

The cover art for 'Zombicide in Tenebris' depicts a group of six diverse characters in a dark, forest-like setting. From left to right: a nun in a grey habit and armor, a woman with long red hair in a brown and white outfit, a man with a long white beard in a grey robe holding a sword aloft, a man with a red beard in full plate armor, a man with long blonde hair in a tan tunic, and a man with a grey beard in a brown tunic. They are all armed with various weapons like swords and daggers. The ground is muddy with some bloodstains, and there are green reeds in the bottom right corner. The title 'ZOMBICIDE' is in a large, stylized, red and white font with a skull in the 'O', and 'in TENEBRIS' is in a smaller, black, serif font below it.

ZOMBICIDE

in TENEBRIS

RULES
AND QUESTS

V2.2



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GAME COMPONENTS

13 GAMES TILES (DOUBLE SIDED)



32 TOKENS

Stairs ESC1 / ESC2	x2
Stairs ESC3 / ESC4	x2
Magical portal 1 / Search	x1
Magical portal 2 / Search	x1
Manhole	x2
Manhole with ladder	x2
Rubble / Gateway	x2
Opened gate / Closed gate	x10
Big gate / Stone fence	x2
Water hole / Swamp	x2
Abyss / Mine	x2
Straight corridor / Curved corridor	x2
Kraken / Lifted Drawbridge	x1
Immersive abyss / Collapsed bridge	x1



IN TENEBRIS SANCTUARY

Where can Necromancers hide when they do not command the hordes of zombies? They carefully prepare their next targets in hidden place. No one ever found the secret access of these immost depths ... Welcome in the sanctuary of darkness!



CORRIDORS AND ROOM ZONES

Sanctuary's corridors are considered as street Zones. Same rules regarding Line of Sight, Moves and Search as street Zones are applied.

Sanctuary's rooms are considered as buiding Zones. Same rules regarding Lines of Sight, Moves and Search as building are applied.



DEEP WATER ZONES

It's very difficult to move into deep water Zones. The following rules apply :

- a Survivor must spend an extra Action to exit a deep water Zone.
- every Actor leaving a deep water Zone to another one ends his move until the end of his Activation.

Abominations are so huge that they are not affected by deep water Zone's rules.

Three tokens turn the Zone on which they are into deep water Zone :



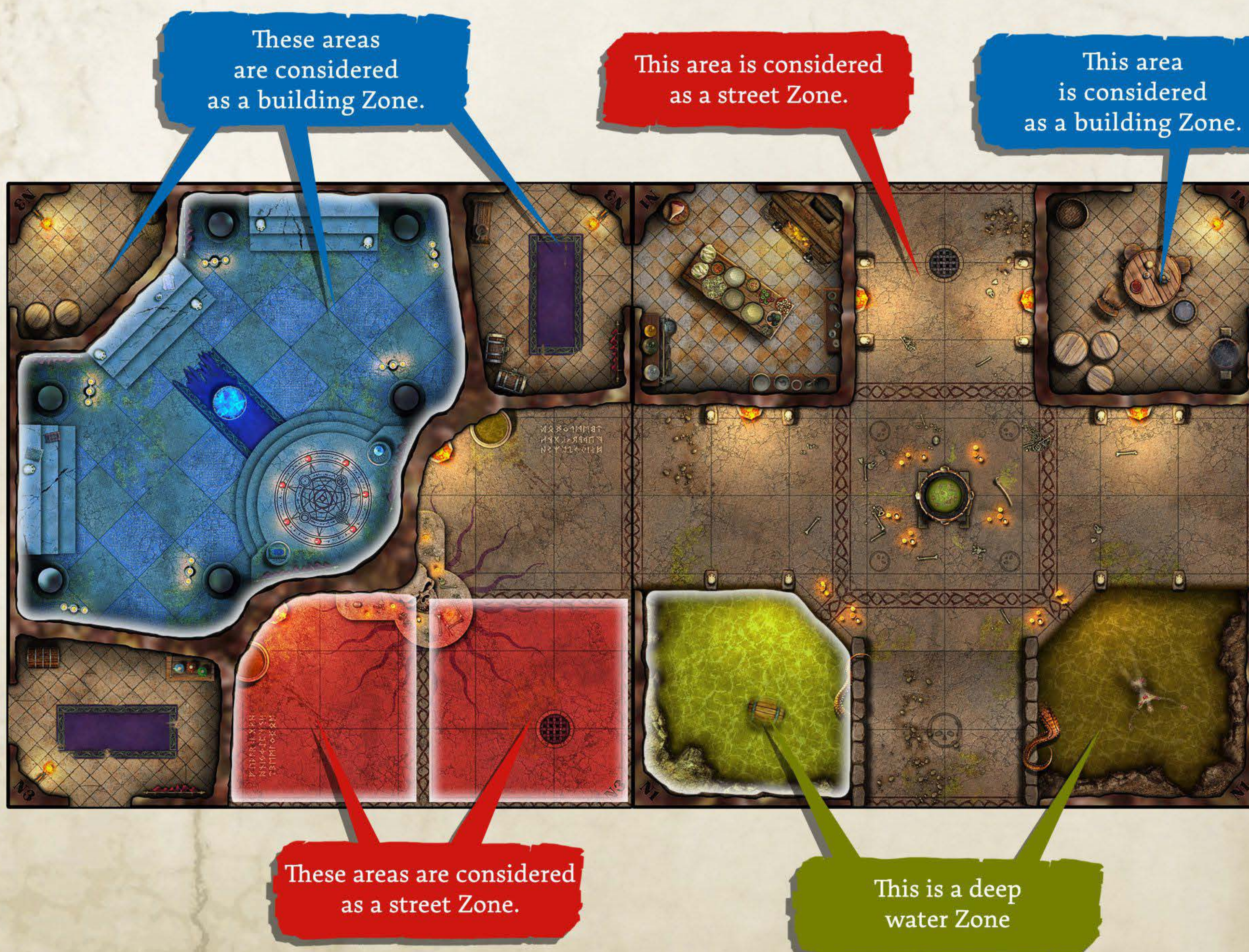
Kraken



Water hole



Flooded abyss



ABYSS ZONES

The Abyss on the tile N9 and the Abyss token represent a Zone with a big hole. The following rules apply to both kind of abyss Zones :

- **Line of Sight** : Abyss Zone is similar to street Zone regarding Line of Sight. Inside a building, these big holes allow to extend the Line of Sight to the first Zone beyond the abyss.
- **Move** : An Actor has to spend 2 extra Action to exit an abyss Zone (so a total of 3 Actions is necessary to exit if there is no Zombie in the abyss too). When Zombies select their destination Zone by taking the shortest available path they consider abyss Zone as a single Zone regarding distance. Therefore abyss Zones could be a great Zombie trap given that they cannot exit the Zone.
- **Search** : A Survivor cannot perform a Search Action on abyss Zones.
- **Zombies Spawn** : Do not Spawn Zombie on abyss Zones when opening a closed building for the first time.

This token change the Zone where it is into an abyss Zone. Abyss's rules apply normally :

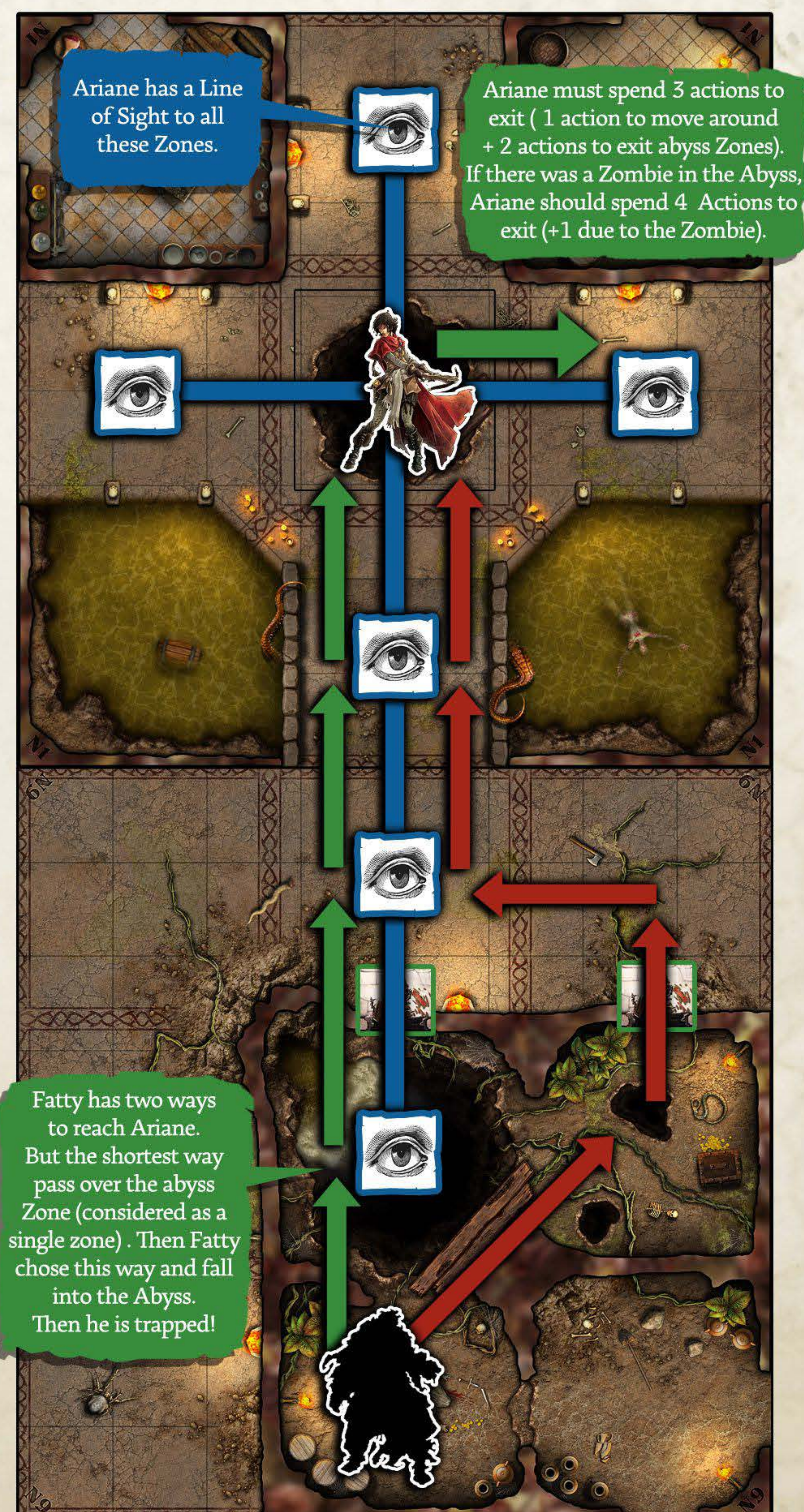
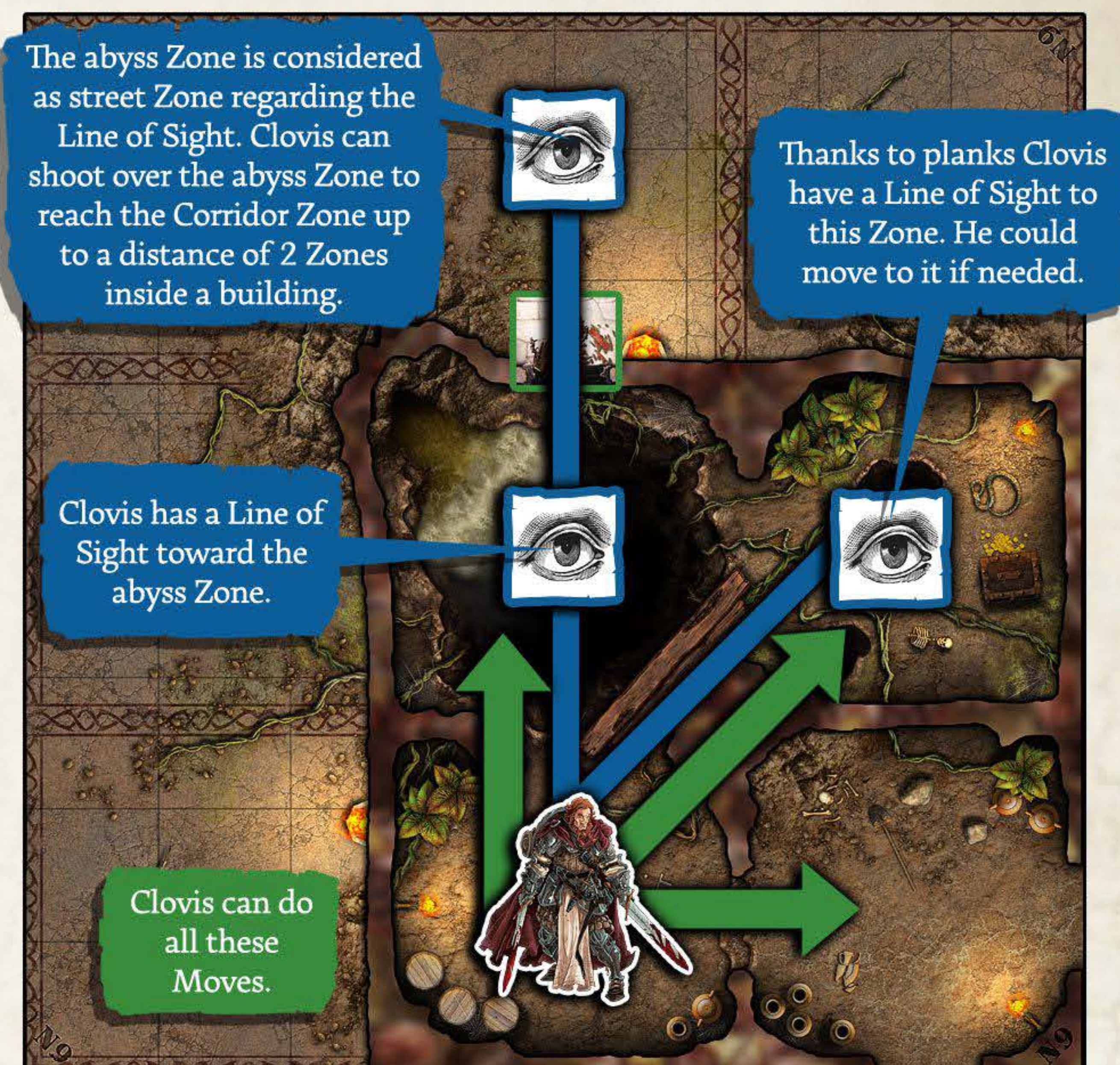


Abyss token

PLANKS

Sometimes there are planks over abyss Zones that allow Survivors to go quickly over dangerous Zones. Both Zones connected by planks :

- share a Line of Sight that allow Survivor to shoot diagonally, really !
- are considered as close enough to allow Survivor to move diagonally too !
- are considered to be at a distance of one Zone from each other.

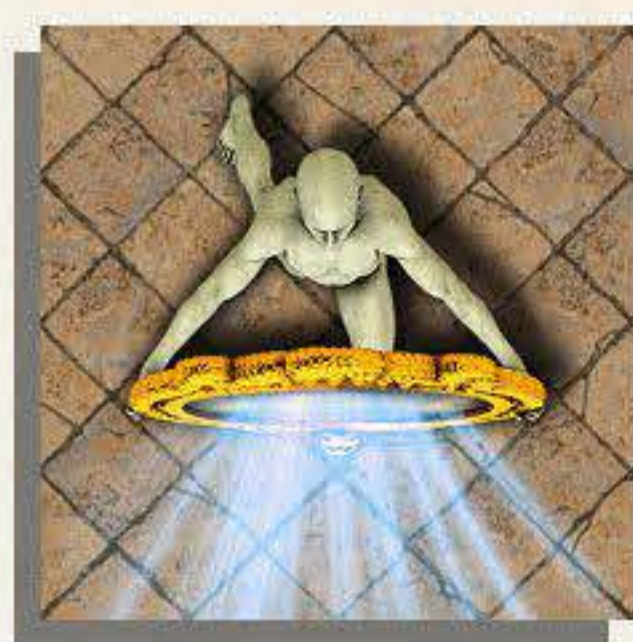


SANCTUARY'S TOKENS

The quest's map indicate where these tokens has to be positioned. Each token propose some additional specific rules :



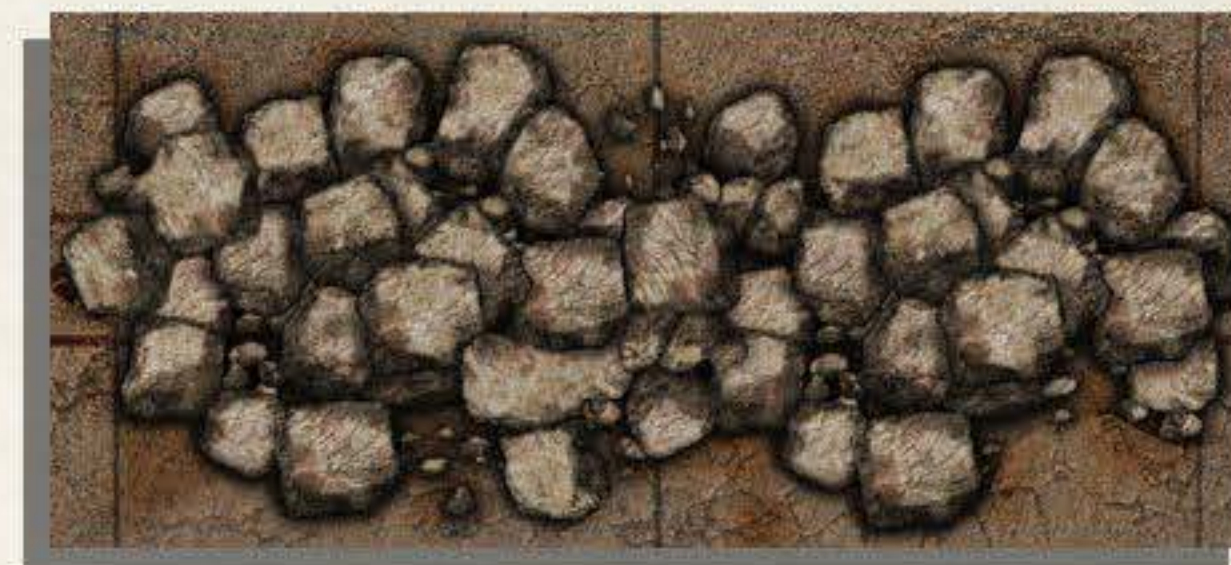
Stairs's token is a street Zone. An actor has to spend 1 action to move from a Stairs token to another one indicated by the quest's map. However, there is no Line Of Sight between one stairs and the other one it connects to. Zombies use stairs if it is the shortest path.



The **Magical Portal's** token allows a direct access to a Zone with another Magical Portal. There is no Line Of Sight between both connected Zones. An actor has to spend 1 action to move from a Magical Portal's to another one. Zombies use Magical Portal's too if it is the shortest path.



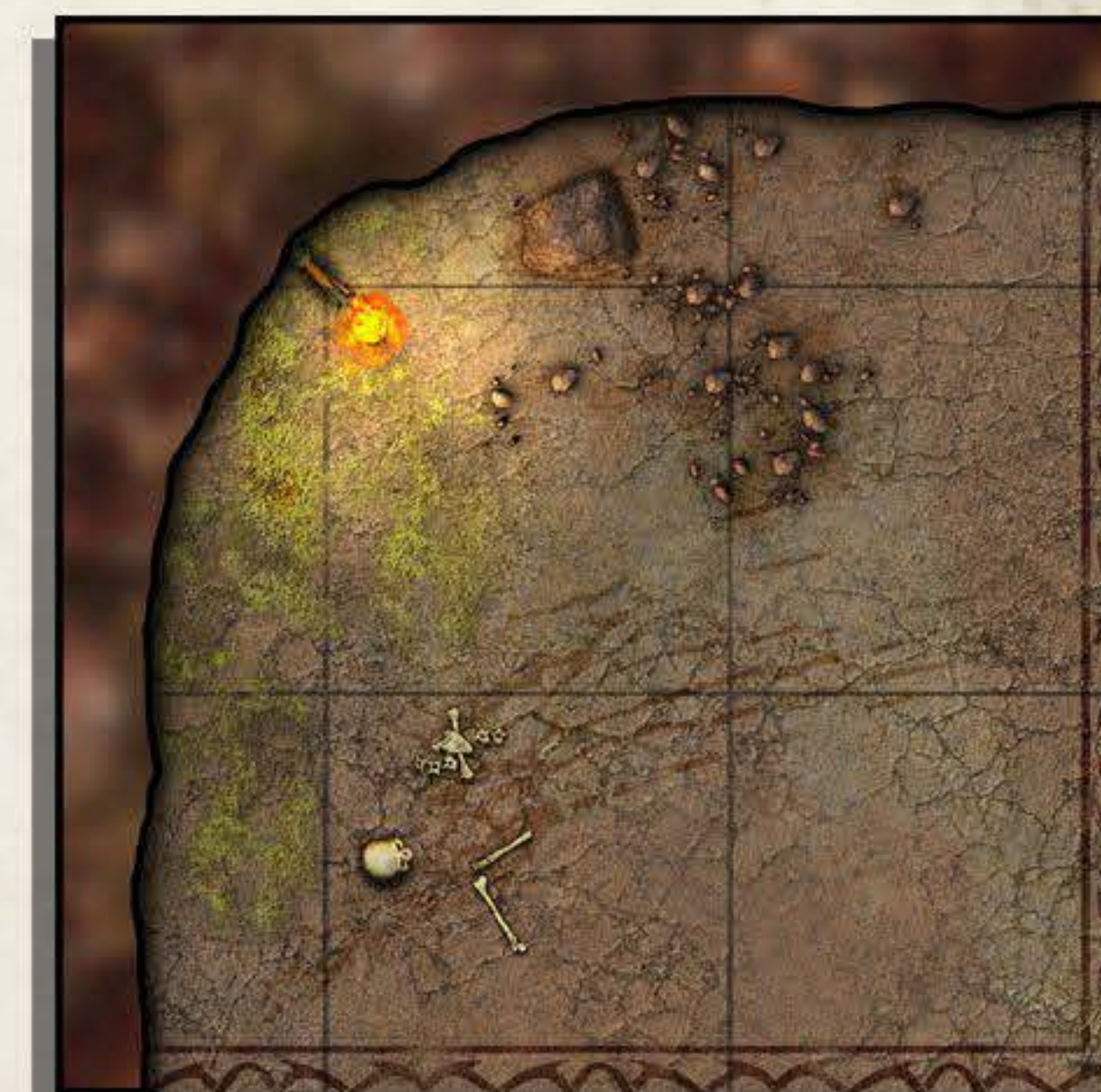
The **Manhole's** token always works with **Manhole with ladder's** token as indicated in the Quest's map. Each token can be opened like standard door. Once this token is opened then the associated token is opened too. Then, both Manhole and Manhole with ladder function like two Magical Portals.



The **Rubble's** token is set up on a Corridor Zone edge. Rubble blocks the Line of Sight and the passage for any actors.



The **Gate's** token can be considered as a Door. However, it can be closed by a survivor spending 1 Action. The gate can't be crossed but don't block Lines of Sight. It has a special effect upon Zombies. Indeed they choose the shortest path as there is no gate. But they cannot pass through a closed Gate. So they will be stuck behind this Gate until it's opened or there is a new shortest path.



The **Corridor's** token works like a Street Zone and allows to connect two Tiles.



IN TENEBRIS SILVAE

The big towns were hit first. This plague seemed to come out of the rotten entrails of these cities. Little by little, smaller towns were hit. You had to run to the countryside to be safe. Now everything has changed. There is no safety anywhere. They are everywhere. Welcome to the Forest of Darkness!

WOODY ZONES

In the forest, a Woody Zone is represented by a tree or a group of trees, identified by their foliage or their naked branches. It is delimited by a grass marking, a building's wall, a stone fence or a tile's edge.

An Actor in a Woody Zone sees into all Zones that share an opening with the Zone the Actor currently occupies. An Actor's Line of Sight, however, is limited to the distance of one Zone.



SWAMPY ZONES

Swampy Zones are like Deep Water Zones. It is very difficult to move through them. Any Actor (Survivors and Zombies) entering a deep water Zone ends his move until the end of his Activation.

Abominations are so huge that they are not affected by deep water Zone's rules.

Dragon Fire has no effect in deep water Zones.

Siege Engines are destroyed whenever they are set in a deep water Zone. Remove the miniature.

Three tokens turn the Zone on which they are put into a Swampy Zone :



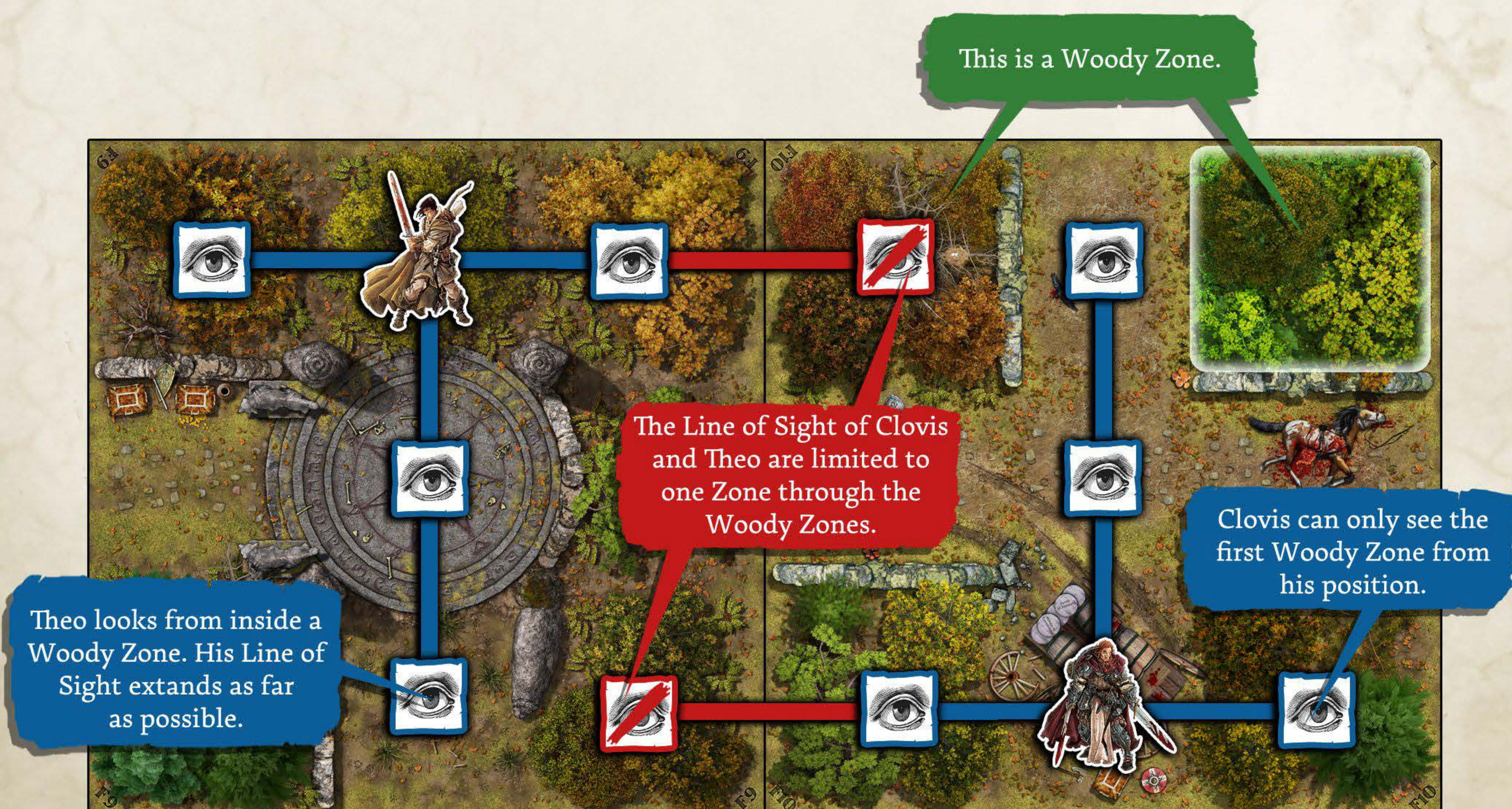
Lifted
drawbridge
token



Swamp token



Collapsed
bridge token



ABYSS ZONE

The mine on F12 tile and the Mine token both depict Zones with deep big holes. Following rules apply on these Abyss Zones :

- **Lines of Sight** : Abyss Zones are considered street Zones for Line of Sight. Dug into buildings, they allow Lines of Sights to go beyond 1 Zone.
- **Movement** : An Actor has to spend 2 additional Actions to get a Move Action out of an Abyss Zone (so, it's usually 3 Actions to get out). An Abyss Zone still counts as a single Zone for determining Zombie routes to Survivors. Hole Zones make great Zombie traps, as they can't get out on their own.
- **Search** : Hole Zones can't be Searched.
- **Zombie spawn** : Don't spawn Zombies in a Hole Zone when a Survivor opens the door of its building.

This token turns the Zone on which it is put into an Abyss Zone.



Mine token

BUILDING AND STREET ZONES

Buildings in the forest are considered as building Zones. Rules concerning Lines of Sight, Movement and Search are the same as the ones inside buildings.

All other Zones, neither building, Woody, Swampy nor Abyss are considered street Zones. Rules concerning Lines of Sight, Movement and Search are the same as the ones on streets.



STONE FENCES

Some tiles have Stone Fences. They are in the line between two Zones. Following rules apply :

- **Line of Sight** : A Stone Fence stops the Line of Sight of any Actor.
- **Movement** : No Actor may Move from one Zone to the other.

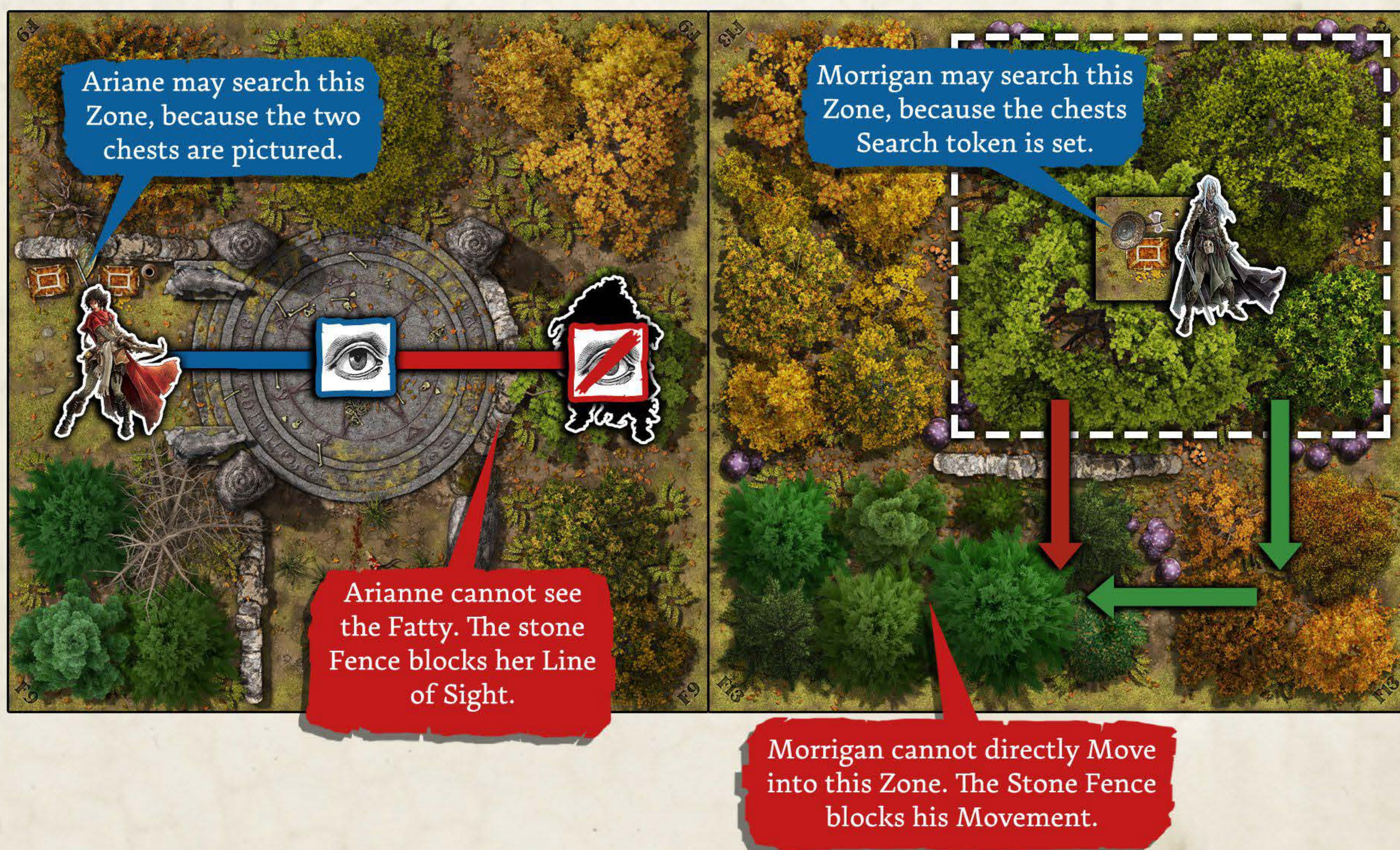
This token turns the delimitation between two Zones into a Stone Fence. Same rules as Stone Fences delimitation on a tile apply :



Stone Fence token



Search token



GATEWAYS

The wild swamp's landscapes are hostile and chaotic. Wooden Gateways are pictured on F5 tile. They cross the swamp's water, linking two adjacent Zones. This allows Actors to move between these Zones.



The Gateway token may be put on the corner of any Zone to ease the way of all Actors.

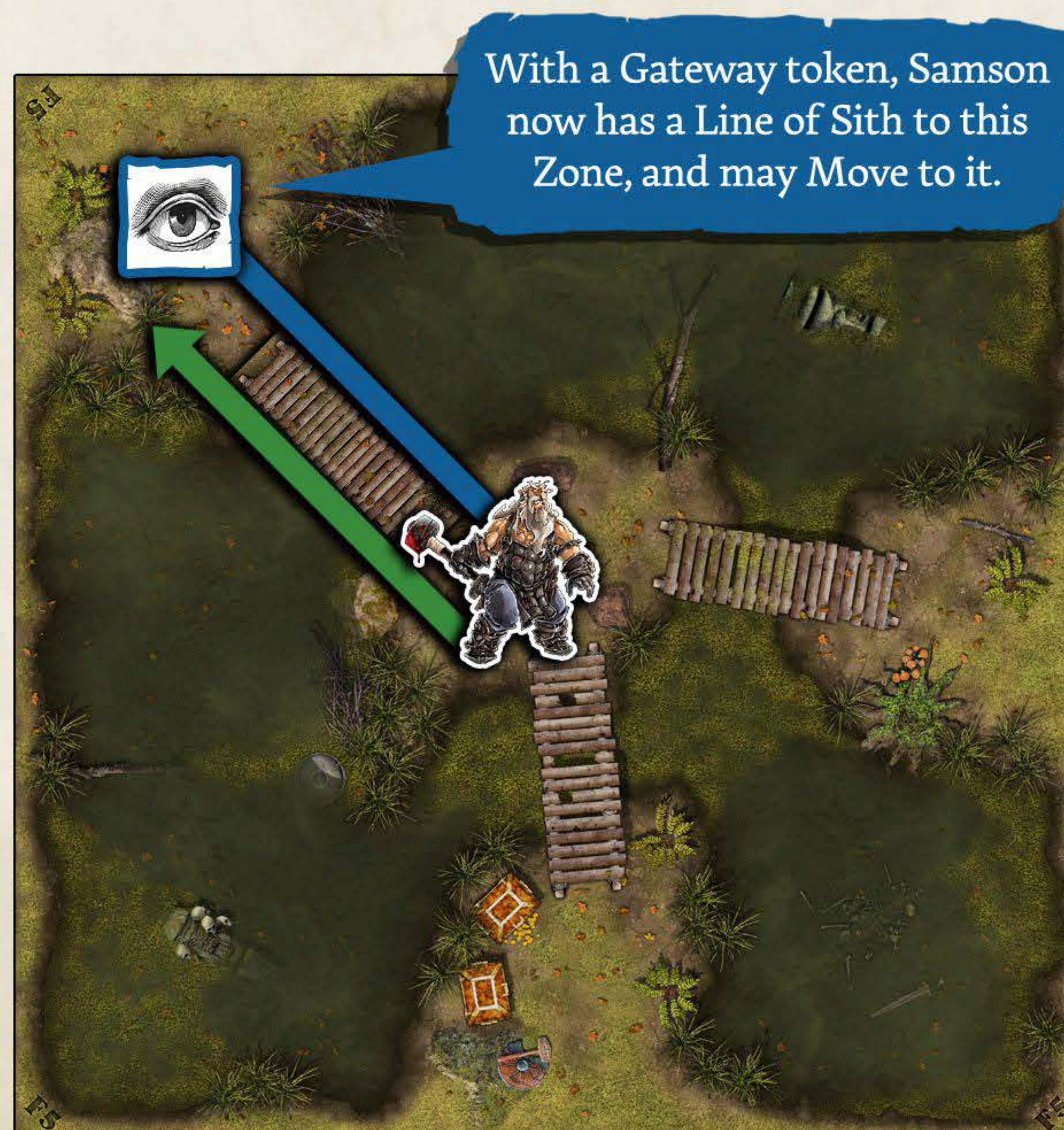
F5 Zones delimitations :



GATEWAY TOKEN

A Gateway token works like the Planks (p. 4). Actors may cross a Swampy Zone more quickly. Zones linked by both ends of a Gateway :

- Share a Line of Sight to each other. Yes, you can shoot diagonally !
- Are considered adjacent for Movement purpose. You can also Move diagonally !
- Zones connected by a Gateway are at Range 1 of each other.





CAMPAIGN THE GREATER EAST

The territories of the Greater East had been relatively untouched by invasions. No one can say why. The first infected were found wandering in the Roches Grises forest. They are getting dangerously close to the villages ...

Ann had convinced her group of friends to accompany her on her crusade. She had spent her entire childhood at the abbey of Baume-Les-Nonnes which made her the formidable warrior we know.

She had to try everything, even sacrificing her own life if necessary!

The morning rain encircles the misty road. The silence extends over the whole valley. Finally, a soaked sign indicates Fort Roulans. The towers of the city stretch gently beyond the fog. After eleven days of walking, the journey ends for the small troop. The doors of the Grand East open before them ...



QUEST 1:

On the East road

EASY / 6+ SURVIVORS / 90 MINUTES

The gates of Fort Roulans are not far away. But first we must cross the village. A strangely quiet village by the way... not a single villager in sight. The night will soon fall and there's this howling which does not cease. Let us hurry and stay on guard!

Material needed: **Zombicide: Black Plague, Wulfsburg, and In Tenebris**

Tiles needed: **F1, F2, F4, F7, F8, F10.**

F2	F4	F7
F1	F8	F10



OBJECTIVES

Look for the villagers! Take all the Objectives

Teamwork: All remaining survivors are safe if they are all together on the Exit area behind the Raised Bridge.

SPECIAL RULES

Setup. Place a random Vault artifact in the Vault.

Hop! The jump skill allows you to jump from one tower to another if they are only one zone apart.

Sad news. Look for the villagers. Each objective is worth 5 experience points to the survivor who takes it.

Heave-ho! To raise the drawbridge, you must place a survivor in each Zone of the castle marked 1 on the map. In the same game turn, the 2 survivors must use 3 actions each to relieve it. Once the drawbridge is raised, no actor will be able to pass. Put the Drawbridge Token on the Drawbridge Zone.



QUEST 2:

Behind the scenes

MEDIUM / 6+ SURVIVORS / 120 MINUTES

There are no survivors, there is no trace of combat in the castle of Fort Rollans. They were taken by surprise. The attack came from the interior of the castle. Did the Zombies go through the sewers? There is only one way to find out... and that's to go down there!

Material needed: **Zombicide: Black Plague, In Tenebris**

Tiles needed: **N2, N4, N6, N9, N12, N13.**

n4	n6
n9	n2
n13	n12



OBJECTIVES

Find the Key. It allows you to unlock the ladder to get out through the sewer.

Escape from this nest of Zombies. Reach the exit. The remaining survivors are safe if they are all together on the Exit area at the end of their turn with no zombies in the zone.

SPECIAL RULES

Setup.

- Place the blue and green objective at random among the red ones, face down.

Look for the Clues: each objective gives 5 experience points to the survivor who takes it.

A nice find: The blue cross entitles you to a vault weapon drawn at random.

The field: The green cross represents the key to unlock the ladder.

It's blocked! The grid of the cell containing zombie's Spawn token cannot be closed.



QUEST 3:

Non-drinkable water

MEDIUM / 6+ SURVIVORS / 120 MINUTES

The clues were helpful. They suggest that there is a Necromancer outpost deep in the swamps east of Bassiliere. We need to find it and destroy it to slow down the Zombie invasion.

The water in the swamps was not poisoned by accident. The more victims there are, the more there will be!

Material needed: **Zombicide: Black Plague, Wulfsburg, and In Tenebris**

Tiles needed: **F7, F12, N8, N9.**

F3	F11
F5	F9
F6	F7



SPECIAL RULES

Setup.

- Place the blue and green objectives randomly among the red ones, face down.
- Place the Zombie Wolf's in the indicated areas

Oh! Each objective gives 5 points to the survivor who takes it

He still has some! The blue invasion zone is activated as soon as the blue objective is taken by a survivor.

Armored door. The green door cannot be opened until the green target has been taken.

Small detail. The water of the swamp is poisoned. the survivors cannot penetrate it.

The mule. The Gateway can be carried by a survivor. for this the survivor spends an action to take it in hand or to put it down. the holder of the Gateway can only have one hand free to hold a weapon. If the survivor is eliminated, the Gateway will remain in place until a survivor takes it back.

OBJECTIVES

Eliminate a pack leader! kill a wolfbomination

Enter the fortress! A survivor can escape as soon as he enters the sewer.



QUEST 4: Bingo!

MEDIUM / 6+ SURVIVORS / VARIABLE

We discovered a survivor. He is being held prisoner in a cell in the basement of this Necromancer fortress. Who knows what his fate will be... we must get him out. In these dark times, showing some humanity is essential to the survival of our species!

Material needed: **Zombicide: Black Plague, Wulfsburg, In Tenebris, and Abomination pack or Knight pack.**

Tiles needed: **N1, N2, N5, N6, N7, N9.**

n1	n2	n9
n7	n6	n5

OBJECTIVES

Free the prisoner! Free and escort the prisoner to the exit zone. The prisoner will follow the first survivor who enters his cell and will follow him until he goes to the exit zone. If the survivor dies, the prisoner will not move until another survivor comes to his zone, then he will follow him. the freed survivor cannot fight but has 3 life points.

SPECIAL RULES

Setup

- Remove all abominations except the standard abomination from the Zombie cards deck.
- Make a "Cells" deck of 5 cards as follows: 3 non-standard abomination cards (your choice), one invasion card, and one Necromacian card.
- Place the 3 abominations corresponding to the "Cell" deck in the cells (N2 tiles). You may place a Survivor Prisoner (Non-Player Character) in place of the Crown Piece. You cannot interact with the interior of the cells until they are opened.

As long as it is the correct Lever! Each objective gives 5 points to the survivor who takes it. After taking an objective, draw a card from the "Cell" deck:

- If it's an abomination, open the door to its cell, it will activate according to its specifications.
- If it is the invasion card, open the cell of the blue spawn counter. The blue invasion area becomes active.
- If it's the Necromancer card, open the prisoner's cell.





Player starting area	Spawn Zone	Exit Zone	
Doors	Objective (5XP)	Rubble	Gate
Flooded Abyss	Stairs	Abomination	



QUEST 5:

The ways of darkness

HARD / 6+ SURVIVORS / 120 MINUTES

The rescued prisoner has given us some valuable information. It seems that there is a way to access the source of this river directly. Indeed the necromancers use a malefic ritual to open a vortex allowing them to move from one place to another instantly! It's black magic, but it may be the only chance we have to kill the evil at the root.

Material needed: **Zombicide: Black Plague, Wulfsburg, In Tenebris, and Abomination pack or Knight pack.**

Tiles needed: **N1, N2, N5, N6, N7, N9.**

OBJECTIVES

One way to hell! The necromancers have opened the vortex but to use it, each survivor must have a malefic relic in his possession (objective). Each survivor will have to find their own relic.

To use the wormhole, each survivor must reach the ritual area (Exit) with a relic. Survivors will be teleported at the end of their turn, if the area does not contain zombies.

F11	F9	F13
F12	F10	F6



SPECIAL RULES

Setup

-Place the blue and the green objectives at random among the red ones, face down.

How ugly! Each objective gives 5 points to the survivor who takes it

It's a gift. The blue or green objective gets a random vault weapon to the survivor who takes it.

Nothing in sight. The green invasion zone remains inactive as long as the green objective has not been taken.

Every man for himself... Survivors cannot exchange objectives.



QUEST 6:

The mousetrap

MEDIUM / 6+ SURVIVORS / 150 MINUTES

In the mouth of the wolf! The vortex that was supposed to lead us to the source of evil was only a trap! We are now trapped in this Necromancer sanctuary. The Xarken, an evil creature, is blocking our way out. We must absolutely find a way to escape if we don't want to end up as Zombies...

Material needed: **Zombicide: Black Plague, Wulfsburg, In Tenebris**
 Tiles needed: N1, N3, N5, N7, N8, N10

n7	n1	n5
n8	n3	n10



OBJECTIVES

Escape! Reach the exit area with all the survivors. A survivor can escape through this area at the end of his turn, as long as it does not contain any Zombies.



SPECIAL RULES

Setup

- Place the blue and green Objective at random among the red ones, face down.

-Place a random vault artifact in the vault.

Go smoothly. Each Objective gives 5 experience points to the survivor who takes it.

Thank you! The blue objective gives a random crypt weapon to the survivor who takes it.

So far so good. The green invasion zone remains inactive as long as the green Objective has not been taken.

What a complex mechanism! The objectives represent levers but only one allows the player to open the way to the exit: it is the blue objective.

The levers must be active 2 by 2. So the survivors must take an even number of objectives during the same game turn.

If only one objective is taken at the end of the survivors' turn, it must be put back in its place and the remaining objectives must be called again. And the survivor who took it loses the experience points he had earned.

When at the end of the survivors' turn, two objectives including the blue one have been taken, remove the Kraken token.



QUEST 7:

Purification by fire

HARD / 6+ SURVIVORS / 150 MINUTES

Baumes-Les-Nonnes must be freed. Indeed, it is an important city for several reasons: It is sacred for the believers, it is the last city before the misty mountains delimiting the border with the territory of the Orcs and its liberation would be an important strategic advance because these high ramparts would allow to stand up to this scourge!



Material needed: **Zombicide: Black Plague**, **Wulfsburg**, and **In Tenebris**

Tiles needed: **1V**, **5R**, **6R**, **7R**, **8R**, **9V**, **10V**, **F1**, **F2**.

1V	8R	7R
9V	6R	5R
F1	F2	10V

OBJECTIVES

The big cleanup. There should be no more invasion zones inside the city (i.e. everywhere except the external zones marked 1). Then eliminate all the remaining zombies inside the city and close the drawbridge.



SPECIAL RULES

Setup.

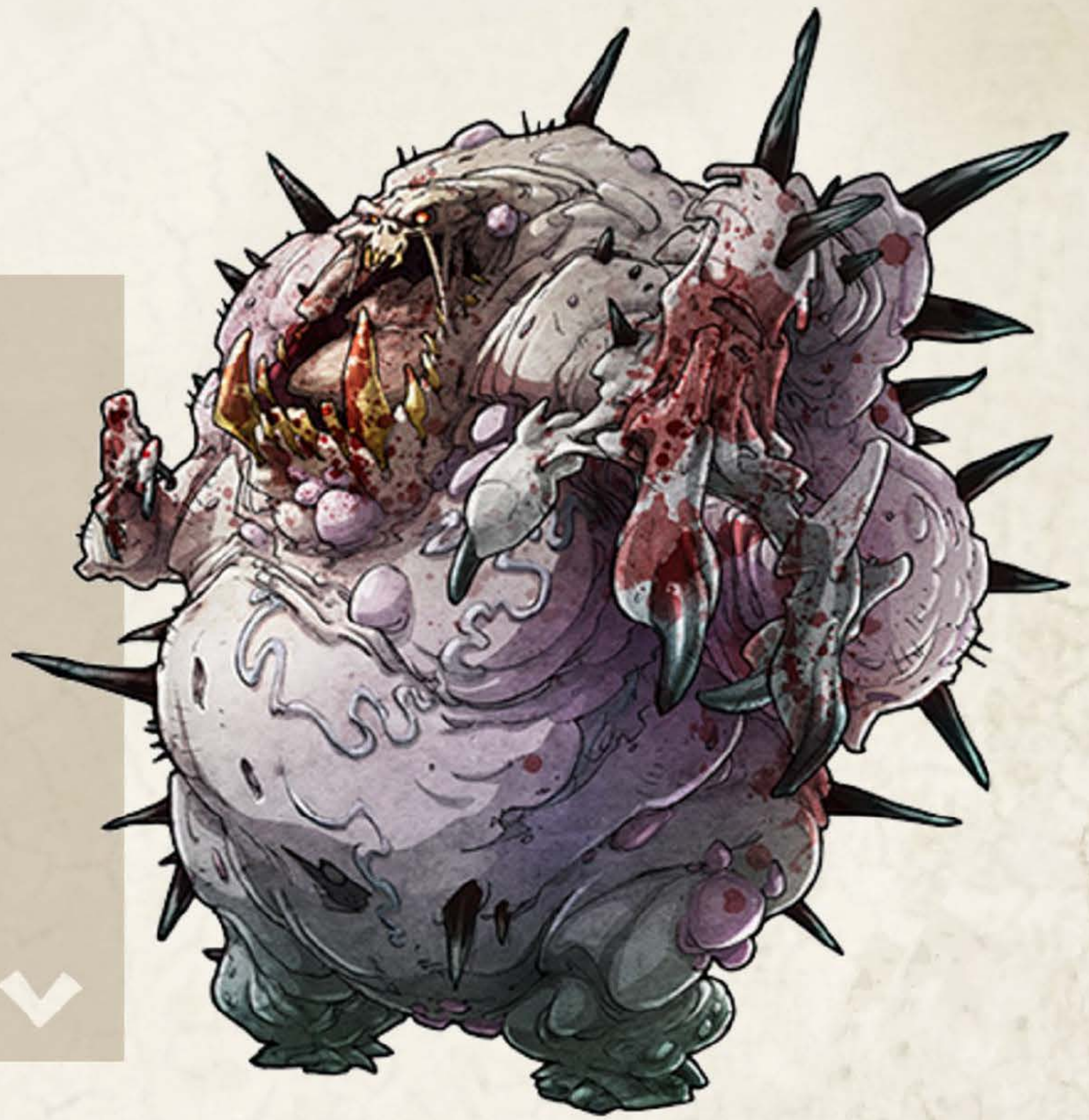
- Place a random vault artifact in each vault.

Hop! The jump skill allows you to jump from one tower to another if they are only one zone apart.

Good Samaritans. Search for rescued inhabitants. Each objective gives 5 experience points to the survivor who takes it.

One more effort! To raise the drawbridge, you must place a survivor in each zone of the castle marked (2) on the map. In the same turn, the two survivors must use 3 actions each to raise the drawbridge. Once the drawbridge is raised, no player can pass. Put the Drawbridge counter on the Drawbridge Area

Blessing. Baumes-les-nones is a holy city that has seen many miracles. Removing an invasion zone is one of them. So the survivors can remove an invasion zone within the city only. To do this they will have to set a dragon fire on the area containing the invasion zone(s).



QUEST 8:

The abandoned mine

HARD / 6+ SURVIVORS / 120 MINUTES

Baumes-Les-Nonnes must be freed. This is a double victory because on the one hand we have a place to take refuge and on the other hand we have learned that the origin of this epidemic comes from a sanctuary of Necromancers who practice the darkest of witchcraft. So before going there, we will have to visit the abandoned mine in the misty mountains to get some holy relics that should protect us against this curse!

Material needed: **Zombicide: Black Plague, Wulfsburg, and In Tenebris**
Tiles needed: **F7, F12, N8, N9.**

OBJECTIVES

In a safe... and holy place. Collect all the holy relics and take refuge in the abundant church. You win the game when the survivors are in the End of Round Phase and no Zombies are there.

SPECIAL RULES

Setup.

- Place a random vault artifact in the vault.
- Place the blue and green objectives randomly among the red ones, face down

The Holy Relics. Each objective gives 5 points to the survivor who takes it.

But where is this damn key hidden? The blue door can't be opened until the blue objective is taken.

And it continues! The green invasion zone is activated as soon as the green objective is taken by a survivor. This one gets a vault weapon.

No need to think! When an actor falls into a mine shaft on level 0 of Zones 1 or 2, he is immediately placed on level -1 in the Zone of the corresponding number.



Level 0



Level -1



Level -2



QUEST 9:

At the origins of evil

VERY HARD / 6+ SURVIVORS / 150 MINUTES

Thanks to the Holy Relics we could finally enter In Tenebris Sanctuary! You are the most evil place ever, the source of the scourge, where Necromancers practice the darkest of sorceries.

You are our only chance to eliminate the root of the evil. We must kill every last necromancer. But we must act quickly before they are spotted and flee...

Material needed: **Zombicide: Black Plague, In Tenebris, and 1 or more additional necromancers.**

Optional Material: **Zombicide: Wulfsburg, Green Horde, and Guest box containing Necromancers**

Tiles needed: **N1, N2, N3, N4, N5, N6, N7, N8, N9.**



OBJECTIVES

Send them all to hell! Eliminate all Necromancers, the source of this scourge:

Necromancers can only be permanently eliminated if their resurrection spell is broken. For this, all red objectives (5) must be taken. Then, only Dragon Fire can destroy a Necromancer.

If a Necromancer is killed without Dragon Fire or the spell is not broken, use the usual rules (remove the Necromancer and an Invasion Token from the board).

When a Necromancer is eliminated by Dragonfire and the Resurrection Spell is broken, remove all of his cards from the Zombie deck.

The game is won when all Necromancer cards (6) are removed from the Zombie deck.

SPECIAL RULES

Setup

- Place the blue and green objectives randomly among the red ones, face down.

- Place a random vault artifact in the vault.

- Use between 2 and 6 Necromancers. Replace the 6 Standard Necromancer cards with any combination of your favorite Necromancers. Then reshuffle the 6 chosen cards into the Zombie deck.

- Optionally, place the Green Horde and Wulfsburg invasion cards in the Zombie deck. The Horde rule does not apply.

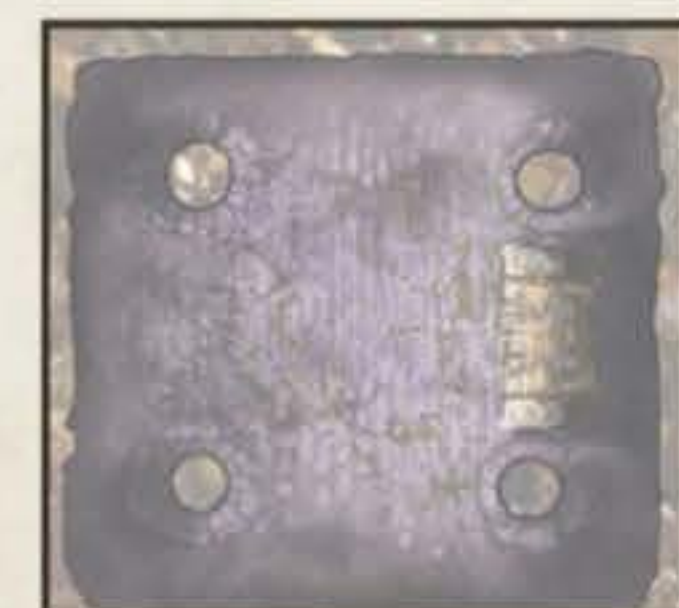
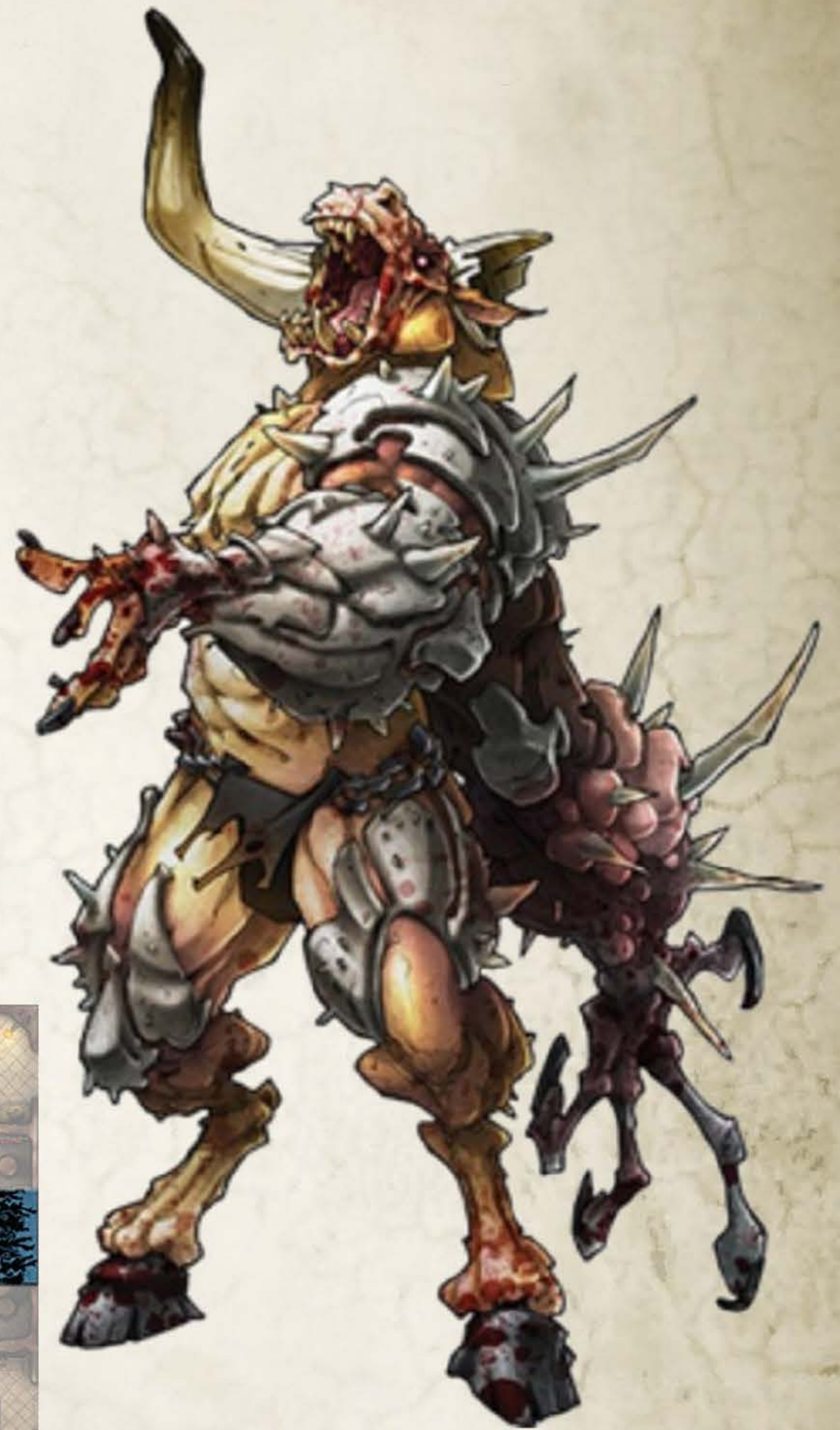
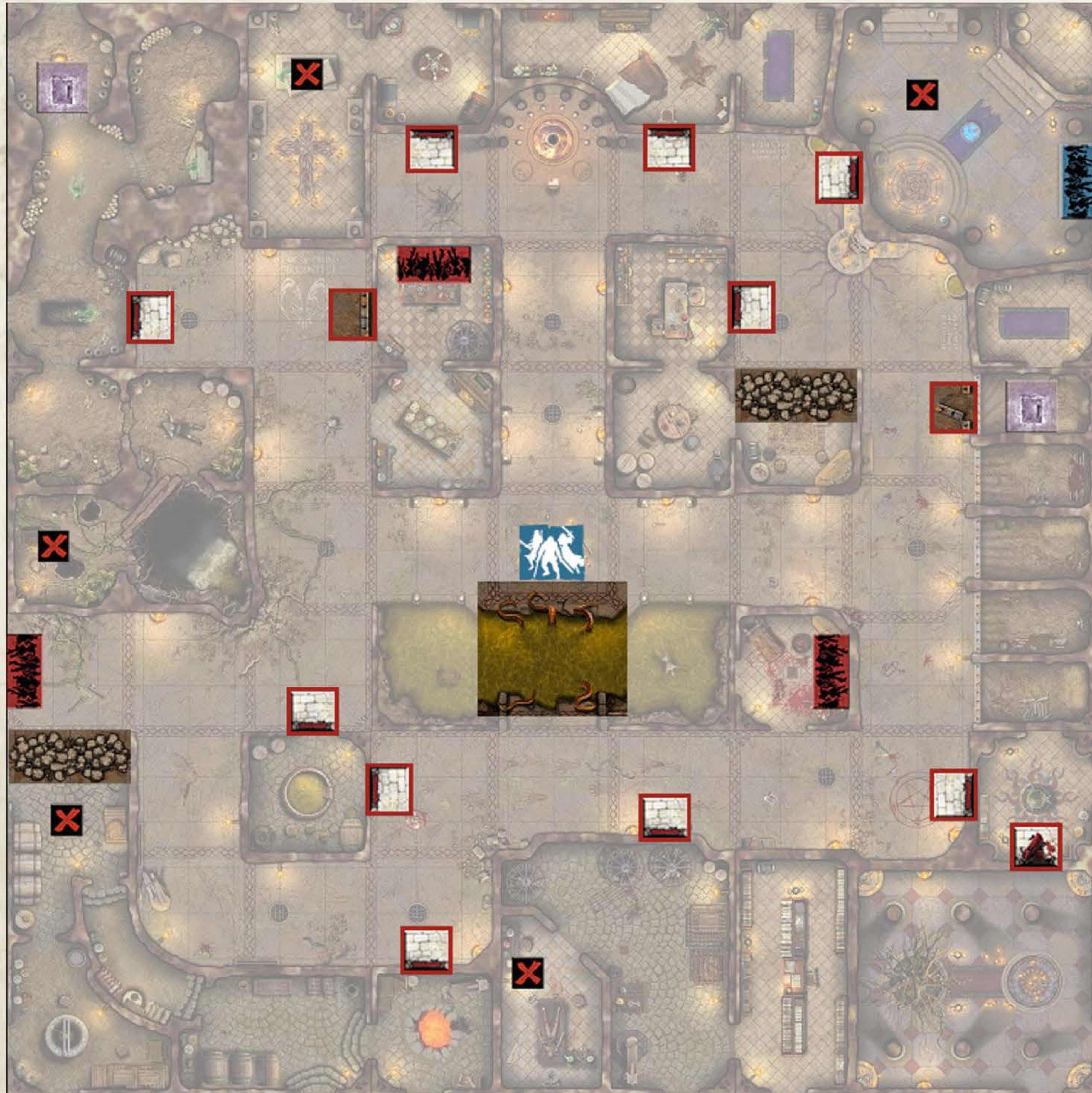
Bloody Relics! Each objective gives 5 points to the survivor who takes it

The Cabal. In this part apply the rules of the Necromancer's cabal.

There will be something for everyone! The blue invasion zone remains inactive as long as the blue target has not been taken.

Thanks to whom? The green objective yields a vault weapon to the survivor who takes it and removes the Kraken token from the board. The deep water areas are not accessible to the players until the Kraken token is removed.





n8	n6	n3
n9	n1	n2
n4	n7	n5

Epilogue: We have survived this Adventure and liberated the Great East! That was the good news, the bad news is that we now know that the river has also invaded the Orc territory. We'll have to help them get rid of the scourge or we'll never be safe from another invasion...

QUEST 10 (Bonus):

The chasm of Melh

MEDIUM / 6+ SURVIVORS / 150 MINUTES

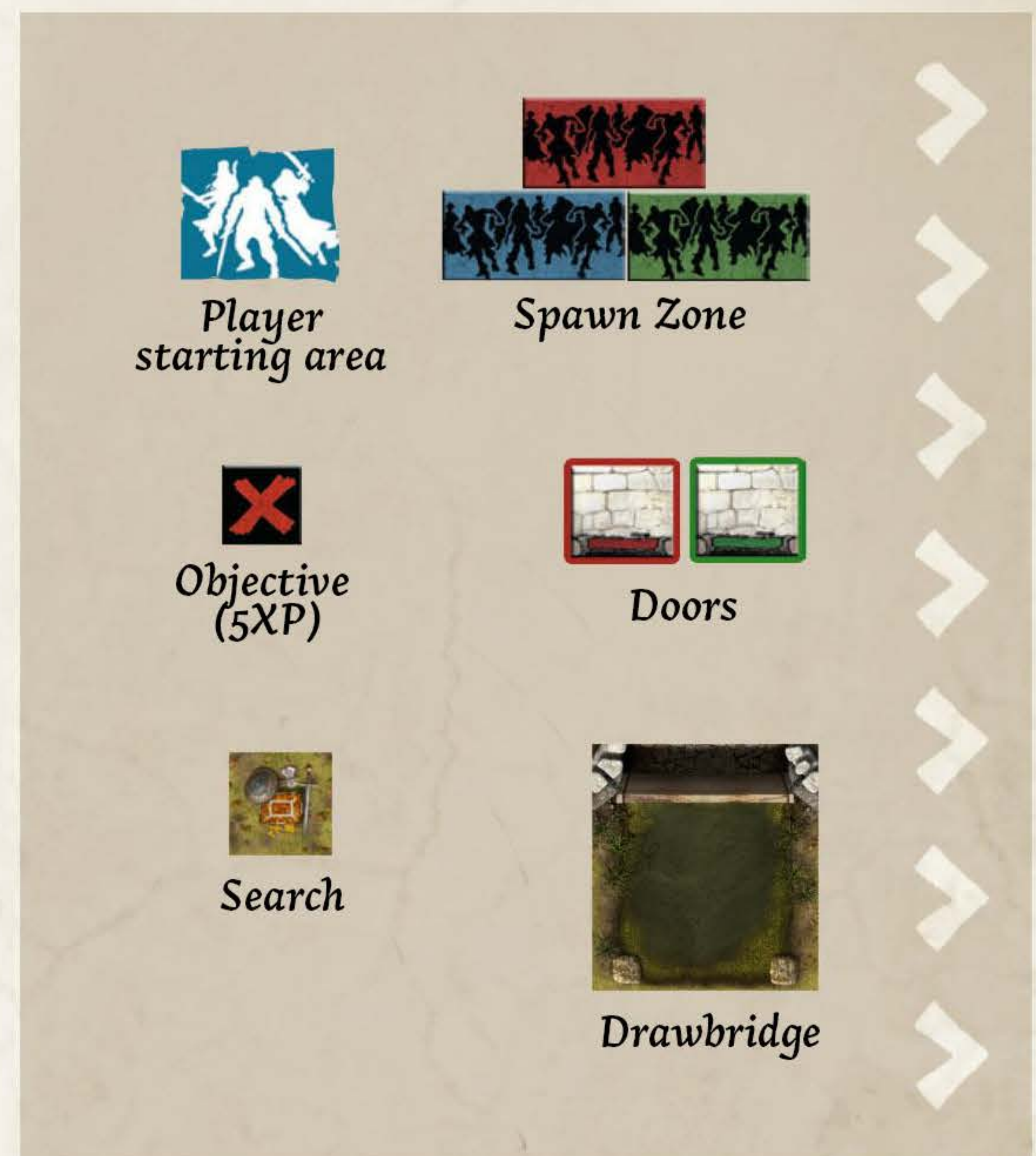
Having realized that we are a real danger, the orc necromancers have decided to eliminate us at all costs. We had to leave the necromancer sanctuary through an underground passage that led us to an abandoned fortress... But the Green Horde was already there to prevent us from escaping. However, one of us managed to escape to get help. So we will have to hold our positions until the reinforcements arrive.

A legend tells that once, right here, a troop composed of men, elves and dwarves stood up to a great army of orcs, far superior in number. May we in turn achieve the same feat...

Material needed: **Zombicide: Green Horde (or Black Plague), In Tenebris, Wulfsburg.**

Optional Material: It is possible to replace **Green Horde** with **Black Plague**. In this case replace the 12v tile with the 1v tile. Do not place the trebuchet.

Tiles needed: **10V, 11V, 12V (or 1V from Black Plague), F1, F2, F3, F9, F10, F13.**



OBJECTIVES

Stay alive until reinforcements arrive! The Zombie deck will not be reshuffled once all the Objectives have been taken. You win the game when all the Objectives have been taken and the Zombie deck is empty.

SPECIAL RULES

Setup.

- Place the Blue and Green objective at random among the reds, face down.
- Place the Raised Drawbridge token on the Drawbridge Area.

How the game is played : At the beginning of each survivor's turn, the first player must draw an objective of his choice. This is not an action, the survivor does not have to be in the objective area.

- o If the objective is red, all survivors gain 5 experience points.
- o If the objective is green, the zombie reinforcements arrive and the green door gives way: The green invasion zone becomes active and the green door counter is flipped over. The survivor who took the green objective gains a vault card and all survivors gain 5 experience points.
- o If the objective is blue, the zombie reinforcements arrive and the drawbridge chains break: the blue invasion zone becomes active and remove the drawbridge counter from the board. The survivor who took the blue objective gains a vault card and all survivors gain 5 experience points.

The necromancers have decided to eliminate all survivors. They no longer try to escape and, like the other zombies, attack the survivors. When a Necromancer dies, only one Necromancer invasion counter can be removed from the board. The game is not lost if there are 6 or more invasion zones.



10V	12V	11V
F1	F2	F3
F13	F10	F9

Setup for the Black Plague version:
replace the 12v tile with the 1v tile.





THANK YOU !

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<http://zombicide.eren-histarion.fr>

Every member had the opportunity to bring his little brick to this (medieval) house. In Tenebris should stand out as a wonderful example of community creation.

Thank to each one of you !

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