



ZOMBICIDE

BLACK PLAGUE



COMPILED RULES

by strerd





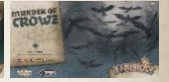
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Game Components



Components

Double-Sided Game Tiles



Black Plague

x9

Wulfsburg

x2 (towers)

npc 1

npc 2

Zombie
Bosses

Deadeye
Walkers

Murder of
Crowz

Survivor Minis, ID Cards & Dashboards



x6

x4

Dice



x6

Color Bases



x6 (6 colors)

x20 (white)

x20 (white)

Stat Trackers



x48 (6 colors)

Zombie Miniatures

Walker



x65

x22

x20

x20

x3

x21

x15

Fatty



x14

Runner



x14

Necromancer



x1

Abomination



x1

x1

x3

Wolfz



x21

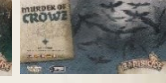
Crowz



x15



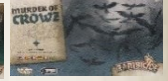
Game Components

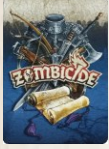


Tokens	Black Plague	Wulfsburg	NPC 1	NPC 2	Zombie Bosses	Deadeye Walkers	Murder of Crowz
Doors 	Blue x1 Green x1 Neutral x12				Broken Wall x10		
Dragon Bile 	X4						
Exit Point 	X1						
First Player token 	X1						
Noise tokens 	x18						
Free Action 	X1						
Rotten token 	X1						
Objective tokens 	Red/Blue x1 Red/Green x1 Red/Red x8						
Zombie Spawn tokens 	Red/Blue x1 Red/Green x1 Red/Necro Green x1 Red/Necro Brown x1 Red/Necro Red x1 Red/Necro Purple x1 Red/Necro Grey x1 Red/Necro Beige x1 Red/Red x4						
Vault Doors 	Violet x2 Yellow x2						
Vault Zone 	Violet x1 Yellow x1						



Game Components



Cards	Black Plague	Wulfsburg	NPC 1	NPC 2	Zombie Bosses	Deadeye Walkers	Murder of Crowz
Starting Item 	X6 Hammer Mana Blast Short Bow Short Sword x3	X4 Mana Blast Short Bow Short Sword x2					
Vault Items 	X2 inferno Orcish Crossbow	0	X3 Orcish Bow Dwarven Shield Heavy Crossbow	X3 Bang Staff Earthquake King's Mace			
Equipment 	X63 Aaahh!! x4 Apples x2 Axe x2 Chainmail Armor x2 Crossbow x2 Dagger x4 Death Strike x2 Dragon Bile x4 Fireball x2 Great Sword x2 Hammer Hand Crossbow x2 Healing Invisibility Leather Armor x2 Lightning Bolt x2 Longbow x2 Mana Blast Plate Armor Plenty Of Arrows x3 Plenty Of Bolts x3 Repeating Crossbow x2 Repulse Salted Meat x2 Shield x2 Short Bow Short Sword Speed Sword x2 Torch x4 Water x2	X18 Axe Of Carnage Bastard Sword x2 Chain Lightning x2 Chaos Longbow Deflecting Dagger Disintegrate x2 Dragon Fire Blade Earthquake Hammer Flaming Great Sword Ironclad: Zombie Wolfz Quicksilver Sword Shield Of Ages Storm Bow Transmutation Vampire Crossbow					
Zombie Spawn 	X54 (#01~54)	X8 (#55~#62)	X12 (#63~74)	X12 (#75~86)	X12 (#87~99)	X6 (#99~104)	X12 (#105~116)
	* Unless otherwise noted, (x2, x3, etc.) there are one of each listed Equipment cards in the respective sets.						** Spawn Cards #117~160 are found in various Kickstarter promos and Special Guest Boxes.



GET MEDIEVAL!



Death, injustice, plague, and war are common things these days, but nothing prepared us for... *Zombies!*

They emerged from the deep forests, through the mists, themselves pawns for the necromancers who pointed their fingers at villages and farmholds, designating their prey. The zombies swarmed all around us, biting, ripping, tearing the people to pieces. And then we could do little but watch, horrified, as our dead friends rose as yet more zombies.

The invasion could have worked, spreading chaos and death, until they had enough to menace the great cities. With enough zombies, even mighty walls could be torn down. But the necromancers didn't take us into account. The rabble. The peasantry.

The necromancers fell victim to the same hubris that our 'mighty lords' often do. They forgot that we're tough. We're hardy. And we know how to fight. The necromancers thought us a ready supply of fresh corpses. They were wrong.

Now is the time to take arms, to make our stand for our lives and freedom! Now is the time for *Zombicide!*

Zombicide: Black Plague is a cooperative game where one to six players face hordes of Zombies controlled by the game itself. Each player controls one to six Survivors in a fantasy world invaded by Zombies. The goal is simply to complete the Quest objectives, survive, and kill as many Zombies as possible! Zombies are slow and predictable, but there are a lot of them. Watch out for their Abomination and Necromancer bosses, too! Survivors use whatever they can get their hands on to kill Zombies. The better the weapon, the higher the body count, and the more Zombies appear, attracted by the onslaught! Survivors can trade equipment, and players can share tactics. Only through cooperation can you achieve the Quest objectives and survive. Battling Zombies is fun, but you will also need to rescue other Survivors, find food and weapons, uncover the Necromancers' secrets, and much more. After experiencing *Zombicide: Black Plague*, your gaming group will be the ultimate monster hunters!

WHAT ABOUT THE MODERN-ERA ZOMBICIDE?



Zombicide: Black Plague uses some core mechanics borne from its original, modern-era *Zombicide* brother. You could even mix some material among them to create your own setting (boomstick, anyone?). There are many rules twists, however, giving *Zombicide: Black Plague* a unique flavor!



INTRODUCING WULFSBURG

The zombie invasion took everyone by surprise. Fortunately, some among us are usually prepared for the worst of all situations. Although, can anyone be truly prepared for streets and alleys choked with the walking dead? Still, after the initial mass zombicide, we climbed atop the pile of (finally) still corpses to find the entire city taken. This was no mere riot, contained in a single district led by petty cultists. No, the Necromancers had assaulted the entire kingdom, and our beloved city was just a pawn on the chessboard. The Necromancers have seized the princes' seats in the highest towers, and now their damned wolfz prey upon the living. Yet the fight still goes on. We are not alone! We must unite and stand. The future is ours!



Wulfsburg requires a core *Zombicide: Black Plague* box to play. Using it to enhance your games is easy: unless stated otherwise in the Quest's briefing, simply add all *Wulfsburg* Equipment and Zombie cards to their respective standard piles.





SETUP

1. Choose a Quest.
2. Place the tiles.
3. Place the doors, Objectives and all tokens as indicated by the Quest.
4. Each player gathers 1 to 6 Survivors which they will play. Players sit around the table in any order they choose. As they cooperate against the game, all players form a single team.
5. Players take one 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 the 5 plastics trackers of the same color.
6. Put aside all Equipment cards with the "Starting Equipment" keyword. These cards are identified by a gray card back. Also, set aside the Equipment cards with the "Vault" keyword. These cards are identified by a blue card back.
7. Deal the Starting Equipment as you see fit amongst Survivors. Zombicide: Black Plague is a cooperative game, so decide as a team. Each Survivor starts the game with at least one card. If a Survivor's starting Skill lists any starting weapons, take those cards now, independent of the starting Equipment you've just distributed.

A Zombicide: Black Plague game usually features 6 Survivors, distributed in any way you see fit among players. We recommend new players to join the game with a single Survivor, to get a quick grasp on the game mechanics. A veteran player can easily control a whole team of 6 Survivors and clean Zombie pests on his own!

8. Shuffle the Zombie Spawn cards (yellow card backs) into one deck and the Equipment cards into another. Place both decks face down close to the board.

9. Place the miniatures representing the chosen Survivors on the starting Zone(s) indicated by the Quest.

10. Each player places their Survivor's Dashboard(s) in front of themselves, making sure the sliding arrow is on the "o" space in the blue area of the Danger Bar. Place a colored tracker in the "o" slot of the Wound bar and another tracker in the slot for the first (blue) Skill. Place the remaining 3 trackers in the reserve slots on top the Dashboard.



11. Decide who will be the first player and give that player the first player token





GAME OVERVIEW

Zombicide: Black Plague is played over a series of Game Rounds, which go as follows:

PLAYERS' PHASE

The player with the first player token takes his Turn, activating his Survivors one at a time, in the order of his choice. Each Survivor can initially perform three Actions per Turn, though Skills may allow him to perform extra Actions as the game progresses. The Survivor uses his Actions to kill Zombies, move around the board, and performs other tasks to accomplish the various Quest objectives. Some Actions make noise, and noise attracts Zombies!

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

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

The Players' Phase is explained in depth on page 19.

ZOMBIES' PHASE

All Zombies on the board activate and spend one Action either attacking a Survivor next to them or, if they have nobody to attack, moving toward the Survivors or noisy Zones. Some Zombies, called Runners, get two Actions, so they can attack twice, attack and move, move and attack, or move twice. Once all Zombies have performed their Actions, new Zombies appear in all active Spawn Zones on the board. The Zombies' Phase is explained in depth on page 23.



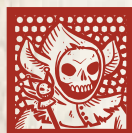
END PHASE

All Noise tokens are removed from the board, and the first player hands the first player token to the player to his left. Another Game Round then begins.

WINNING AND LOSING

The game is lost when all Survivors have been eliminated or if too many Necromancers escape. Some Missions can be lost when certain conditions are met (losing a single Survivor, for example).

The game is won immediately when all of the Quest objectives have been accomplished. Zombicide:Black Plague is a cooperative game, so all players win if the Quest objectives are fulfilled.



THE BASICS

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 a tile's edge) and the walls of buildings along the street.

This is a street Zone, delimited by linear markings and walls.

These are four street Zones: Zones are also delimited by the tiles' edges.

These two building Zones are separated by a wall, with an opening.

This is a building Zone, delimited by walls.

This building has four building Zones, separated by walls.

These two street Zones are separated by a linear marking.

LINE OF SIGHT

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

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

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

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

Ann cannot see this Zone since the door is closed.

Ann can see the first Zone of this building through the open door.

Ann's Line of Sight is limited to one Zone through the building.

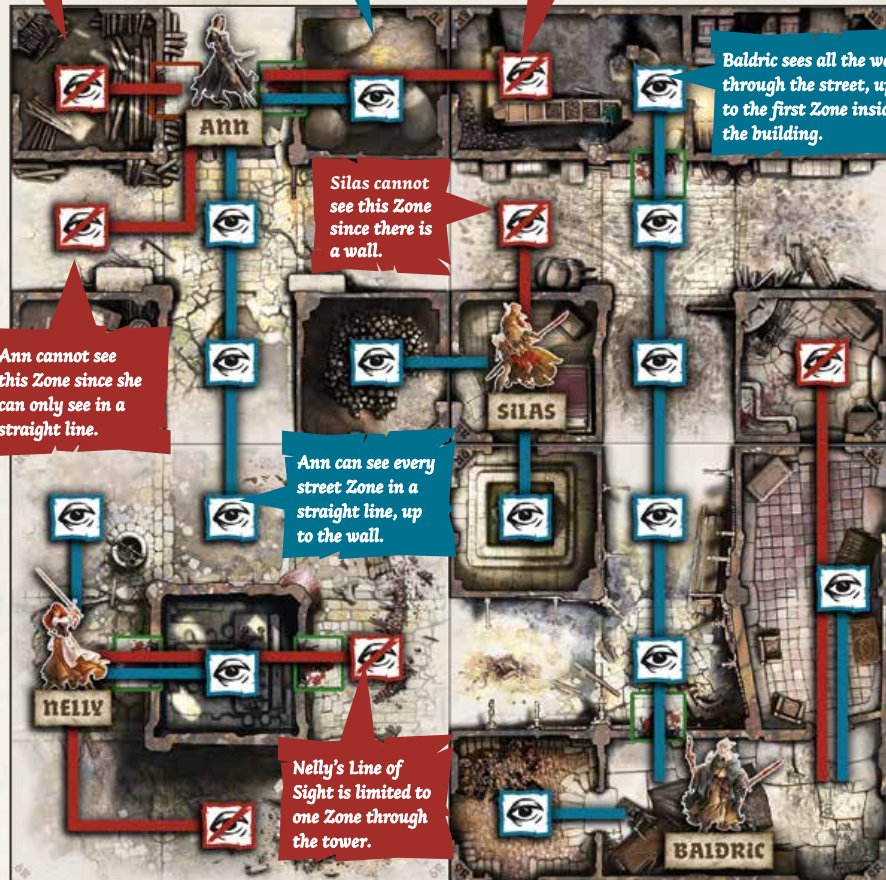
Baldric sees all the way through the street, up to the first Zone inside the building.

Silas cannot see this Zone since there is a wall.

Ann cannot see this Zone since she can only see in a straight line.

Ann can see every street Zone in a straight line, up to the wall.

Nelly's Line of Sight is limited to one Zone through the tower.



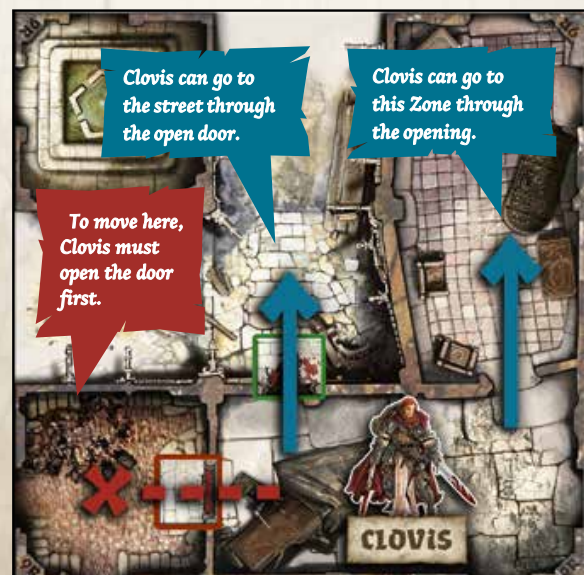
MOVEMENT

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

On streets, the movement from one Zone to another has no restrictions.

However, Actors must go through a door (or opening) to move from a building to the street and vice-versa.

Inside a building, Actors may move from one Zone to another as long as these Zones are linked by an opening. The position of 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

WEAPONS & COMBAT SPELLS

We went to the king's country estate. It was nearby, and though we weren't allowed on his lands, we figured the situation warranted some leeway from His Majesty. We found the castle shattered. Wrecked. The few survivors had holed up in the cellars. Imagine their surprise when they opened the doors to human voices, and found a peasant army armed with pitchforks and torches. The king's forces had proved no match for the ravening horde. But now, at least, we had a few wizards and men-at-arms on our side. And weapons. Lots of weapons. There were plenty left over after the slaughter. Zombies don't use swords.

Zombicide:Black Plague features many Equipment cards. The ones your Survivors use to blast Zombies fall in three categories: Melee weapons, Ranged weapons or Combat spells.

• Melee weapons display a "0" Range value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (see page 31).



Axe or Sword
There are many ways to hack and slice Zombies!

• Ranged weapons have a maximum Range value of "1" (or more). They are used with Ranged Actions (page 31). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



You'll soon drop your starting Short Bow in favor of more potent Ranged weapons.

• Combat spells have a distinctive scroll appearance and a maximum Range value of "1" (or more). They are used with Magic Actions (page 32). Attacking at Range 0 with a Combat spell is still a Magic Action.



Fireball and Mana Blast are Combat Spells.

Some Equipment cards can belong to several types at once.



The Orcish Crossbow is both a Melee and a Ranged weapon.

DOOR-BREACHING, ZOMBIE-KILLING & NOISY EQUIPMENT



Equipment that allows you to open doors but requires a dice roll to do it has this symbol. The die indicates the minimum roll needed to open the door.



Equipment that allows you to open doors without any dice roll has this symbol.



Equipment that allows you to kill Zombies has Combat characteristics displayed at the bottom.

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



This Action is noisy and produces a Noise token (see Noise, page 13).



This Action isn't noisy and does not produce a Noise token.

COMBAT CHARACTERISTICS

Melee weapons, Ranged weapons and Combat spells display Combat characteristics used to maim, shoot or disintegrate Zombies in many ways.



These gems indicate at what Danger Level a Survivor needs to be to be able to use this card. All cards in the core box display all four gems, so Survivors can use them at any level. Expansions will contain cards with some of these gems removed, indicating the card can't be used while the Survivor is at those Danger Levels (but can be stored in any eligible slot)

DUAL: If you have Dual weapons with the same name in each hand, you may use them both in a single Action (dual Ranged weapons and Combat spells must be aimed at the same Zone).

HAND: Put this Equipment in Hand in order to use it.

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

OPEN DOORS: Opens doors without any dice roll.

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

NOISY: Produce a Noise token when used to open doors.

DAMAGE: Damage inflicted for each success. A "2" value (or more) is required to eliminate Fatties.

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

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

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

RANGE: Min and max number of Zones the weapon can reach. A max Range of "1" or more indicates the Short Bow is a Ranged weapon.

HAND: Put this Equipment in Hand in order to use it.



HAND: Put this Equipment in Hand in order to use it.

DUAL: If you have Dual weapons with the same name in each hand, you may use them both in a single Action (dual Ranged weapons and Combat spells must be aimed at the same Zone).

SPELL: Spell cards feature a scroll illustration.

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

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

DAMAGE: Damage inflicted for each success. A "2" value (or more) is required to eliminate Fatties.



DAMAGE: Damage inflicted for each success. A "2" value (or more) is required to eliminate Fatties.

NOISY: Produces a Noise token when used in magic Combat. Dual weapons (or spells) produce a single Noise token per Action.

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

RANGE: Min and max number of Zones the spell can reach.

DICE: Roll as many dice as this value when a Magic Action is spent to use this spell.

MAGIC EQUIPMENT

We peasantry knew about magical weapons and armor from stories and legends of course, relics of great wars, now long past. They'd become collector's pieces for the rich and noble, magnificent trophies won with coin rather than blood. When the horde came, it didn't take long for their own armymen to seize upon these artifacts. The nobles even encouraged it... anything at all to save their blue blood from the zombie hordes. But even a great flaming weapon is not enough for a lone warrior, surrounded and alone. Now these treasures lay in the streets, mingled with the muck and mud. In the right hands — smarter hands — these arms shall forge legends of our own!



Magic Equipment cards are Equipment cards in every aspect, but feature a specific Danger Levels prerequisite of their own, represented by the gems at the top of the card. They can only be used by Survivors at the Danger Levels displayed by unbroken gems on the card. Unless they are armors, Magic Equipment cards can't be equipped in Body slots.

Magic Equipment cards often have special rules. Feel the power!



NOISE



The shufflers hunt by sight and sound. If they see you, you'll hear 'em gasping and moaning for your flesh. But when it's quiet, they're quiet. Any noise, anything at all, and they'll come poking around. You wouldn't believe how quiet a dead man can be. ... Well, 'course you would, but a walking dead man can be just as quiet as a resting corpse. No battle cries. No shouts. Some folks take to gagging themselves voluntarily, just so they can't cry out in surprise (or horror).

Casting a spell or smashing through a door makes noise, and noise attracts Zombies. Each Action that opens a door with a noisy Equipment or attacks with a noisy Equipment produces a Noise token.

- Place this token in the Zone where the Survivor resolved the Action. It stays in the Zone where it was produced, even if the Survivor moves.
- A single Action can only produce a single Noise token, no matter how many dice are rolled, how many hits are obtained, or if Dual weapons are used.
- Noise tokens are removed from the board in the End Phase (see page 8).

NOTE: Each Survivor miniature also counts as a Noise token. Zombies have acute hearing, and Survivors can't stay quiet anyway!

EXAMPLE: Clovis spends an Action to open a door with an Axe. It's a noisy way to open a door. This produces a Noise token. He then attacks a Zombie in his Zone, knocking it down after two Melee Actions. The Axe is a silent killing weapon, so these Melee Actions produce no noise. Two "noises" remain in this Zone: the Noise token produced by opening the door and Clovis' miniature itself.

In another Zone, Baldric executes two Magic Actions with his Fireball. Although he rolled three dice for each Magic Action, he gets only two Noise tokens in his Zone, one for each Magic Action. The Noise tokens remain on the Zone where Baldric produced them; they don't follow him when he moves.

EXPERIENCE, DANGER LEVEL, AND SKILLS

For each Zombie killed, a Survivor gains one experience point and moves up a notch on his Danger Bar. Some Quest objectives provide more experience, as does eliminating Abominations.

There are four Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. These represent everything from a light drizzle of Zombies to a flash flood.

At each Danger Level, the Survivor gains one new Skill to help him on his Quest (see Skills, page 37). Skills add to each other across Danger Levels: at Red Level, your Survivor will have four Skills. As new Skills are unlocked, place new markers on the Survivor Dashboard to indicate it.

- When a Survivor reaches 7 experience points, his Danger Level moves to Yellow. He gains a fourth Action.
- When a Survivor gets 19 experience points, his Danger Level moves to Orange. He gains one of the two Skills indicated on his ID Card, your choice.
- At 43 experience points, his Danger Level moves to Red. Choose one of the three Skills indicated on his ID Card.



Red Level:
2 Fatties

Orange Level:
5 Walkers

Yellow Level:
2 Runners

Blue Level:
No Zombies

This experience has a side effect, however. When you draw a Zombie card to spawn Zombies, read the line that corresponds to the Survivor still in play with the highest Danger Level (see Zombie Spawn, page 24). The stronger your Survivor is, the more Zombies appear.



0 to 6 experience points: Blue Level, possess a starting Skill.

7 to 18 experience points: Yellow Level, gain a fourth Action.

19 to 42 experience points: Orange Level, choose a Skill among two.

43 experience points: Red Level, choose a Skill among three.



INVENTORY

Each Survivor can carry up to eight Equipment cards, divided into three types of Equipment slots on his Dashboard: Two Hands, a Body and five Backpack slots. You may discard cards from your inventory to make room for new cards at any time, for free (even during another player's Turn).

HANDS



The Hand symbol marks the Equipment cards that can only be used in Hands.

- Both Hand slots are reserved exclusively for Equipment cards bearing the Hand symbol.
- An Equipment card bearing the Hand symbol can only be used when equipped in Hand.

BODY



The Body symbol marks the Equipment cards that can only be used on the Body.

- The Body slot is reserved for Equipment cards bearing the Body symbol.

Alternatively, it can hold the specific Equipment card that is listed on it. It is then considered to be equipped in Hand, representing a special piece of Equipment that this Survivor can draw and use in the blink of an eye.

- An Equipment card bearing the Body symbol can only be used when put over the Body.

BACKPACK

Up to five Equipment cards of any type can fit in the Backpack slots.

- Equipment cards bearing the Body or Hand symbol can be stored in the Backpack, but while there they are not in use. Any text on them will not be in effect until they are moved to their appropriate inventory slots.
- An Equipment card bearing the Backpack symbol can only be stored in the Backpack, and while there is always considered to be in use.



The Backpack symbol marks the Equipment cards that can only be stored in the Backpack.

The Body slot is reserved for either an Equipment card bearing the Body symbol, like an armor, or the listed Equipment card (For Nelly, a Dagger).

The Backpack slots are meant to hold any weapon or spell card you are not currently using, as well as support-oriented cards like Plenty Of Arrows.



Both Hands are primarily for combat. They can only hold cards bearing the Hand symbol, like weapons and spells.

THE ZOMBIES

Zombicide: Black Plague and expansions feature many types of Zombies (listed here in Targeting Priority order). A good Survivor quickly learns their strengths and weaknesses!

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 experience points.

MURDER OF CROWZ



We used to live along with crows, the smartest scavengers you can find in cities and wild alike. Some among us even considered them as useful, in a way, but never told it loud enough for the priests to hear. "Devil's brood", they said. The holy men were right: unfortunately, crows were not smart enough to keep from eating infected flesh, and turned into flying pests we now call crowz. The vicious predators find strength in murders, ignoring mundane obstacles to reach their next meal!

Zombie Crowz are easy to kill, but they can move up to 3 Zones per move action. But the worst part is, when they move, they ignore all obstacles. Ramparts, closed doors, even walls can't stand in their way! Once they set their target Zone, they fly straight towards it, without splitting or changing direction, and ignoring anything in their way. These winged devils will be pecking at you in no time, so you better be always prepared for them!

Actions per Activation: 1
Minimum Damage to Destroy: 1
Experience granted: 1
Special: Moves Zones 3 per Move Action, ignores obstacles.

Note: This item, although functioning in a similar way to Zombicide Box of Zombies Set #8: Murder of Crowz, does not expand Zombicide, and Zombicide Box of Zombies Set #8: Murder of Crowz does not expand Zombicide: Black Plague, because of the card backs.

WALKER



Once peasants, craftsmen, merchants, or townsfolk, these poor unfortunates were taken unawares. These were everyday people, with their own hopes and dreams, now just zombies all with a singular purpose. We call them Walkers, the dumbest and most numerous of the lot. But never underestimate them. In numbers, they're very dangerous, and they certainly have numbers.

Actions per Activation: 1
Minimum Damage to Destroy: 1
Experience granted: 1



NPCs (Notorious Plagued Characters)

Standing out among the crowd can be a source of great pride, but also of prejudice.

That's why most of us used to bow our head and stick with the flock: being interesting is

no good in these dark times. Unless, of course, if the table turns and place us on top of things. Being zombie hunters, we now take pride in hunting the most noticeable and notorious infected. Taking trophies is usually not an issue, and bring great stories around the campfire.



NPCs are Standard Walkers with the special "NPC" status. They follow the same rules as Standard Walkers, including extra activations.

At game setup, create a Vault Weapon deck using all Vault Weapons you own and not featured in the chosen Mission. Use it for game effects requiring the drawing of Vault cards, like Searching vaults for the first time.

Mix NPC Zombie Spawn cards into your regular Zombie Spawn deck, and spawn as per core rules. Don't choose which NPC Zombie miniatures you put on the board — take them at random. If you run out of NPC Standard Walkers miniatures, replace the missing ones with Standard Walkers miniatures. Each time a NPC Standard Walker is eliminated, the player can place its miniature on the ID Card of his attacking Survivor instead of returning it to the Zombie miniature reserve. The player can discard collected NPC Zombie miniatures back to the Zombie miniature reserve at any time (without gaining experience).

Five differently sculpted NPC zombies may be exchanged for a random vault weapon. Return the NPC Zombie miniatures to the Zombie miniatures reserve. The Survivor gains 5 experience points.

Necromantic Transformation: NPC Standard Walkers can be replaced by other miniatures through the effects of Necromancers or Abominations, thus losing their NPC status. There are ten different sculpts of NPCs.

NPC Box 1 includes:

4 Zombie Nurses
 4 Zombie Jailors
 4 Zombie Dancers
 4 Zombie Moors
 4 Zombie Dwarves

NPC Box 2 includes:

4 Zombie Monks
 4 Zombie Tavern Wenches
 4 Zombie Nobles
 4 Zombie Elven Bards
 4 Zombie Jesters

Actions per Activation: 1
Minimum Damage to Destroy: 1
Experience granted: 1
Special: discard 5 collected NPC minis to earn a random Vault item.

DEADEYE WALKER

The zombie plague strips the infected of everything but their deepest habits, replacing everything else with the urge to kill.

The latest trick up the Necromancers' sleeves is a manipulation of the zombie infection that allowed skilled archers to retain their deadly accuracy in zombie form. The experiment rotted their flesh away, but as long they can still hold a bow and arrow, they will serve their sinister purpose to the bitter end.

Deadeye Walkers function like standard Walkers. Of course, the huge difference comes when they attack with their fearsome bows!

Walking the streets will never be safe while Deadeye Walkers roam about. Get inside, or get away, or an arrow to your knee might put an end to your adventuring days.

Actions per Activation: 1

Minimum Damage to Destroy: 1

Experience granted: 1

Special: Attacks one Zone in Line of Sight at Range 0-3.

If several Zones are eligible, they choose their target according to these priorities:

- 1- The Zone with the most Survivors.
- 2- The noisiest Zone.
- 3- If all eligible Zones have the same amount of Survivors and Noise, the players choose.



ABOMINATION

When the winter was hard and the whole family gathered around the fire, our elders, and their elders before them, used to whisper about legends of old, tales of noble souls and monsters clashing for supremacy, and almost every time, the heroes won.

After their defeat, we assumed the monsters simply disappeared when indeed, they just retreated to hide from human eyes. However, the zombie plague managed to reach them. The infected war machines are back and hunt us with a mad rage. Spotting them is quite easy, but killing them is another story. They are infected stuff of legend, and you are the hero!

Haven't seen an Abomination yet? Count yourself lucky, neighbor. You'll recognize one as soon as you see it. Weapons don't work. Armor don't work. Running... well, it might work if you're really fast. But these are relentless. Fire is what you need. A good hot fire. It's the only thing that works.

Actions per Activation: 1

Minimum Damage to Destroy: 3

Experience granted: 5

Special: Wounds inflicted by Abominations can't be prevented by Armor rolls.

A Damage 3 weapon is required to kill an Abomination. There is no such weapon in Zombicide: Black Plague's core box. To slay the monster, your team needs to throw Dragon Bile in its Zone and ignite it with a Torch, creating Dragon Fire. A Survivor with the +1 Damage Skill in conjunction with a Damage 2 weapon can also achieve this.



FATTY



Fatties are what we call the... well, fat ones.

But there's more to that blubber than just a dead rich merchant or noble. They ignore pain, just like most dead men. You need a strong arm to finish these. Or a powerful weapon. Or a wizard. Fire works, of course. Use it well to send them to their eternal rest.

Actions per Activation: 1

Minimum Damage to Destroy: 2

Experience granted: 1



WOLFBOMINATION

Big Bad Wolf exists, and it is a bloodthirsty nightmare. We don't know yet how the Wolfbominations are created, if they are just alpha males turned zombies or the result of hideous experiments, but there is one thing for sure: if you see one, keep away from it for as long as you can. And save dragon bile for them, whatever comes for you first.

Actions per Activation: 3

Minimum Damage to Destroy: 3

Experience granted: 5

Special: Same as Abomination PLUS Wolfbominations have 3 Actions per Game Turn. This is played in the same way as Zombie Wolfz.



ABOMINOTAUR

The zombie plague reached the far corners of the world, up to the remote places the monsters of old used to hide from human eyes. And then these nightmares are back, turned into war machines of

infected omen. You can run, but you can't hide: they are faster, kill everyone in a large swipe, and will even smash through walls to get to you. If you had a plan, think again!

The Abominotaur can break through walls and closed doors! At the start of the activation step of the Zombies' Phase, set the Abominotaur's target Zone before moving it, ignoring closed doors and walls (but not Vault doors and ramparts). If an Abominotaur has to go through a closed door or wall, first put a "broken wall" token to link its starting and destination Zones, and remove any closed door token that might be in the way. The broken wall is considered as an open door, and thus can generate a Zombie spawn in a previously closed building. Actors can now cross the Zones. After that, proceed with moving all the other Zombies (as the Zombies' route can be redefined by the wall's destruction).

Actions per Activation: 1

Minimum Damage to Destroy: 3

Experience granted: 5

Special: Same as Abomination PLUS Abominotaur causes 2 Wounds and breaks through doors & walls.



ABOMINATROLL

The Abominatroll Is big, very big, but also incredibly stupid. It will roam around aimlessly until it spots a Survivor. But when it does see you, it will go mental and rush to tear you apart! Hide away from this freak, and you may evade it. Get caught in the open and you will be well and truly trolled!

The Abominatroll normally has only 1 Action per activation. However, if it activates with Line of Sight to any Survivors, it will then get 3 Actions for that activation!

Actions per Activation: 1 / 3

Minimum Damage to Destroy: 3

Experience granted: 5

Special: Same as Abomination PLUS Abominatroll gets 3 Actions per Activation if it has Line of Sight to a Survivor and may be killed ONLY by Dragon Fire.



ABLOBINATION

An Ablobination is massive and very tough to kill, but what really sets it apart is its freakishly huge and powerful arm, and the surprising ferocity with which it flails it about, creating a swath of destruction around it!

Whenever the Ablobination activates with Line of Sight to any Survivors at Range 0-1. It will perform an Attack against ALL Zones at Range 0-1 to which it has Line of Sight. That means its own Zone, and any open Zones connected to it! Obstacles preventing Movement between Zones (such as tower ramparts) do manage to block the Ablobination's attack.

Actions per Activation: 1

Minimum Damage to Destroy: 3

Experience granted: 5

Special: Same as Abomination PLUS Ablobination attacks ALL Zones at Range 0-1 (within Line of Sight).



ABOMINALPHA

We all heard recurring stories about shapeshifters, outsiders being able to get a human appearance to mingle in the society and execute vile deeds. Whatever the old books and inquisitors said, we all took the lot as a bunch of child stories. People don't need an excuse to behave like animals, believe me. What we just discovered could prove otherwise. Survivor stories talk about giant wolves running on two legs, and leading entire packs of zombie wolfz against humans. Well, we didn't believe in werewolves? Whatever! Abominalphas, as we name them, give us the answer to the question we never asked: what would happen if a shapeshifter got infected with the zombie plague?

Actions per Activation: 3

Minimum Damage to Destroy: 3

Experience granted: 5

Special: Same as Abomination PLUS Abominalphas have 3 Actions per Game Turn. This is played in the same way as Zombie Wolfz and Wolfbominations.

When active, spawn Wolfz instead of Runners.



RUNNERS



Runners are fast. Faster than anything on two legs should be.

I've seen 'em outrun a galloping horse, though only barely. But still, the poor cavalryman didn't stand a chance.

Actions per Activation: 2

Minimum Damage to Destroy: 1

Experience granted: 1

Special: Runners have 2 Actions per Game Turn. After all Zombies have gone through their Activation step and resolved their first Action, the Runners go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to Attack.



ZOMBIE WOLFZ



We now believe the wolves were the first signs of the coming horde.

They hunt, certainly, but nothing will draw them like a fresh kill. Scavenging is smart, and numerous wolves can run any lone mountain lion off their kill.

When they first encountered the shambling hordes, straggling in like the zombies do, we're sure the wolves couldn't resist such easy prey. But, eating that infected meat... well. It changed them.

The old druid that lived beyond the first ridge warned us that something wasn't right. He said we should be extra wary. A few long-ranging hunters ignored him. They never returned.

Now the 'wolfz' are here. They roam the city streets, right alongside their zombie kin.

Actions per Activation: 3

Minimum Damage to Destroy: 1

Experience granted: 1

Special: Zombie Wolfz have 3 Actions per Game Turn. After all Zombies (including the Runners and Zombie Wolfz) have gone through their Activation step and resolved their first Action, the Runners and Zombie Wolfz 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. Then the Zombie Wolfz go through the Activation step for a third time, using their third Action to attack a Survivor in their Zone or Move if there is nobody to attack.



NECROMANCERS



Everyone's heard the children's stories, of the necromancers that live in the woods,

that'll steal little children that wander too far. The stories worked, and kept most kids close to home.

No one thought they were real, not in this day and age. We don't know where they came from, or what they want... Maybe to just destroy every living thing except themselves. They're immune to the plague somehow, but that figures since they control the hordes. Kill them on sight, and burn the corpses. It's the only way to be sure.

Actions per Activation: 1

Minimum Damage to Destroy: 1

Experience granted: 1 Special: A

Necromancer comes with his own infected army. When a Necromancer appears,

put an additional Zombie Spawn token (on its "Necromancer" side) on his entry Zone. Then, immediately resolve a regular Zombie Spawn for it. From now on, the Necromancer Spawn Zone is active: it spawns Zombies in the same way a standard Spawn Zone would.

Each subsequent drawing of additional Necromancer Zombie cards, no matter the type, gives an Extra Activation to every Necromancer on the board until they flee or die.

The game is immediately lost if a Necromancer manages to escape once there's a total of 6 Zombie Spawn tokens on the board (including the Necromancer Zombie Spawn tokens).

A Necromancer tries to flee the board. If there are no Survivors in his Zone for him to Attack during his Activation, he Moves 1 Zone toward the nearest Spawn Zone (NOT his entry Zone), ignoring any Survivors he might see. If several escape Spawn Zones are at the same distance, choose one.



This token marks a Necromancer's entry Zone. It is called a Necromancer Spawn token.



PLAYERS' PHASE

Starting with whoever holds the first player token, each player activates his Survivors one after another, in the order of his choice. Each Survivor can execute three Actions at the Blue Danger Level (not counting any free Action his Blue Level Skill may give him). The possible Actions are:

MOVE

Outnumbered seven to one, you say? Now, that's a game!

— Samson

The Survivor moves from one Zone to the next but cannot move through external building walls or closed doors. If there are Zombies in the Zone the Survivor is attempting to leave, he must spend one extra Action per Zombie to leave the Zone. Entering a Zone containing Zombies ends the Survivor's Move Action, even if he has a Skill that allows him to move through multiple Zones per Move Action (or the Slippery Skill, see page 38).

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

SEARCH

Hey, look what I found! A dead magician. I wonder if there is something useful in his spellbook...

— Nelly

You can only Search building Zones and only if there are no Zombies in the Zone. The player draws a card from the Equipment deck. He may then place it in the Survivor's inventory or immediately discard it. A Survivor can only perform a single Search Action per Turn (even if it's an extra, free Action). After searching, the Survivor may freely reorganize his inventory.

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

When the Equipment deck runs out, reshuffle all the dis-carded Equipment cards (with the exception of Vault cards like Inferno and Orcish Crossbow, but including starting Equipment cards) to make a new deck.

OPEN A DOOR

... and that was the day Elvris invented what he calls "knock-knock" jokes.

— Ann

Melee weapons with the "Open a door" symbol can be used to open a door next to the Survivor. Spend an Action and roll as many dice as the weapon's Dice value: the door is opened if any die result equals or exceeds the Accuracy number of the weapon. Place a Noise token in the Zone.

NOTE: Opening a door is not a Melee Action. It doesn't benefit from Dual wielding, Melee bonuses like Skills or Daggers' extra bonus die. Only the raw Dice value of the weapon is used.



Open a door symbol with die icon

The door is open if any die result equals or exceeds the Accuracy value of your Melee weapon!

Roll as many dice as the Dice value of your Melee weapon.

Some weapons have the "Open a door" symbol without a die symbol on it. They can be used to open doors without the need to roll any dice. Just spend an Action to open the door. A Noise token is placed if the weapon is noisy (see Reading An Equipment Card, page 10).



Open a door symbol without die icon

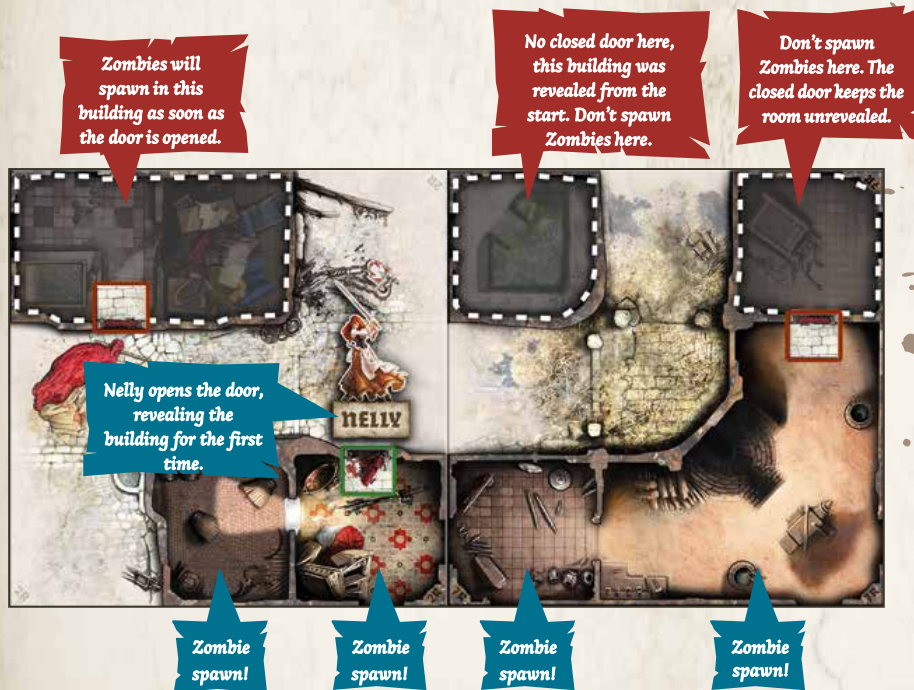
Many Quests feature colored doors. Usually, these cannot be opened until some conditions are met, like finding an Objective of the matching color. Read the Quest description to know more.



SPAWNING IN BUILDINGS

Opening a closed building for the first time reveals all the Zombies inside all rooms of the building (a single building extends to all rooms connected by openings, sometimes straddling several tiles). Indicate each Zone of the building, one after the other in any order you choose, and draw a Zombie card for each Zone. Place the corresponding number and type of Zombies on the indicated Zone (see Zombies' Phase – Spawn, page 24).

- If you draw an Extra Activation, immediately perform the action indicated on the card.
 - If you draw a Double Spawn card (see page 25), don't spawn Zombies in this Zone, and spawn two cards' worth of Zombies on the next.
 - Some game effects allow an open door to be locked up. If it is opened again afterward, it won't trigger a new Zombie Spawn.
 - When the Zombie deck runs out, reshuffle all the discarded cards to make a new deck.
- Buildings that are open at the start of the game are never spawned in.



REORGANIZE/TRADE

Give me that spell, you don't even know how to read!

- Then give me that crossbow before you hurt someone.

- Baldric and Silas

At the cost of one Action, a Survivor can reorganize the cards in his inventory in any way he wishes. The Survivor can simultaneously exchange any number of cards with one (and only one) other Survivor currently in the same Zone. This other Survivor reorganizes his own inventory for free. A Trade Action doesn't have to be fair; you can trade everything for nothing, if both parties agree!

COMBAT ACTIONS

Combat Actions use all types of combat-oriented Equipment cards: Melee, Ranged or Magic.

MELEE ACTION



When you're strong enough, decapitating becomes an option.

— Flovis

The Survivor uses a Melee weapon he is holding in Hand to attack Zombies in its Zone (see Combat, page 30).

RANGED ACTION



Where did you learn to use a crossbow?

- Back in the day, I used to go hunting with my father.
- Isn't poaching forbidden on the lord's hunting grounds?
- I think I just shot the sheriff

— Ann and Nelly

The Survivor uses a Ranged weapon he is holding in Hand to fire at a single Zone within the Range shown on the weapon's card (see Combat, page 30). In Zombicide: Black Plague, people shoot at Zones, not Actors. This is especially important for Targeting Priority Order (page 31). Remember, using a Ranged weapon at Range 0 is still a Ranged Action.

MAGIC ACTION



For years, we convinced people that magic was reserved to an elite few. Sure, some rituals require some skill, but we created fireballs to be cast by our dumbest students in case of emergency. These days, these spells are the only ones that matter.

— Baldric

The Survivor uses a Combat spell (a spell with combat characteristics) he is holding in Hand to attack Zombies. This attack follows the same rules as Ranged Actions.

ENCHANTMENT ACTION

Please give me a little speed magic, old man. And forgive me if I giggle, it makes me feel like an Elf!

— Flovis, to Baldric



These are Enchantments.

The Survivor uses an Enchantment (a spell without combat characteristics) he is holding in Hand. Resolve the game effect(s) described on the card.

- Enchantments are cast at target Actors or Zones (check the card description) within the Survivor's Line Of Sight.
- If the target is a Survivor, the caster may target himself.
- Most Enchantments bear the note "Once per Turn": a given Survivor can cast it only once during each of his Turns. If he owns multiple copies of the same Enchantment, each copy can be cast independently. The same Enchantment can be cast several times in a Game Round, if Survivors exchange it and cast it as their Turns go by.

TAKE OR ACTIVATE AN OBJECTIVE

How many nuns are needed to light a torch?

- One. We are efficient and have no humor.

— Ann and Flovis

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

MAKE SOME NOISE!

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

DO NOTHING

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



ZOMBIES' PHASE

For all their ferocity, zombies are dumb as dirt. You pretty much know what they're gonna do. Unless there's a necromancer around, of course. That's when you've gotta be smarter. A determined group, even a small one, can hold the stupid hordes at bay. Just keep careful, keep quiet, and strike without mercy, cause you sure won't get any from them.

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

STEP 1 - ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on its situation. 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, does not require any dice rolls, and inflicts one Wound.

Survivors in the Zone share the Wounds in any way the players prefer, even if it means inflicting them all on a single Survivor.



After any applicable Armor roll, the Wound Bar's tracker is moved one point higher per Wound received. **A Survivor is eliminated as soon as his Wound Bar reaches 3.** Remove his miniature and discard his Equipment.

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

EXAMPLE: A group of seven Walkers is in the same Zone as two Survivors. Six of them would be enough to kill both Survivors, but the players decide to allocate all Wounds on the same Survivor. Your name will be remembered, pal!

ARMOR ROLLS



Armor: Survivors wearing an armor Equipment card on the Body slot can execute Armor rolls to avoid Wounds. Roll as many dice as the number of Wounds the Survivor is about to receive. Each die result that equals or exceeds the Armor number of the armor card negates a Wound. A lucky Survivor could even choose to endure all Wounds for his team and get out without a scratch!

Shield: A Hand-held Shield allows Armor rolls if the Survivor isn't wearing actual armor. If he is wearing armor, the Shield allows re-rolling its Armor rolls once. Re-roll all the dice, and the new result takes the place of the previous one. In some cases (with a 5+ Leather Armor, for example), the Shield could offer a better Armor value than the armor itself: the Survivor may choose to use the Shield's Armor value instead, but then he won't be allowed a re-roll.

Wounds inflicted by Abominations, as well as being eliminated by a Dragon Fire, can't be prevented by Armor rolls.

EXAMPLE: Baldric and Clovis are in the same Zone as three Walkers. Both Survivors have full health and Clovis wears a Chainmail Armor (Armor 4+). The Walkers attack, each one inflicting one Wound. The players decide about the way these three Wounds are distributed among the Survivors:

- One of them could endure them all. Clovis is the obvious choice as a buffer, as his Chainmail Armor can negate Wounds.
- They can also share the Wounds in any way they please. They choose to give one to Baldric, and two to Clovis. Baldric has no Armor, and thus can't negate the Wound he receives. Clovis rolls two dice for Armor (one for each Wound), obtaining 6 and 4. One success! A Wound is negated, and Clovis takes the Wound his Armor failed to prevent.



MOVE

When facing impossible odds, use terrain to your advantage. Walls and doors are our allies. Just avoid dead ends!

— Silas

The Zombies that have not attacked use their Action to Move one Zone toward Survivors:

- 1: Zombies select their destination Zone.
- First is the Zone with Survivors in Line Of Sight that has the most Noise tokens. Remember, each Survivor counts as a Noise token.
 - If no Survivor is visible, they move toward the noisiest Zone.
- In both cases, distance doesn't matter. A Zombie always goes for the noisiest meal he can see or hear.

- 2: Zombies move 1 Zone toward their destination Zone by taking the **shortest** available path. In case there are no open paths to the noisiest Zone, Zombies move toward it as if all doors were open, though locked doors still stop them.

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

Splitting special cases: •

Abominations and Necromancers never split; decide which direction they go.

- If there aren't enough Zombie miniatures to add for an even split, decide which Zombie group gets the final reinforcement, and which direction the uneven split groups go. It doesn't generate extra Activations (see page 25).

Ann, Nelly and Silas may be the noisiest, but this Zombie only sees Baldric.

**This Zombie
is set toward
the three
Survivors.**



*This Zombie sees
no Survivors, so it
goes toward the
noisiest Zone.*

Seeing several Survivor groups, a
Zombie always goes for the noisiest
(Baldric being closest doesn't matter).

Two equal routes to destination: Zombie group splits in both directions!

EXAMPLE: A group of four Walkers, one Fatty, and three Runners move toward a group of Survivors. The Zombies can take two routes of the same length, so they split into two groups.

- Two Walkers go one way, the other two take the other route.
 - The Fatty joins one group of Walkers, and a second Fatty is added to the other group.
 - The three Runners also split, two joining the first group, and the other joining the second group. Another Runner is added to the latter group so that the groups remain even.
- Things just got a lot harder for the Survivors.

IMPORTANT: Necromancers use their own Movement rules. They always Move toward the nearest non-Necromancer Spawn Zone (see page 27).

PLAYING RUNNERS

The ones we call “runners” use their predatory instinct and unnatural speed to compensate for their lack of judgment. They can tear a man to shreds in seconds, so act accordingly. Keep your trusty crossbow ready, and don’t let any of them get close to you.



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

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

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

EXAMPLE 3: A Survivor stands in the same Zone as three Walkers, two Fatties, and two Runners. All the Zombies Attack and inflict seven Wounds (three Wounds are enough to kill the Survivor). None of the Zombies Move, as they all Attacked. Then the Runners resolve their second Action. They have no one to Attack, so they Move one Zone toward their next meal.

STEP 2 - SPAWN

You’re telling me a never-ending flow of them is coming, and expect me to panic? You’re kidding, that’s the happiest day of my life!

— Clovis



Zombie Spawn tokens mark the Spawn Zones’ locations.

The Quest maps show where Zombies appear at the end of each Zombies’ Phase. These are the Spawn Zones. Indicate a Spawn Zone and draw a Zombie card. Read the line on the card that corresponds to the color of the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange, or Red). Place the number and type of Zombies shown.



Wulfsburg symbol

Zombie Wolfz silhouette

Zombie Wolfz Background

Repeat this for each Spawn Zone. Always begin with the same Spawn Zone and continue clockwise. When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.

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

COLORED SPAWN ZONES



Some Quests feature blue and/or green colored Spawn Zone tokens. Unless otherwise stated, their Zone doesn't spawn Zombies until a specific

event (like taking an Objective of the matching color) happens and activates them.

EXTRA ACTIVATION CARDS

Uh-oh. They are not *SO* predictable, after all.

— Nelly

When you reveal an Extra Activation card, no Zombies appear in the designated Zone. Instead, all Zombies of the indicated type immediately get an extra Activation (see Activation step, page 25). Notice that these cards have no effect at the Blue Danger Level!



At the Yellow, Orange, and Red Danger Levels, all Walkers immediately activate.

At the Blue Danger Level, nothing happens.

DOUBLE SPAWN CARDS



No Zombie, but double trouble on the next Zone!

When you draw a Double Spawn card, no Zombies appear in the designated Zone. The next Zombie Spawn is resolved by drawing two Zombie cards instead of one for the next Spawn Zone (if drawn during Spawn Step) or building Zone (if drawn when spawning in a building). These Zombie cards are drawn together and resolved in

drawing order. If one of them is another Double Spawn card, resolve the standard Spawn card first, then the Double Spawn card.



Spawn Step! The players chose this Spawn Zone to be the first. They draw a Double Spawn card! No Zombies here...

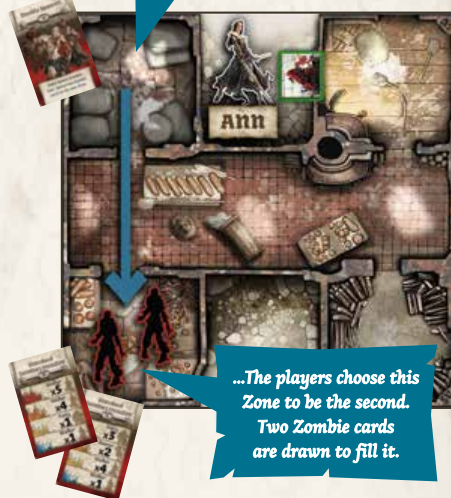
The Spawn Step is resolved clockwise. Going to the next Spawn Zone!



...Two Zombie cards are drawn for this Spawn Zone.

· If another Double Spawn card is then drawn, apply it to the following Spawn Zone or building Zone.
· If you draw two Double Spawn cards on the same Zone, the next Zone receives four cards' worth of Zombies!

Ann opened the door, Zombie spawn in the building! The players chose this Zone to be the first, and draw a Double Spawn card. No Zombies here...



...The players choose this Zone to be the second. Two Zombie cards are drawn to fill it.

First Spawn Zone: A Double Spawn card. Let's go clockwise.

Second Spawn Zone: Two Zombie cards. The first is standard (spawn as usual), the next is another Double Spawn.



Third Spawn Zone: Two Zombie cards. Spawn as usual.



• If the Double Spawn card is drawn for the last Spawn Zone or building Zone, use it for an extra double Spawn on the first Spawn Zone or first building Zone (even if you previously spawned Zombies in it!).

If, during this extra double Spawn, you draw a new Double Spawn card, continue on to the next Spawn Zone or building Zone, until you stop drawing Double Spawn cards.



RUNNING OUT OF MINIATURES

The Zombicide: Black Plague box contains enough Zombies to invade a village. However, players may still run out of miniatures of the indicated type when required to place a Zombie on the board through spawning or populating a building. In this case, the remaining Zombie miniatures are placed (if there are any), and then all Zombies of the indicated type immediately resolve an extra Activation.

Multiple Activations may occur in a row. This rule is especially important to Abominations and Necromancers, as there is a single miniature of each in the Zombicide: Black Plague core box. Under some circumstances, an Abomination or Necromancer may get several extra Activations in a single Game Round. Several Abominations and Necromancers can roam the board if you own miniatures of them.

Always keep a wary eye on the Zombie population on the board or risk an unexpected Zombie riot!

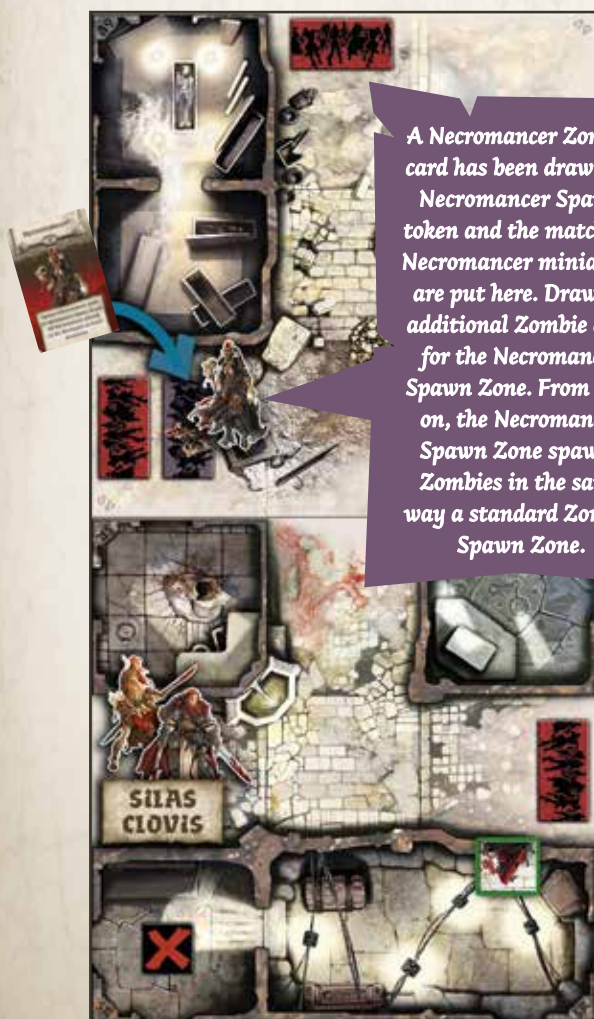


◆ NECROMANCERS

Being the most evil of all opponents, Necromancers do their best to spread havoc and seize power. They don't have time to battle Survivors on their own, and try to flee as soon as they are discovered. Necromancers follow these special rules:

- A Necromancer is a Zombie for game purposes.
- A Necromancer comes with his own infected army. When a Necromancer appears, put an additional Zombie Spawn token (on its "Necromancer" side) on his entry Zone. Then, immediately resolve a regular Zombie Spawn for it. From now on, the Necromancer Spawn Zone is active: it spawns Zombies in the same way a standard Spawn Zone would. Each subsequent drawing of additional Necromancer Zombie cards, no matter the type, gives an Extra Activation to every Necromancer on the board until they flee or die. The game is immediately lost if a Necromancer manages to escape once there's a total of 6 Zombie Spawn tokens on the board (including the Necromancer Zombie Spawn tokens).

- A Necromancer tries to flee the board. If there are no Survivors in his Zone for him to Attack during his Activation (see Zombies' Phase, page 22), he Moves 1 Zone toward the nearest Spawn Zone (NOT his entry Zone), ignoring any Survivors he might see. If several escape Spawn Zones are at the same distance, choose one.



STEP 1

The Necromancer tries to escape through the nearest Spawn Zone. It can't be his entry Zone, marked with the Necromancer Spawn Zone. The upper one is just three Zones away!



STEP 2

- A Necromancer escapes the board as soon as he activates on his escape Spawn Zone. Replace the Necromancer Spawn token it introduced on the board with a standard Zombie Spawn token.

- Killing a Necromancer slows the invasion. If you manage to kill it, choose a Spawn Zone (including its own Necromancer Spawn Zone) and remove it from the board. If the Necromancer Spawn token is still on the board after this removal, replace it with a standard one.

The Necromancer activates on his escape Spawn Zone. Remove his miniature as he flees the board to spread the zombie plague in another place.

The Necromancer Spawn token is replaced with a regular red Zombie Spawn token.

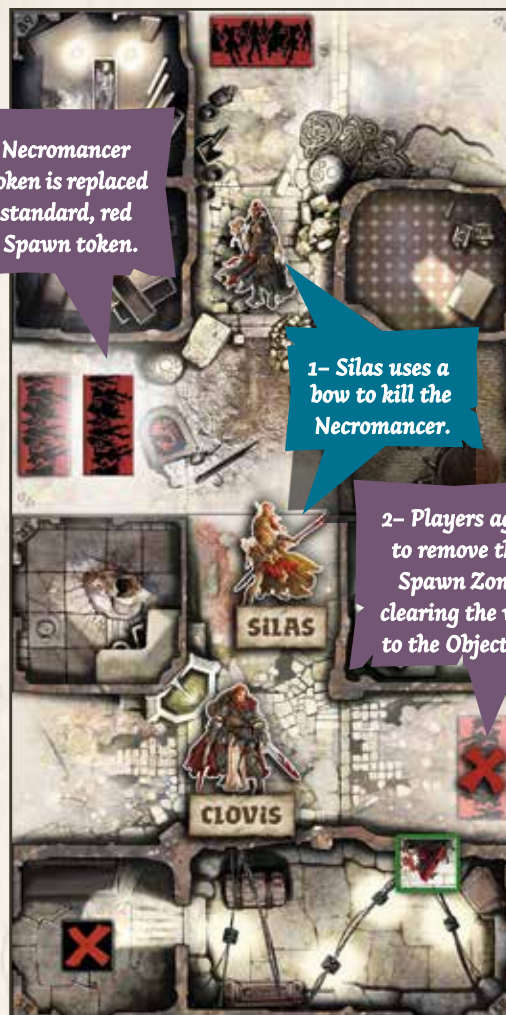


STEP 3: Evil ending

3- The Necromancer Spawn token is replaced with a standard, red Zombie Spawn token.

1- Silas uses a bow to kill the Necromancer.

2- Players agree to remove this Spawn Zone, clearing the way to the Objective.



STEP 3: Good ending

In special circumstances, all Spawn Zone tokens may end in the same Zone. In that case, a Necromancer still comes with an additional Necromancer Spawn token, but flees as soon as he activates.



NECROMANCER CABALS

Heroes and villains arise as the zombie plague spreads across the kingdom. Some necromancers executed deeds vile enough to get a reputation of their own, and became our sworn enemies. Be wary when such heinous folks gather, as they share a dark ritual: the necromancers disappear in an energy vortex, instantly calling zombie legions.

PLAYING YOUR CABAL

Necromancer Cabals' rules allow you to play multiple necromancers at once during your Zombicide: Black Plague games. To use these rules you will require extra special Necromancers, such as the ones included in the Special Guest Boxes by Carl Critchlow, Naiade, and Stefan Kopinski (sold separately).

1- Create your own Necromancer Cabal at game Setup: choose the Necromancers you want your Survivor team to face (the more, the deadlier!). Sort out the six standard Necromancer cards from the Zombie pile, and replace them in any combination you see fit with your favorite Necromancer cards. Replace these six tailored cards in the Zombie pile, and shuffle. You're ready to go against the Cabal!

EXAMPLE: Your group owns two standard Necromancer miniatures along with Ostokar and To-Me Ku-Pa. You choose to play all four, and tailor your six-card Cabal this way: Standard Necromancer (x3), Ostokar (x2) and To-Me Ku-Pa (x1). You could choose any other card combination. To-Me Ku-Pa will only appear once in a while, but his special rule makes it spectacular!

2- Use the classic Necromancer rules to spawn and move Necromancers. Use the colors of the Necromancer Spawn Zones to track where each of them spawned, and determine its escape Spawn Zone. Remember: drawing a Necromancer Zombie card also gives an extra Activation to other Necromancers on the board until they flee or die.

EXAMPLE: A Standard Necromancer, Ostokar and To-Me Ku-Pa are already on the board. You draw a Standard Necromancer card: put a Standard Necromancer in the Zone you just spawned in, along with its additional Necromancer Spawn Zone, and all three other Necromancers get an extra Activation. The end is near!

3- Beware the dark ritual! Necromancers standing at Range 0-1 from each other at the end of a Zombies' Phase flee the board as if they escaped through their escape Spawn Zone. Replace the Necromancer Spawn tokens they introduced on the board with standard Zombie Spawn tokens.

4- Each of the special Necromancers has special rules written on their Zombie cards. These rules are in effect from the moment they enter the board, until they flee or die.





COMBAT

Any fool can charge the enemy with an axe. Killing quickly and efficiently though, that's the thing that takes guts and skill. And with zombies, well, not every hit will do the trick. Hack a man's arm off, and he's down for the count. Hack a zombie's arm off, and he can still get you with t'other. You gotta be swift and sure, or you'll wind up as one of them.



Dice symbol

When a Survivor executes a Melee, Ranged or Magic Action to attack Zombies, roll as many dice as the Dice number of the weapon (or Combat spell) being used.



Dual symbol

If the active Survivor has two identical weapons or Combat spells with the Dual symbol equipped in Hands, he can use both weapons at the same time at the cost of a single Action. For Ranged and Magic Actions, both weapons/spells must be aimed at the same Zone.

EXAMPLE 1: Silas has two Repeating Crossbows in his Hands. The Repeating Crossbow has the Dual symbol, so Silas can shoot them both simultaneously. This allows him to roll 6 dice in a single Ranged Action, as each Repeating Crossbow has a Dice value of 3!

Dual Symbol



Dice value: 3

Special effect



Dice value: 1

EXAMPLE 2: Samson is holding two Daggers. As they are identical weapons with the Dual symbol, he can strike with them both at once. In theory, he would roll 2 dice (one for each Dagger). However, each Dagger gives a bonus of +1 Die to another hand-held Melee weapon. The bonus here is reciprocal, so each Dagger has a Dice value of 2, for a total of 4 dice in Dual wielding!

THREE HANDS?

Putting the proper Equipment card in his Body space, a Survivor could effectively be considered as having three cards equipped in Hand. For obvious reasons, he can only use two of them at any given time. Choose any combination of two among these three before resolving Actions or rolls involving the Survivor.



Accuracy symbol

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



Damage symbol

Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target.

- Walkers, Runners and Necromancers are killed with a 1 Damage hit (or more).
- Fatties are killed with a 2 Damage hit (or more). It does not matter how many hits you obtain with a weapon that inflicts 1 Damage. A Fatty will absorb the hits without flinching.
- Abominations are killed with a 3 Damage hit (or more). As no weapon naturally has Damage 3 in Zombicide: Black Plague, you have to destroy the monster with Dragon Fire (see page 32) or with Samson using a Damage 2 Melee weapon in conjunction with his +1 Damage: Melee Skill.

EXAMPLE: Silas unloads his two Repeating Crossbows on three Walkers guarding a Fatty and scores five hits. The first three shots easily blow away the Walkers. However, the Fatty takes the two remaining hits with no consequences, as the Repeating Crossbow inflicts only 1 Damage.

Ann arrives to finish the job with her Hammer. She only hits once, but the Hammer inflicts 2 Damage, which is enough to crush that Fatty down!

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

MELEE ACTION

A Survivor holding a Melee weapon (a weapon with a max Range of "0") in Hand can attack a Zombie in his own Zone. Each die roll equal or higher than the Accuracy value on the weapon's card is a successful hit. The player divides his hits as he wishes among the possible targets in the Zone.



Missed melee strikes cannot cause Friendly Fire (see page 32).

EXAMPLE: Samson attacks a Walker, a Runner, and a Fatty with his Sword. He rolls a 4 and a 5, which means two hits. He decides to kill the Runner and the Walker, as the Sword's Damage value is not high enough to kill the Fatty. Though Clovis is also in the same Zone, he is safe from Samson's slashes.

RANGED ACTION



A Survivor holding a Ranged weapon (a weapon with a max Range of "1" or more) in Hand can shoot at a Zone he can see (see Line of Sight, page 9) and that is within the weapon's Range.

Remember:

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

- Missed shots can cause Friendly Fire (see page 32), so aim carefully!



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

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

When a Zone is chosen for a Ranged Action, ignore any Actors in the Zones between the shooter and the target. This means Survivors may shoot through occupied Zones without danger to either fellow Survivors or Zombies. A Survivor can even shoot at another Zone while Zombies stand on his own!

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 this targeting priority order (see full details on back cover):

- 1 - Murder of Crowz
- 2 - Walker / NPC / Deadeye Walker
- 3 - Fatty or Abomination (the shooter chooses)
- 4 - Runner
- 5 - Zombie Wolf
- 6 - Necromancer

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

EXAMPLE: Armed with two Hand Crossbows (Range 0-1, Dice 2, Accuracy 3+, Damage 1, Dual Ranged weapons), Nelly shoots at two Walkers, a Fatty and two Runners standing one Zone away. She rolls 4 dice (two for each Hand Crossbow, Dual weapons) and obtains: 3, 4, 5 and 6. The Hand Crossbows hit on 3, 4, 5 or 6, which means three hits. The first two kill both Walkers, as they get the highest Targeting Priority Order. The last hit lands on the Fatty, but doesn't kill it: a Damage value of 2 is required to eliminate a Fatty.



FRIENDLY FIRE

Hey! The Elf asked you to hand him the crossbow for a reason!

— Clovis

A Survivor can't hit himself with his own attacks. However, emergency situations can call for a Ranged or Magic Action aimed at a Zone where a teammate is stuck. In that case, misses on the attack roll automatically land on Survivors standing in the target Zone. Assign these Friendly Fire hits in any way you want.

Armor rolls are allowed, successes canceling Friendly Fire hits on a one-to-one basis. Each remaining Friendly Fire hit on the Survivor inflicts as many Wounds as the Damage value of the weapon (or Combat spell) used.

Remember: Friendly Fire doesn't apply to Melee Actions.

Killing a Survivor earns no experience.

EXAMPLE 1: Baldric shoots with a Crossbow (Dice 2, Accuracy 4+, Damage 2) at a Zone containing Clovis and two Walkers. He rolls and : one hit and one miss! The hit kills a Walker, and the miss means a bolt hits his fellow Survivor. Clovis takes 2 Wounds. Ouch.

EXAMPLE 2: In an emergency, Nelly casts a dual Mana Blast (Dice 1+1, Accuracy 4+, Damage 1) at a Zone where Ann and a Runner stand. She rolls and , two successes! One is enough to kill the Runner. The other success is lost. Only missed shots are assigned to Survivors, so Ann is safe.

EXAMPLE 3: Samson shoots a Hand Crossbow (Range 0-1, Dice 2, Accuracy 3+, Damage 1) in his own Zone, where he stands along Silas and two Walkers. He rolls and , a success and a miss. The success kills a Walker. The botched bolt automatically lands on Silas, as a Survivor can't hit himself with his own attacks. Silas endures a Wound.

RELOADABLE WEAPONS

While most weapons can be used repeatedly, a few, like the Hand Crossbow and Orcish Crossbow (when used for Ranged Actions), require spending an Action to reload them between shots if you want to fire multiple times in the same Game Round. You can turn the card upside down to remember the weapon is empty and needs a reload to fire again. At the End Phase of the Game Round, all such weapons are freely reloaded, so that they always start the 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.
- When equipped with two identical Dual weapons that require reloading, a single Action reloads both.
- Survivors may fire a single Dual reloadable weapon at a Zone and then execute another Ranged Action to fire at another Zone with the other Dual reloadable weapon.

EXAMPLE: Nelly holds two Hand Crossbows at the beginning of her Turn. She unloads them both with her first Action, reloads them with her second Action, then fires them off again with the third. The Hand Crossbows are empty.

At the End Phase, both Hand Crossbows are reloaded for free.

MAGIC ACTION



A Survivor equipped with a Combat spell (a spell with combat characteristics) in Hand can blast a Zone he can see (and within the spell's Range). Magic Actions share the same rules as Ranged Actions.

DRAGON FIRE



Most problems may be solved by torching them.

— Ann



Dragon Bile pools can be ignited with a Torch.

A Dragon Bile card can be discarded from Hand to put a Dragon Bile pool at Range 0-1 of the Survivor.

Later, a Torch card can be discarded from Hand to ignite a Dragon Bile pool at Range 0-1 and create a Dragon Fire: every Actor in the token's Zone is killed, no matter its Damage threshold, Armor values or remaining Wounds.

A Dragon Fire produces no Noise.

The Dragon Bile pool is then removed, and the Survivor who threw the Torch earns all experience points.

Use Dragon Fire to set blazing Zombie traps! If all Dragon Bile tokens are already on the board and you need to set a new one, choose one of them and move it to the new Zone.



Step 1: Surrounded by Zombies, Ann throws a Dragon Bile bottle in her own Zone. A Dragon Bile token is set. Then Ann Moves away.

Step 2: All Zombies moved to chase Ann. The nun now throws her Torch in the Dragon Bile: Dragon Fire! All Zombies in the token's Zone are eliminated. Burn! Ann earns all experience points!





VAULTS

◆ VAULT ZONES AND DOORS

Our ancestors used to store food reserves in caches of some sort. We discovered they used them to hide powerful weapons, too. What kind of threat were they expecting?



Vaults, secret rooms and underground lairs are fairly common in *Zombicide: Black Plague*. They can be great shortcuts for Survivors... and Zombies!

Whenever the Quest map shows one (or more) Vault doors, set Vault Zone tokens of the matching colors near the board.

- Vault doors can be opened like standard doors (unless otherwise stated in the Quest's description).
- Open Vault doors give access to the Vault of the matching color, as if they were connected. However, there is no Line Of Sight between the Vault and the Zone it connects to.
- Vaults are building Zones. They can't be Searched. Don't Spawn Zombies in Vaults when they are revealed.
- A Vault door can be opened from inside its Vault Zone.

NOTE: Quests featuring Vaults can have special rules detailing the way they're played. They have priority over the rules listed here.



Step 1. Silas needs to go through the violet Vault to get the Dragon Bile and Torch represented by the Objective. He Moves in and opens the violet Vault door. There is no Zombie Spawn in a Vault, and Silas has no Line of Sight to it.

Step 2. Silas Moves into the violet Vault. He opens the other violet Vault door from the inside, triggering a Zombie Spawn in the building. Two Walkers are here! The Elf has no Line of Sight on the other side, and thus can't shoot to kill the Zombie standing right there.



Step 3. The Zombies closed in. A Walker entered the Vault through the open door. Silas killed him, then Moved into the building, and finally killed the second Walker. The way to the Objective is clear as the Abomination is about to enter the Vault!



◆ VAULT ARTIFACTS

Powerful weapons and spells are set aside during Setup (see page 7) to be found in Vaults. These are called Vault artifacts, and bear the keyword "Vault" on their card.



A Survivor can spend an Action to take a Vault artifact stored in a Vault. It is not a Search Action and thus can be done multiple times if the Vault holds several artifacts. The Quest description may hold additional special rules for them. Check them out!



TOWERS

We've got a few high towers around the city. Some still cling to their sanctified status, and serve as bulwarks against the encroaching horde. Others have fallen to the necromancers, and are places of death. They're highly strategic structures, for one because they offer unprecedented fire zones for wizards and archers (on both sides), and for two they offer greater visibility. Superior tactical intelligence will win us this fight, make no mistake. Yet, if you can see the zombies, they can see you. They hunt primarily by sight. Don't draw in more than the tower can withstand.

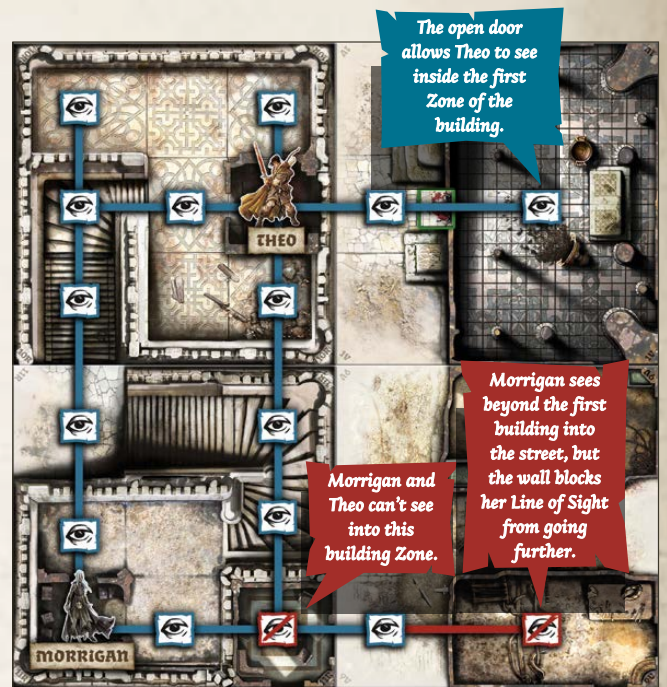
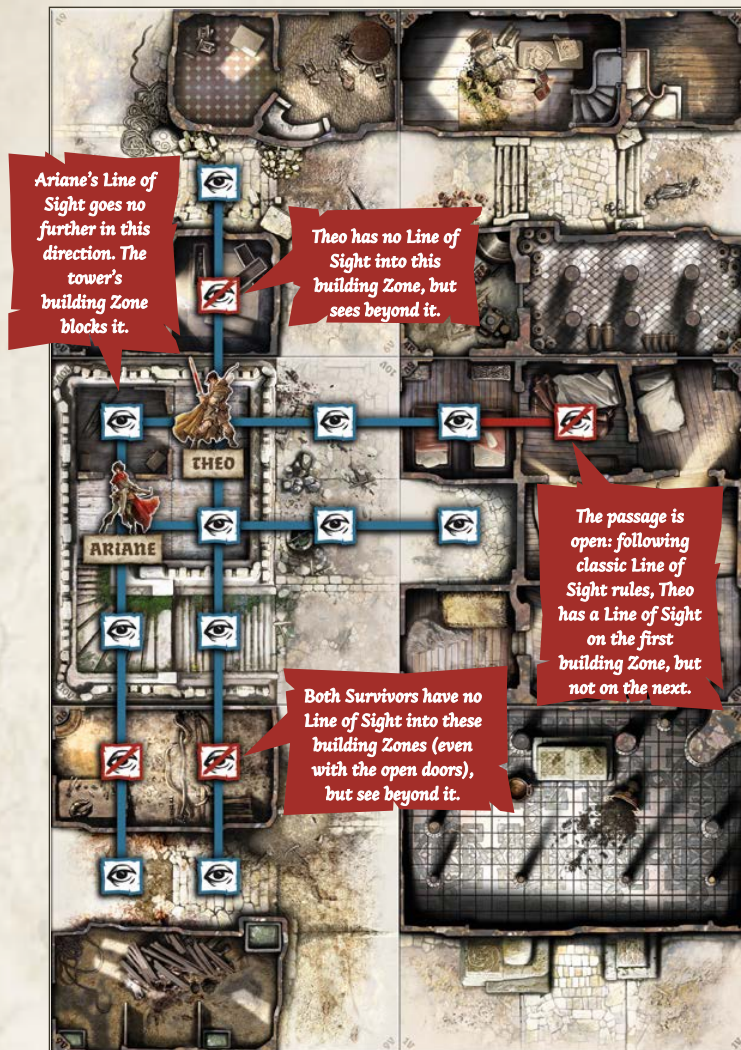
Wulfsburg features four towers on both sides of two additional tiles. They are great to deepen the fantasy theme in your Zombicide games, as well as adding a strategy component to your Quest plans. They can be used to control vast areas on the board without fear of Zombie retaliation (as long as your rate of fire is high enough), or as starting areas for your Survivors and foes. We all love almighty necromancers laughing maniacally from the top of their dark towers!

Tower tiles feature both building and street Zones, bordered by **ramparts** (see examples on the next pages).

- Ramparts can't be crossed but don't block Lines of Sight.
- Ramparts can be shot through.
- An Actor in a tower Zone can see over a building to Zones beyond it. Likewise, any Actors in one of these Zones has a Line of Sight to the Actor on the tower.
- A Survivor can shoot from a tower Zone, over a building Zone. The building Zone that is shot through counts towards the weapon or spell's Range, but there is no Line of Sight to it.
- Lines of Sight can't be drawn between tower Zones bordered with ramparts and building Zones next to them, even with an open door.



Each tower tile featured in Wulfsburg has nine Zones. The building Zones are marked here. All other Zones in these tiles are street Zones.



Here are Ariane and Theo's Lines Of Sight while being on a tower.





PLAYING WITH 7+ SURVIVORS

Zombicide: Black Plague has an expanding gallery of Survivors to play with. Sooner or later, you may be tempted to try playing with more than 6 Survivors. To do so you'll need the extra Survivor dashboards, plastic markers, colored bases, and Starting Equipment cards contained in expansions that are sold separately, such as *Wulfsburg*, and the *Hero Box*. Playing with an increased number of Survivors (or players!) is quite easy. Follow these guidelines, and adjust them to fit your challenge level.



- For each Survivor above the sixth, add 1 additional Starting Equipment card from the expansion to the pool of cards that will be distributed among Survivors during Setup.
- Add 1 additional Zombie Spawn token per 2 Survivors above the sixth (rounded up). Stack these additional Spawn tokens in the same Zones as existing ones. Yes, that means some Zones will double or even triple their spawn rate!
- On a 6-Survivors game, once there are 6 Zombie Spawn tokens on the board, the game is over if a Necromancer escapes. This Spawn token limit is increased by 1 for every 2 Survivors above the sixth (rounded up).

SURVIVORS	ADDITIONAL SPAWN TOKENS	SPAWN TOKENS LIMIT
Up to 6	0	6
7-8	1	7
9-10	2	8
11-12	3	9



ULTRARED MODE

Those who fight for money are constantly weighing costs. If the balance tips away from their love of coin, they flee. Those of us who fight for survival have no such option. There's still

a cost to be paid, and that cost isn't just your life. It's the lives of your loved ones: the husband with the lame leg, or your wife and children, who have never raised a blade against anyone. The scales are permanently weighted, and flight is not an option.

Make this your edge.

Imagine the zombies tearing into the helpless. Worse, imagine you yourself tearing into your own, now risen as abominations. That red you're seeing now... that's the rage that will see you win.

The Ultrared mode allows your Survivors to gain experience points beyond the Red Danger Level and pick up additional Skills. This mode is great to reach amazing body counts and complete very large boards.

Ultrared mode: When your Survivor reaches the Red Level, move the experience 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 his 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 among any *Zombicide: Black Plague* Skills (except those featuring brackets, such as Starts with [Equipment], for example) upon reaching Orange and then Red Level.

EXAMPLE: *Morrigan just earned her 43rd experience point, getting to the Red Level. She has the following Skills: Reaper: Combat (Blue), +1 Action (Yellow), +1 free Melee Action (Orange) and Bloodlust: Combat (Red).*

The player moves the experience tracker back to the start as the zombicide continues. Morrigan is still at Red Level, and keeps on earning experience points as she kills Zombies.

Morrigan doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time: she has all available Skills for these Levels. Reaching the Orange Level again, she gains "Spellcaster", her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the two remaining ones for this Level and goes for "+1 to dice roll: Magic". The experience counter returns to the start.

During her third turn on the experience bar, Morrigan doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "+1 Damage: Melee". The experience counter goes to the start again.

From now on, Morrigan still earns experience points and gets a player-chosen Skill every time she reaches the Orange Level, and then another upon reaching the Red Level.



SKILLS

Each Survivor in *Zombicide: Black Plague* has specific Skills with effects described in this section. In case of 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 one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill grants).

A PEEK FROM THE FUTURE

If you played the modern era *Zombicide* Seasons, you may have noticed some familiar Skills with different names. It's all about theme!

- Dreadnought: [Zombie type] became Ironclad: [Zombie type]

- Full auto became Iron rain.

- Sniper became Marksman.

You may also notice a slight adjustment in the Barbarian, Full auto/Iron rain and Mana rain Skills.

+1 free Magic Action – The Survivor has one extra free Magic Action. This Action may only be used for Magic Actions.

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

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

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

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

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

+1 Zone per Move – The Survivor can move through one extra Zone each time he performs a Move Action. This Skill stacks with other effects benefiting Move Actions. Entering a Zone containing Zombies ends the Survivor's Move Action.

2 Zones per Move Action – When the Survivor spends one Action to Move, he can move one or two Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

Ambidextrous – The Survivor treats all Combat spells, Melee and Ranged 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) he uses with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Melee, still apply.

Blitz – Each time the Survivor kills the last Zombie in a Zone, he gets 1 free Move Action to use immediately.

Bloodlust: Combat – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Combat Action (Melee, Ranged or Magic).

Bloodlust: Magic – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Magic Action, to use immediately.

Bloodlust: Melee – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Melee Action, to use immediately.

Bloodlust: Ranged – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Ranged Action, to use immediately.

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



Break-in – In order to open doors, the Survivor rolls no dice, and needs no equipment (but still spends an Action to do so). He doesn'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.

Charge – The Survivor can use this Skill for free, as often as he pleases, during each of his Turns: He moves up to two Zones to a Zone containing at least one Zombie. Normal Movement rules still apply. Entering a Zone containing Zombies ends the Survivor's Move Action.

Collector: [Zombie type] – The Survivor gains double the experience each time he kills a Zombie of the specified type.

Destiny – The Survivor can use this Skill once per Turn when he reveals an Equipment card he drew. You can ignore and discard that card, then draw another Equipment card.

Free reload – The Survivor reloads reloadable weapons (Hand Crossbows, Orcish Crossbow, etc.) for free.

Frenzy: Combat – All weapons and Combat spells the Survivor carries gain +1 die per Wound the Survivor suffers. Dual weapons gain a die each, for a total of +2 dice per Wound and per Dual Combat Action (Melee, Ranged or Magic).

Frenzy: Magic – Combat spells the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Combat spells gain a die each, for a total of +2 dice per Wound and per Dual Magic Action.

Frenzy: Melee – Melee weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Melee weapons gain a die each, for a total of +2 dice per Wound and per Dual Melee Action.

Frenzy: Ranged – Ranged weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Ranged weapons gain a die each, for a total of +2 dice per Wound and per Dual Ranged Action.

Hit & Run – The Survivor can use this Skill for free, just after he resolved a Magic, Melee or Ranged Action resulting in at least a Zombie kill. He can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in his Zone.

Hold your Nose – This Skill can be used once per Turn. The Survivor gets a free Search Action in the Zone if he has eliminated a Zombie (even in a Vault or a street Zone) the same Game Round. This Action may only be used to Search, and the Survivor can still only Search once per Turn.

Ironclad: [Zombie type] – The Survivor ignores all Wounds coming from Zombies of the specified type (such as "Walker", "Runner", etc.).

Iron hide – The Survivor can make Armor rolls with a 5+ Armor value, even when he does not wear an armor on his Body slot. Wearing an armor, the Survivor adds 1 to the result of each die he rolls for Armor rolls. The maximum result is always 6.

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

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

Jump – The Survivor can use this Skill once during each Activation. The Survivor spends one Action: He moves two Zones into a Zone to which he has Line of Sight. Movement related Skills (like +1 Zone per Move Action or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply. Ignore everything in the intervening Zone.

Lifesaver – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone containing at least one Zombie at Range 1 from your Survivor. Choose Survivors in the selected Zone to be dragged to your Survivor's Zone without penalty. This is not a Move Action. A Survivor can decline the rescue and stay in the selected Zone if his controller chooses. Both Zones need to share a clear path. A Survivor can't cross closed doors or walls, and can't be extracted into or out of a Vault.

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

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

Low profile – The Survivor can't get hit by Survivors' Magic and Ranged Actions. Ignore him when casting a Combat spell or shooting in the Zone he stands in. Game effects that kill everything in the targeted Zone, like Dragon Fire, still kill him, though.

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

Mana rain – When resolving a Magic Action, the Survivor may substitute the Dice number of the Combat spell(s) he uses with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Magic, still apply.

Marksman – The Survivor may freely choose the targets of all his Magic and Ranged Actions. Misses don't hit Survivors.

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

Point-blank – The Survivor can resolve Ranged and Magic Actions in his own Zone, no matter the minimum Range. When resolving a Magic or Ranged Action at Range 0, the Survivor freely chooses the targets and can kill any type of Zombies. His Combat spells and Ranged weapons still need to inflict enough Damage to kill his targets. Misses don't hit Survivors.

Reaper: X – Use this Skill when assigning hits while resolving a X Action. One of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

Regeneration – At the end of each Game Round, remove all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

Roll 6: +1 die X – You may roll an additional die for each "6" rolled on any X Action. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the Plenty Of Arrows Equipment card, for example) must be used before rolling any additional dice for this Skill.

Rotten – At the end of his Turn, if the Survivor has not resolved a Combat Action (Melee, Ranged or Magic) and not produced a Noise token, place a Rotten token next to his base. As long as he has this token, he is totally ignored by all Zombies and is not considered a Noise token. Zombies don't attack him and will even walk past him. The Survivor loses his Rotten token if he resolves any kind of Combat Action (Melee, Ranged or Magic) or makes noise. Even with the Rotten token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Zombies.



Scavenger – The Survivor may Search in any Zone. This includes street Zones, Vault Zones, etc.

Search: +1 card – Draw an extra card when Searching with the Survivor.

Shove – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone at Range 1 from your Survivor. All Zombies standing in your Survivor's Zone are pushed to the selected Zone. This is not a Movement. Both Zones need to share a clear path. A Zombie can't cross closed doors, ramparts (Wulfsburg expansion) or walls, but can be shoved in or out of a Vault.

Slippery – The Survivor does not spend extra Actions when he performs a Move Action out of a Zone containing Zombies. Entering a Zone containing Zombies ends the Survivor's Move Action.

Spellbook – All Combat spells and Enchantments in the Survivor's Inventory are considered equipped in Hand. With this Skill, a Survivor could effectively be considered as having several Combat spells and Enchantments cards equipped in Hand. For obvious reasons, he can only use two identical dual Combat Spells at any given time. Choose any combination of two before resolving Actions or rolls involving the Survivor.

Spellcaster – The Survivor has one extra free Action. This Action may only be used for a Magic Action or an Enchantment Action.

Sprint – The Survivor can use this Skill once during each of his Turns. Spend one Move Action with the Survivor: He may move two or three Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

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

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

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

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 Players' Phase, before or after any other Survivor's Turn. If several Survivors benefit from this Skill at the same time, choose their Turn order.

Taunt – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone your Survivor can see. 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 cross the Zone they stand in if needed to reach the taunting Survivor.

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

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

Zombie link – The Survivor plays an extra Turn each time an Extra Activation card is drawn from the Zombie pile. He plays before the extra-activated Zombies. If several Survivors benefit from this Skill at the same time, choose their Turn order.



FAQ

Answers from official Guillotine Games online responses, primarily at:

<https://boardgamegeek.com/thread/1507018/guillotine-games-official-answers/>. They have been compiled and logically organized here. For further ease of use, keywords have been designated in blue.

Abominations

Q: What if an **Abominatroll** has no Line of Sight to a Survivor at the beginning of its activation?

A: At the beginning of its activation, if there is no Survivor in its Line of Sight, it has only 1 action for this activation, even if its move puts him in Line of Sight of a Survivor.

Q: How are attacks from **Abominotaur** resolved vs. a Survivor wearing a **Dwarven Shield**?

A: The Survivor rolls 2 dice for his Armor roll.

Deadeye Walkers

Q: Can Deadeye Walkers shoot over **ramparts**?

A: Yes, both Deadeye Walkers and Survivors can shoot over ramparts.

Q: Are Deadeye Walkers attacks made at **range 0** considered ranged or melee attacks?

A: Deadeye Walkers only do ranged attacks even at range 0. When Deadeye walkers attack from a distance, this attack occurs at the same time as zombies in the same Zone as the Zone the Deadeye walkers attack.

To reconcile this in immersive terms, the Deadeye Walkers take part to the feeding frenzy that occurs when a Survivor is killed even if they're not in the Zone.

Equipment

Q: Is a **Shield** considered an armor? Can the +1 Iron Hide skill bonus be given to the Shield to use it as 4+ armor?

A: The Iron Hide bonus works when the Survivor wears Armor. A Shield allows Armor rolls, but is not an Armor on its own.

Q: Can either **Torch** or **Dragon Bile** be used from the vault to an adjacent space outside the vault (or vice versa)? The 2 spaces are at range 1 but there is no Line of Sight.

A: No, as a Line of Sight is needed. Any effect that states a range x-y needs a Line of Sight by default. If Line of Sight is not needed, it is always stated. For example, a Dark Ritual needs a Line of Sight between 2 Necromancers to take effect.

Q: When playing with fewer than 6 survivors, how many **Starting Weapon** cards are dealt to each survivor?

A: Each Survivor only gets 1 Starting Weapon card; the remaining ones are not played.

Q: How does the **Disintegrate** card (roll 6: +1 damage) work?

A: For each 6 you roll you increase the overall damage. Example: you roll 5,6,6 - you hit 3 times for 3 damage.

Q: If either **Disintegrate** or **Chain Lightning** is dual-wielded, should the special abilities (roll 6: +1 damage / roll 6: +1 die) be applied twice?

A: No. They don't stack.

Q: If an **Apples/Salted Meat/Water** card is drawn, can it immediately be discarded to trigger the effect (+1 xp) even if there is no room to store them?

A: Yes.

Q: If a **Dragon Fire Blade** card is drawn, can it immediately be discarded to trigger the effect (create Dragon Fire) even if there is no room to store it?

A: Yes.

Q: Can a Survivor cast **Invisibility** (using the equipped item) on himself?

A: Yes. If the Survivor uses the spell on himself, it generates 1 Noise token, then the spell takes effect and the Survivor becomes invisible.

final action each round, this strategy will likely result in that player reaching the Red Danger Level far ahead of the other Survivors.

Q: Could the **Disintegrate** spell take out an Abomination assuming multiple 6s are rolled?

A: Yes. A roll of 5, 6 and 6 produces 3 Hits of 3 Damage each. Dice aren't tied to their result; Damage bonus applies to all Hits.

It is possible to kill an Abomination with this spell by rolling at least two 6s or with the Survivor having the "+1 Damage [magical attack]" and rolling one 6.

Q: Can the **Transmutation** spell be cast on any Survivor?

A: No, the caster is the only eligible target.

Q: What is the effect of the **Earthquake Hammer**?

A: Its effect is a combination of Disintegration spell and Chain lightning spell.

Q: How is the ability of the **Axe of Carnage** applied?

A: It automatically gives 1 Hit (even if each attack die fails).

Q: Does the **Earthquake** spell also affect Survivors in the targeted Zone?

A: Yes, all actors (Survivors AND zombies) in the target Zone who were hit lose their next activation (even if they have more than 1 action), require the use of their entire activation to stand up and cannot act.

Q: Why is the text "allied Survivor" in quotation marks on the **Royal Mace** Vault card?

A: It is written as "allied Survivor" in case of a competitive mode in a future expansion.

Q: Is the **Ice Blast** promo card intended to be played with 2 copies in the deck?

A: No, but if you have 2 copies you may use both.

Q: Do Zombies entering the frozen Zone after the **Ice Blast** spell has been cast also become frozen?

A: No, they are only frozen when the spell is cast.

Q: Do Survivors still need to spend extra actions to pass through the Zone in which **Ice Blast** has been cast if there are frozen zombies?

A: No, zombies affected by the blast become paralyzed and do not hinder the players.

Q: Do Zombies frozen by the **Ice Blast** spell still attack at the end of the turn?

A: No, zombies affected by the blast become paralyzed and don't attack

Q: Is a Necromancer frozen by the **Ice Blast** spell able to flee or must he wait the next turn?

A: No, the necromancer and any other player caught in the blast becomes paralyzed and loses his turn.

Necromancers

Q: Can necromancers flee through **inactive Spawn Zones** (as may be present from quest setup)?

A: Necromancers may flee through them.

Q: If playing with **3 necromancers**, 2 of them being standard and one is "named", and all 3 are already on the board, what happens if a subsequent standard necromancer Spawn card is drawn?

A: All necromancers gain a single extra-activation (see page 25).

Q: **Necromancer Cabal** rules say that if, at the end of the Zombie phase, 2 necromancers are at range 0-1 from a Spawn zone other than their origin, those necromancers will flee from the board. If a necromancer Zombie Spawn card is drawn during the spawn phase, and then another necromancer Zombie Spawn card for the necromancer spawn token, those 2 necromancers will be at range 1 at the end of zombie phase (the first one will move when I draw the second necromancer zombie card). According to the rules the necromancers will flee without giving a chance to the survivors, with a bit of bad luck if it happens a couple of times the game is lost. Is this correct?

A: It's correct. Fortunately, it's rare.

Q: What happens if **Grin** necromancer enters a Zone containing Survivors during its activation?

A: Grin must stop when entering a Zone containing at least 1 Survivor, this ends its activation.

Q: When given the option to **remove a Spawn token** (e.g. by killing a Necromancer), is it possible to remove the Spawn token from another Necromancer in play?

A: Yes.

* Note - If the Spawn token of the Necromancer Evil Troy is removed, he still comes back from the Zone in which his token was placed when he first entered the game (until he's killed by a 3-strength attack or a Dragon Fire).

Skills

Q: How do **Barbarian** / **Iron Rain** / **Mana Rain** Skills work with dual wielded weapons?

A: These Skills, when played with Dual weapons, allow you to double the number of dice rolled where the base number is the number of Zombies in the target Zone.

Q: Can the **Bloodlust: Melee** Skill be used without weapons equipped? Is the free melee attack mandatory or just optional?

A: Bloodlust can be used with no weapon equipped. The free Melee Action is optional.

Q: Can the **Bloodlust** Skill be used multiple times per activation?

A: Yes.

Q: If the Survivor begins their turn in the same Zone as a zombie, does this preclude the use of the **Bloodlust** Skill? A: Yes, provided the zombies in the starting Zone are the target of Bloodlust. If the target zombies are in another Zone, Bloodlust may be used if the extra actions (for leaving the occupied Zone) are available and spent.

Q: Can a Hero with **Iron Hide** skill use shield to re-roll his Iron Hide 5+ armor saves INSTEAD of using shield for the 4+ armor saves?

A: No. The Shield's wording states that the survivor needs an Armor equipped to have access to rerolls.

Q: Does the effect of the **Hold Your Nose** Skill work if the attack was made at a range greater than 0?

A: Yes. Even if the Survivor kills a Zombie from a distance, the effect is immediately resolved in the Zone containing the Survivor, he doesn't need to go to the place he killed this Zombie.

Q: Can a Survivor with the **Jump** Skill jump from a tower to a street Zone (or vice versa)?

A: Yes, Jump Skill allows the Survivor to pass above Ramparts from a Tower zone to an adjacent Zone beneath the Tower to which the Survivor has a Line of Sight, or from a Zone beneath the Tower to an adjacent Tower Zone to which the Survivor has a line of sight.

A Survivor may *not* use the Jump Skill to pass from one Zone, over a tower, to a Zone on the far side as there is no Line of Sight.

Q: How is the **+1 Damage [attack]/[equipment]** Skill applied?

A: Each successful hit gains +1 damage.

Q: Do the **Ambidextreous** / **Swordmaster** Skills work for any equipment?

A: No, they work only with 2 identical, equipped items.

Q: Is it possible to have multiple Survivors using the **Rotten** Skill at the same time?

A: Yes.

Spawning

Q: What happens if, when spawning from an **Aaahh!** Card, there are not enough miniatures?

A: All Walkers in play gain an extra activation.

Q: When opening a door to a building with 2 rooms, **how are Zombie Spawn cards resolved** if drawn in this order: double spawn, necromancer, double spawn x4 and then walkers/runners/fatties.

A: (a) double spawn: no zombie here, two cards in the next zone. (b) necromancer + double spawn - first, add a necromancer and a Spawn Zone. Draw a card for the Spawn Zone: you get a double spawn. From now on, resolve the double spawns, one after the other.

Q: How is the **Necromancer Spawn** token handled when cycling through a Building spawn: is it counted or excluded when resolving Double Spawn cards?

A: The Spawn token is excluded, players are resolving a Building Spawn, not an end turn spawn.

Q: When an **Abomination Zombie Spawn** card is drawn and that/those abominations is/are already in play, do all abominations get an extra activation?

A: When drawing an Abomination Zombie card, extra activation only applies to the type of Abomination indicated on the card (mechanism is different from Necromancers).

Q: When an **Abominotaur** breaks through a wall or door, what happens when a subsequent Abominotaur Zombie Spawn card is drawn during the building spawn?

A: When an Abominotaur breaks a wall and triggers a Zombie Spawn during which a new Abominotaur card is drawn, this card is immediately resolved (likely with an extra activation) before continuing to resolve the Zombie Spawn.

Tower Tiles

Q: What is the difference between **buildings** and tower buildings.

A: There is no difference in how they work (e.g. for spawning / Line of Sight purposes).

Q: Can **Deadeye Walkers** shoot over Tower buildings?

A: Yes, both Deadeye Walkers and Survivors can shoot over Tower buildings (ramparts). Treat this ruling as errata as it countermands wording in the rulebook.

Q: Are ramparts considered a **Zone** unto themselves or divisions between Zones?

A: Ramparts aren't Zone separators; they belong to their Zone only.





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

GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY RULES.

1 FIRST STEP

Choose the first player at the beginning of the game. He receives the "first player" token.

Each Game Round begins with:

2- PLAYERS' PHASE

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

- **Move:** Move one Zone.
- **Search (1x/Activation and per Survivor):** Building Zone only. Draw a card in the Equipment deck.
- **Open a door:** Melee weapon required. Spawn Zombies inside a building if it's the first door.
- **Reorganize/Trade:** Equipment exchange with another Survivor standing in the same Zone is possible. You can trade everything for nothing.
- **Combat Action:** Magic Action: Equipped Combat spell required
Melee Action: Equipped Melee weapon required
Ranged Action: Equipped Ranged weapon required
- **Enchantment Action:** Equipped Enchantment 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's finished:

3- ZOMBIES' PHASE

Step 1- Activation: Attack OR Move

All Zombies spend one Action doing one of these two things:

- Zombies in the same Zone as at least one Survivor attack them.
- The Zombies which didn't Attack, Move.

Each Zombie favors visible Survivors, then noise. Necromancer follow special rules.

Choose the shortest path. If several paths share the same length, split the Zombies in equal groups.

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

Step 2- Spawn

- Always draw Zombie cards for all Spawn Zones in the same order (play clockwise).
- Danger Level used: highest Danger Level among active Survivors.
- No more minis of specified type? All Zombies of specified type get an extra Activation!

END PHASE

- Remove all Noise tokens from the board.
- 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 DESTROY	EXPERIENCE POINTS
1	Murder of Crowz	1	1	1
2	Walker NPC (2) Deadeye Walker (3)	1 1 1	1 1 1	1 1 1
3	Fatty Abomination (4) Wolfbomination (4) (5) Abominotaur (4) (6) Abominatroll (4) (7) Ablobination (4) (8) Abominalpha (4) (9) Abominarat (4) (10)	1 1 3 1 1/3 1 3 1	2 3 3 3 3 3 3 3	1 5 5 5 5 5 5 5
4	Runner	2	1	1
5	Zombie Wolfz	3	1	1
6	Necromancer	1	1	1

- (1) Murder of Crowz: Moves 3 Zones per Action; Ignores obstacles.
 (2) Notorious Plagued Characters 1 & 2: Collect as Trophies, Exchange 5 different NPCs for a random Vault item.
 (3) Deadeye Walker: Attacks one Zone in Line of Sight at Range 0-3.
 (4) Abomination / Wolfbomination: Ignore Armor rolls.
 (5) Wolfbomination: Has 3 Actions per Activation.
 (6) Abominotaur: Causes 2 Wounds; Breaks doors & walls.
 (7) Abominatroll: 3 Actions with Line of Sight; Killed ONLY by Dragon Fire.
 (8) Ablobination: Attacks ALL Zones at Range 0-1 with Line of Sight.
 (9) Abominalpha: When active, spawn Wolfz instead of Runners.
 (10) Abominarat: Spawns 1 one away from noisiest zone with an open passage.