order starting in the Zone with the white Spawn token (play clockwise).
- Use the Highest Danger Level among the Survivors.
- No more miniatures of a specified type: Place the remaining ones. Then, all Ghouls of a specific type get 1 extra Activation.

03 END PHASE

- The next player receives the First Player token (play clockwise).

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	EXPERIENCE EARNED
1	Fatty	1	2	1
2	Walker Breaker Relative	1	1	1