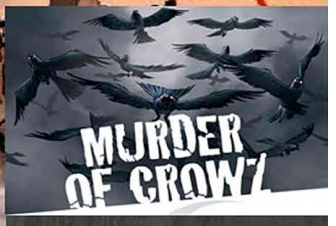
ZOMBICIDE

COMBINED RULES

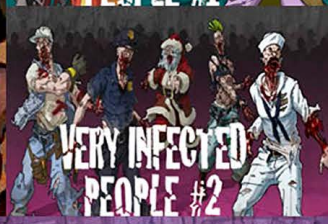


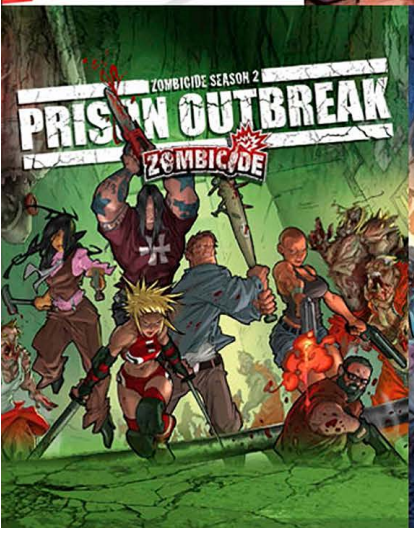






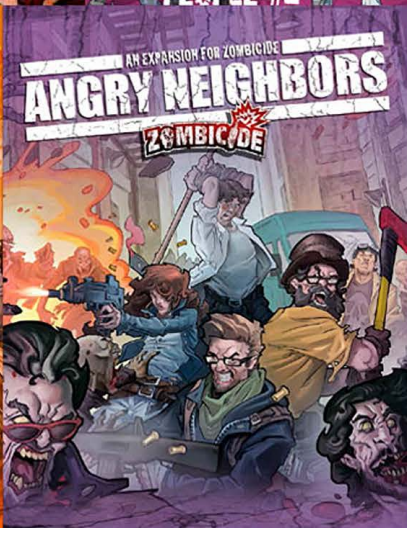














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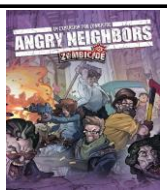
#1 GAME CONTENTS

Components	SEASON 1	SEASON 2		SEASON 3		Zombie Dogz	Dog Companions	Murder of Crows
								
Double-Sided Tiles	9	4	9	9	3			
Dice	6 (red)		6 (red)	8 (yellow)				
Zombie Spawn Cards	42 (#1-42)	12 (#67-78)	42 (#79-120)	48 (#145-192)	12 (#193-204)	12 (#55-66)	12 (#121-132)	11 (#235-245)
Equipment Cards	62	28		86	27			
Wounded Cards	6	16		12	16			
Tent Cards				11				
Team Action Cards				9				
Companion Cards					8			
Survivor ID Cards	6	10 (double-sided)	6 (double-sided)	12	4 (double-sided)			
Experience Trackers	6	10	6	12	4			
Miniatures								
Survivor/ Zombivor Miniatures	6	14	12	12	8			
Companion Miniatures					8			
Crawlers				15				
Seekers					18			
Walkers	40		30					
Berserker Walkers			16					
Toxic Walkers		16						
Skinner Walkers				40				
Runners	16		12					
Berserker Runners			8					
Toxic Runners		8						
Skinner Runners				16				
Fatties	8		6					
Berserker Fatties			4					
Toxic Fatties		4						
Skinner Fatties				8				
Abomination	1		1					
Berserker Abomination			1					
Toxic Abomination		1						
A-Bomb Abomination				1				
Zombie Dogs						20		
Dog Companions							6	
Crows								15

Tokens

		SEASON 1	SEASON 2		SEASON 3	
						
	Zombie Spawn Zone	6 (in 2 colors)	4 (in 4 colors)	6 (in 6 colors)	6 (in 3 colors)	
	Spawn Locator				6	
	Exit Point	1		1	1	
	Car Tokens	4		4		
	Cell Doors			16		
	Doors	12		14	11 (in 3 colors)	
	Noise Tokens	18		18	24	
	Objective Tokens	10 (in 3 colors)			10 (in 3 colors)	
	Observation Towers			2		
	Rotating Security Gate			1		
	Skill Counters	24	12	24	24	8
	Switches			3 (in 3 colors)		
	Torn Barbed Wire			2		
	Born Leader Token			1		
	First Player Token	1 (token)	1 (skull)		1 (token)	
	Rubble		6 (4 Small, 2 Large)			
	Barricades		4			8
	Mall Double Door		5 (2 colors)			
	Mall Door Token		16			
	Rotten Skill Token		2			2
	Stairs				1	
	Helicopter / Helicopter Base				1	
	Event Trigger				6	
	Companion Token					8

Card Lists

	SEASON 1	SEASON 2		SEASON 3	
					
Spawn Cards	#1-42	#67-78	#79-120	#145-192	#193-204
Equipment Cards	Aaahh! (4) Bag of rice (3) Baseball bat (2) Canned Food (3) Chainsaw (2) Crowbar (2) Evil Twins (1) Fire Axe (2) Flashlight (2) Gasoline (2) Glass Bottles (2) Goalie Mask (1) Katana (2) Machete (4) Ma's Shotgun (1) Molotov (2) Pan (3) Pistol (3) Plenty of Ammo (bullets) (3) Plenty of Ammo (shotgun shells) (3) Rifle (2) Sawed Off (4) Scope (2) Shotgun (2) Sub MG (2) Water (3) Wounded (6)	.44 Magnum (2) 911 Special (1) Assault Rifle (2) Betty (1) Cookies (2) Doug's Dream (1) Flamethrower (1) Gas mask (2) Hollow-point rounds (2) Jack & Jill (1) Laser pointer (4) Ned's Atomic Flashlight (1) Pa's Gun (1) Pan (4) Spare change (2) Sweet Sisters (1)	Automatic Shotgun (2) Aaah! (4) Bag of Rice (3) Baseball Bat (2) Canned Food (3) Chainsaw (2) Claw Hammer (4) Concrete Saw (1) Fire Axe (2) Flashlight (2) Gasoline (2) Glass Bottles (2) Gunblade (2) Hatchet (4) Katana (2) Kukri (4) Meat Cleaver (2) Molotov (2) Nailbat (2) Nails (2) Nightstick (3) Pistol (6) Plenty of ammo (heavy) (3) Plenty of ammo (light) (3) Rifle (2) Riot shield (2) Sawed off (4) Scope (2) Shotgun (2) Sub MG (2) Wakizachi (2) Water (3)	Aaahh! (6) AK-47 (2) Bow (4) Bulletproof Vest (6) Chainsaw (2) Crowbar (4) Double Barrel (2) Fire Axe (4) Gasoline (3) Glass Bottles (3) Goalie Mask (1) Knife (4) La Guillotine (1) Mac-10 (4) Molotov (3) MP5 (4) Nailbat (1) Pistol (4) Plenty Of Ammo (heavy) (4) Plenty Of Ammo (light) (4) Rifle (2) Saber (3) Sawed-Off (4) Scope (2) Shotgun (2) Sword (3) Urban Mace (4)	Crossbow (2) Energy Drink (6) Flaming Nailbat (1) Handcannon (2) Nico Special (1) S.B.F. (2) Sub MG (2) The Holy Pan (1) The Reaper (1) The Zombicider (1) Uber Shield (1) Winchester (2) Zantetsuken (1) Zomb'Knuckles (4)

#2 SURVIVE AND WIN



Zombicide is a cooperative game where players face hordes of Zombies controlled by the game itself. Each player controls one, two, three, or four Survivors of a Zombie infection. The goal is simply to complete the Mission objectives and live to see another day.

The good news: Zombies are slow, stupid, and predictable. The bad news: there are a lot of Zombies!

Survivors use whatever they can get their hands on to kill Zombies. If they find bigger weapons, they can kill even more Zombies!

You can trade equipment, give and receive (or ignore) advice, and even sacrifice yourself to save the girl! Only through cooperation, however, can you achieve the Mission objectives and survive. Killing Zombies is fun, but you will also need to rescue other Survivors, clean out infested areas, find food and weapons, take a ride through a ghost town, and much more.

After experiencing Zombicide, your gaming group will be the ultimate zombie killing team in town!



PRISON OUTBREAK A STANDALONE GAME & AN EXPANSION

Zombicide: Prison Outbreak is meant to be played as a standalone game. However, its components are fully compatible with the original *Zombicide* game, called Season 1, and the *Toxic City Mall* expansion. Mix them up and explore new ways to hunt zombies!

Some rules described here may differ from Season 1.

Rules described for *Prison Outbreak* take priority.



TOXIC CITY MALL

People hung around malls for as long as I can remember. They loitered, watched ads, ate bad food, and bought useless things just to feel, well, alive. Now I realize most-if not all-of them were zombies before they turned into infected monsters. Not too long ago, they ran after the latest handbag or shoes. Now, they Arun after the best meal around. That means you. Me. All of us; the survivors. Welcome to the mall: it's Black Friday and YOU are the best offer.

It gets worse, though. The zombies we found in the mall are strange. When you hit them, they release some kind of toxic-stuff. It's in their blood, and it sticks around. Simple exposure irritates skin. Breathing or swallowing it can be lethal. Watch out for your eyes, too. Nobody knows how their blood got so toxic. Personally, I think it's the food. Eating mall food for so long can't be good.

Malls were favored shelters when the first zombies appeared; lots of space and stuff to live on while waiting for rescue. It was a bad idea. When the rescue squads came, malls became traps. Malls are easy to spot and hard to defend, so the whole area turned into a battlefield. Some buildings collapsed, and barricades went up everywhere. Some blocks even look like they got hit by an air strike.

You'd like to play with Toxic City Mall? Unless stated otherwise in the Mission's briefing, add all Zombicide Expansion: Toxic City Mall's Equipment and Zombie cards to their respective standard piles.
Put aside the following card: Pa's Gun.



RUE MORGUE A STANDALONE GAME & AN EXPANSION

Zombicide Season 3: Rue Morgue is playable as a standalone game. However, its components are fully compatible with other *Zombicide* boxes like *Zombicide Season 1*, *Zombicide Season 2: Prison Outbreak*, as well as the *Angry Neighbors* and *Toxic City Mall* expansions. Mix them up and explore new ways to hunt Zombies!

Some rules described here may differ from previously released rules.

Rules described for *Rue Morgue* take priority.

A couple of months have passed since the zombie outbreak. Our world has changed. Civilization, laws, frontiers-all these belong to the past. Humanity and zombies are engaged in a war of extinction. Zombies keep on roaming and moaning around, but most have gotten skinny from lack of prey. These infected have turned into walking nightmares and shamble in ghost towns.

After the first frenzied weeks, the resistance got firm, and many survivor teams made a name for themselves.

Of course, we had to adapt. The ways we used to live, to work, to think, are fading memories. We're all survivors now, dressed and trained as such. Also, we're just as hungry as the zombies. Supplies are scarce, as we have explored and depleted all but the most dangerous areas.

And we re not all trustworthy. Some survivors cross the thin red line. They throw away any values and turn into monsters. If you don't understand what I mean, you'll find out soon enough.



ANGRY NEIGHBORS

Evolution is nature's way, except when humanity lends a hand. This time, we messed things up very badly. We spawned a new species that is really eager to wipe us out. The initial outbreak gave way to a full-scale war between humanity and zombies. We are the resistance.

The first step to opposing our angry neighbors is to regroup. We are looking for other survivors and have already made contact with some of them. Most are not as experienced as we are at zombicide, but they can learn. Zombies can't.
Evolution, like I said.

Angry Neighbors requires a core Season box to play and is compatible with all Zombicide products.

Welcoming your new neighbors in your Zombicide game is pretty easy. Unless stated otherwise in the Mission's briefing, simply add all *Angry Neighbors* Equipment (except for Companion Equipment cards) and Zombie cards to their respective standard piles.

#3 SETUP

1 ▶ Choose a Mission.

2 ▶ Place the tiles.

3 ▶ Place the doors, the cars, and Objectives as indicated by the mission.

4 ▶ Put aside the Pimpmobile cards (Evil Twins, Ma's Shotgun, Gunblades), Molotov, Pan, Nailbat, Nightstick, Bulletproof Vest, La Guillotine, and Wounded cards. Also keep a single Fire Axe, Crowbar, Claw Hammer, Bow, and Pistol card.

4b ▶ **(RUE MORGUE)** Assemble one to four teams. Each player joins a team (a team may have several players) and gathers 1 to 6 Survivors for him to play. Players sit around the table in any order they choose, either grouping teams together or interspersing players from different teams. Each team must have the same number of Survivors. You must have a total of between 6 and 12 Survivors. For new players, a single team with 6 Survivors is recommended.

5 ▶ Shuffle the Zombie cards into one deck and the Equipment cards into another, then place them face-down close to the board

6 ▶ Each player chooses his Survivors based on the number of players:

1 player: 4 to 6 Survivors.
2 players: 3 Survivors per player.
3 players: 2 Survivors per player.
4 to 6 players: 1 Survivor per player.

7 ▶ Place the miniatures representing the chosen Survivors on the starting area as indicated by the mission.

8 ▶ Place your Survivor's Identity Card in front of you, showing the "standard" version of your Survivor (the other side shows his Zombivor version and is marked with a biohazard symbol). Experienced players may begin the game with Zombivors. Place an experience tracker on the first square in the blue area of the Danger Bar, and place a Skill counter on the first corresponding Skill.

9 ▶ Randomly deal the starting equipment: a Fire Axe, Crowbar (Claw Hammer), Pistol, and enough Pans (Nightsticks) so that each Survivor gets one card. (**RUE MORGUE:** Each *team* receives a single Bow, Crowbar, and Fire Axe card and assigns each of them to a Survivor. Distribute the remaining Bow, Crowbar, and Fire Axe cards at random among unarmed Survivors, until each Survivor has at least one weapon). If a Survivor's starting Skill lists any starting weapons, he receives those cards now, independent of the starting Equipment that's just been distributed.

10 ▶ Decide who will be the first player, and give him or her the First Player token (or skull). Zombicide is a cooperative game, so do not pick randomly!

NIGHTSTICKS AND PANS

The *Zombicide Season 1* game includes Pans as part of the starting Equipment cards. In *Zombicide Season 2: Prison Outbreak*, these are replaced by Nightsticks.

If you own both games, deal Nightsticks as part of the starting Equipment. If there aren't enough starting Equipment cards, then deal Pans as well.

#4 GAME OVERVIEW

Zombicide is played over a series of game turns, 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 (and Team Actions) may allow him to perform extra Actions as the game progresses. The Survivor uses his Actions to kill Zombies, move around the map, and perform other tasks to accomplish the various Mission 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.

ZOMBIES' PHASE

All of the 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 they see or, if they don't see any, toward the noisiest Zone. 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 of the active Spawn Zones on the board.

END PHASE

All Noise tokens are removed from the board, and the first player hands the "first player" token to the player on his left. Another game turn then begins.

WINNING AND LOSING

The game is lost when all Survivors have been gruesomely killed and eliminated from the game.
The game is won immediately when all of the Mission objectives have been accomplished. Zombicide is a cooperative game, so all players win if the Mission objectives are fulfilled, even if all of a player's Survivors have selflessly given their lives in heroic sacrifice. (A stupid death or willful suicide, on the other hand, can hardly be considered all that victorious…). Some games can be lost when certain conditions are met
(leaving someone behind, for example).

The Players' Phase and Zombies' Phase are explained in depth in Chapters #6 and #7.

#5 THE BASICS

USEFUL DEFINITIONS

ACTOR
A Survivor or Zombie.

ZONE
Inside a building, a Zone is a room.

On the street, a Zone is the area between two pedestrian crossings and the walls of buildings along the street. A single Zone may extend over two tiles or even four tiles.

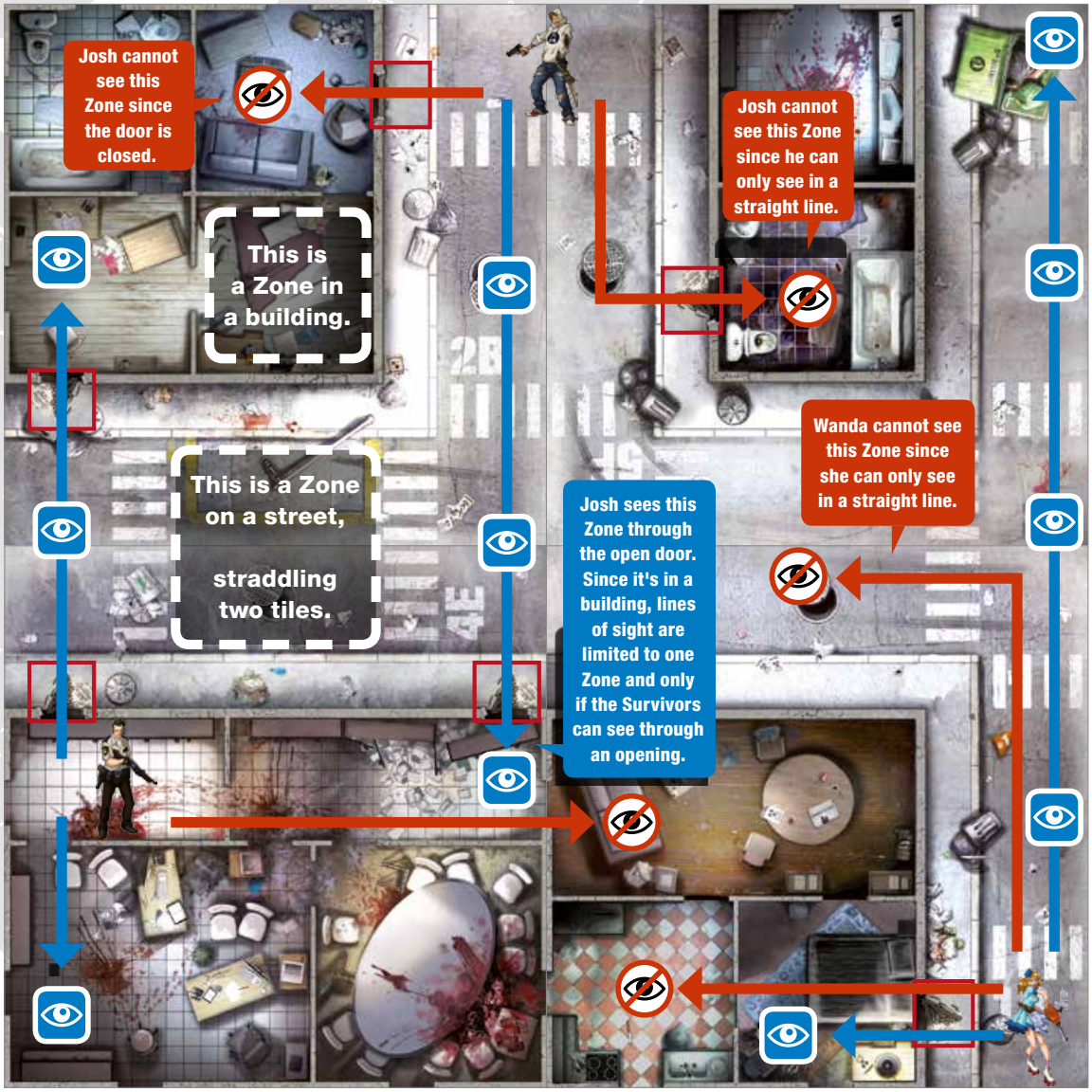
LINE OF SIGHT

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 inside the building.

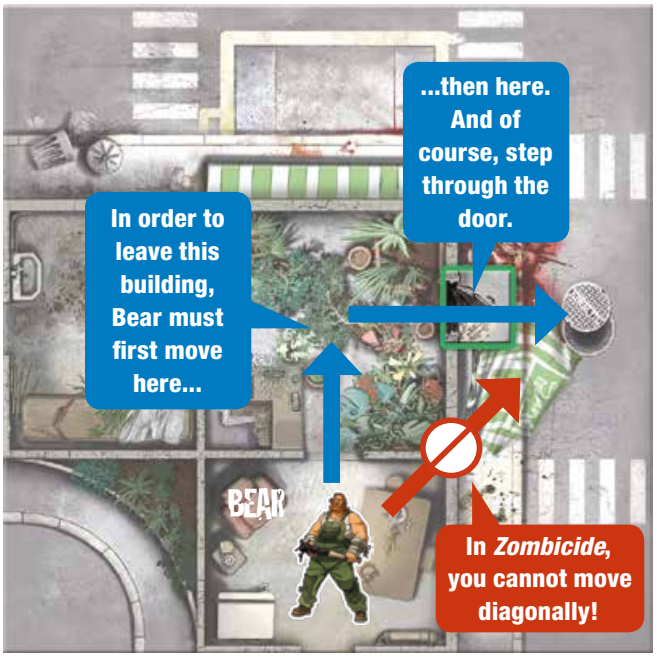


MOVEMENT

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 to move from a building to the street and vice versa.

Inside a building, Actors may move from one Zone to an-other as long as these Zones are linked by an opening. The position of the miniature in the Zone and the layout of the walls do not matter, as long as the Zones share an opening.



NOISE

Firing a gun or smashing through a door makes noise, and noise attracts Zombies. Each Action that opens a door with a noisy weapon or attacks with a noisy weapon (see "Noisy Weapons" next column) produces a Noise token.

- Place this token in the Zone where the Survivor resolved the Action.
- 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 always removed from the board in the End Phase.

NOTE: Each Survivor miniature also counts as a Noise token. Yes, they just can't seem to stay quiet.

EXAMPLE: Ned opens a door with a Fire 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 a couple of whacks. The Fire Axe is a silent killing weapon, so this action produces no noise. There remain two "noises" in this Zone, however: the token produced by opening the door and Ned's miniature itself.

In another Zone, Amy executes three Ranged Combat Actions with her two Dual Sub MGs. Although she rolled six dice, she gets only three Noise tokens in her Zone, one for each Ranged Action. The tokens remain on the square where she produced them; they don't follow Amy when she moves.

READING AN EQUIPMENT CARD

DOOR-BREACHING, ZOMBIE-KILLING, AND NOISY EQUIPMENT

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



Equipment that allows you to open doors has this symbol.



Equipment that allows you to kill Zombies has this symbol. Combat characteristics are written 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.

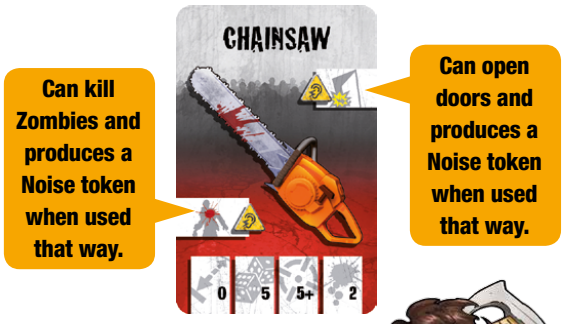


This Action isn't noisy and does not produce a Noise token.

EXAMPLE 1 – The Fire Axe:



EXAMPLE 2 – The Chainsaw:

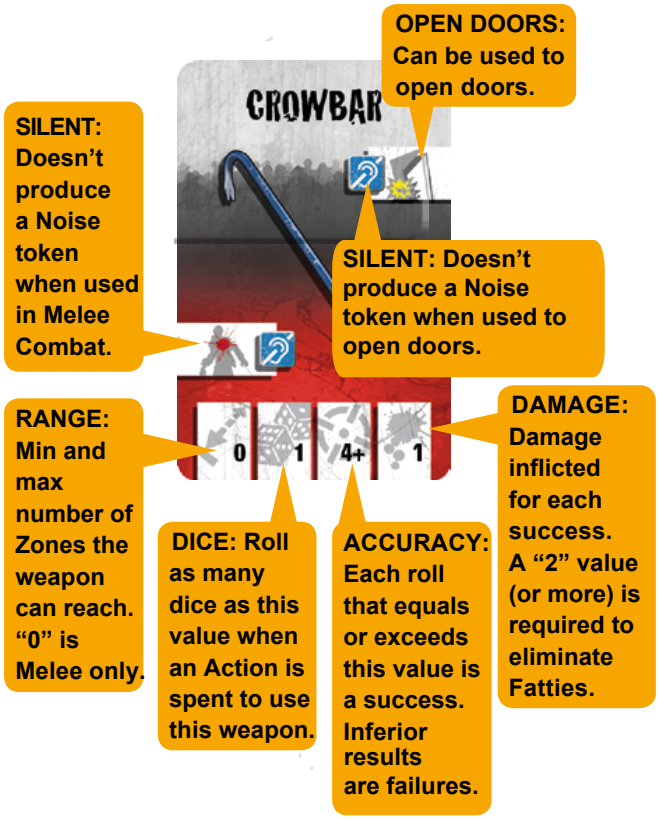




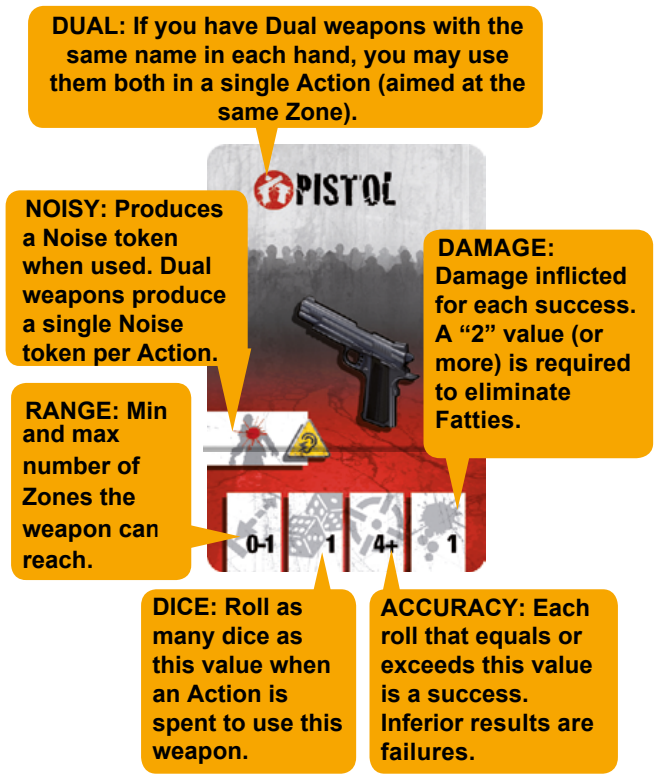
COMBAT CHARACTERISTICS There are two kinds of weapons in *Zombicide*:

- **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.
Examples: Crowbar, Fire Axe, etc.

- **Ranged weapons** have a maximum Range value of "1" (or more). They are used with Ranged Actions. Attacking at Range 0 with a Ranged weapon is still a Ranged Action. Examples: Pistol (Range 0-1), Rifle (Range 1-3), etc.



MELEE WEAPON CARD



RANGED WEAPON CARD

IMPROVED WEAPONRY

Specific Equipment cards can be combined to build im-proved weaponry. Take the two appropriate cards, which the Survivor must already have in his inventory, and combine them into the new weapon. This does not cost an Action, and the new weapon occupies only a single slot in your Survivor's inventory. When built, Survivors may immediately and freely equip improved weapons to their hands.

Sniper Rifle: Combine a Rifle & a Scope to get a Sniper Rifle. Put the Scope card under the Rifle card. Now you can choose your targets when firing with this rifle.

Nailbat: Discard a Baseball Bat and a Nails card and give your Survivor a Nailbat card. Time to enjoy the melee-fest.

Molotov: Discard a Glass Bottle & a Gasoline card and give your Survivor a Molotov card. The Molotov doesn't need Dice, Accuracy or Damage values (though it still requires a Ranged Combat action to use). Just terminate everything in the targeted Zone. Yes, even other Survivors and Abominations. Discard the Molotov card after a single use, leaving its hand slot empty.

EXPERIENCE, DANGER LEVEL, AND SKILLS

For each Zombie killed, a Survivor gains an experience point and moves up a notch on his Danger Bar. Some Mission objectives provide more experience, as does eliminating the Abomination.

There are four Danger Levels: Blue, Yellow, Orange, and Red. These represent everything from a light drizzle of Zombies to a flash flood. (You really don't want to see what happens at the Red level...)

On each Danger Level, the Survivor gains one new Skill to help him on his mission (see Skills). Skills add to each other across Danger Levels: at the Red Level, your Survivor will have four Skills.

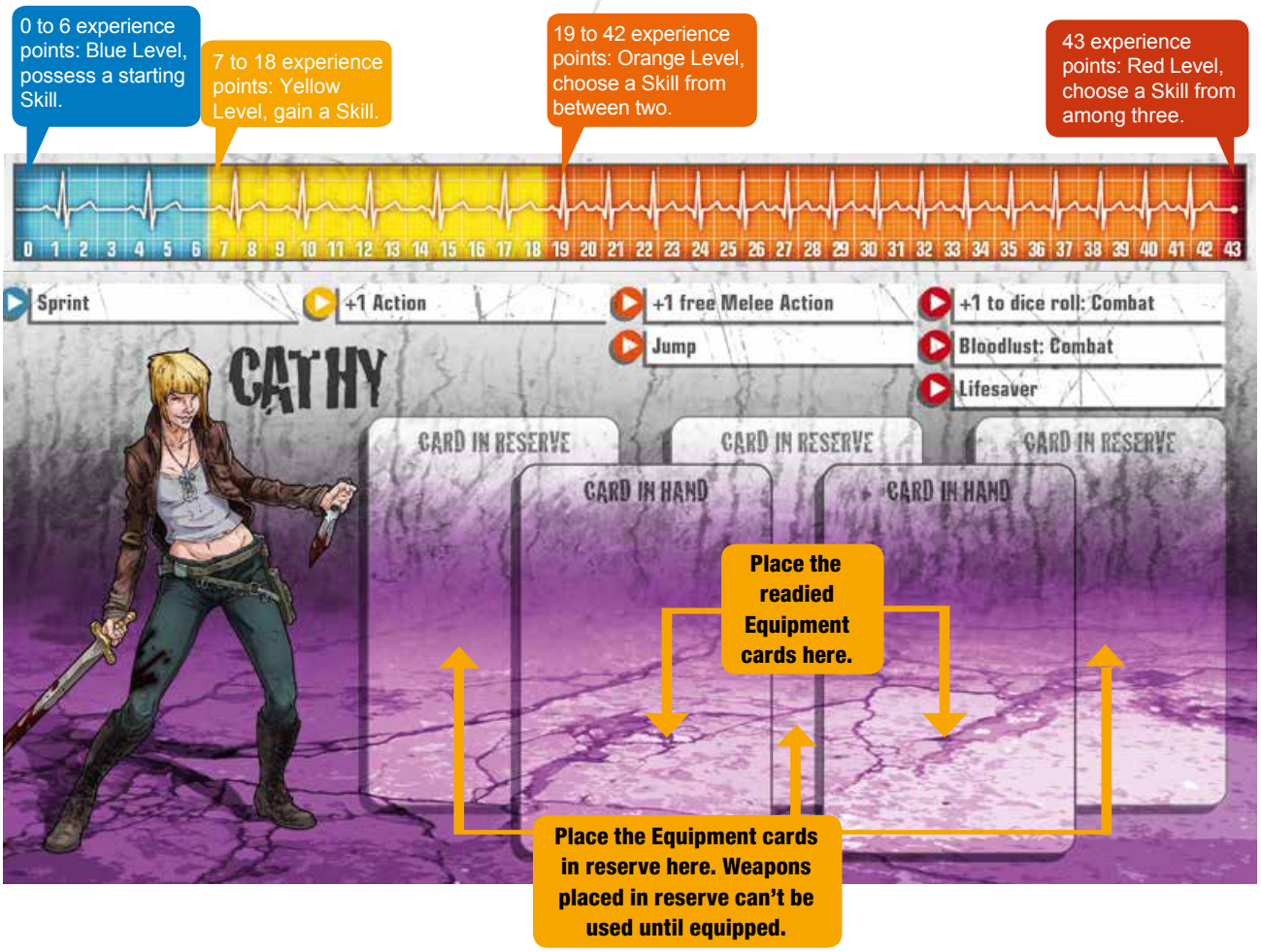
- When a Survivor reaches 7 experience points, his Danger Level moves to Yellow. He gains a new Skill.
- When a Survivor gets 19 experience points, his Danger Level moves to Orange. He gains one of the two Skills indicated on his ID Card, your choice.
- At 43 experience points, his Danger Level moves to Red. Choose one of the three Skills indicated on his ID Card. (See illustration, next page)

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). **The stronger your Survivor is, the more Zombies appear.**



LET'S SEE SOME ID!

The Survivor Identity Cards in the Season 1 box have information on the front and the back. The front shows one of the six Survivors in the box. The back shows a blank ID Card. Use these to create your own Survivors or download new ones from Guillotine Games!
HTTP://WWW.GUILLOTINEGAMES.COM/



INVENTORY

Each Survivor can carry up to five pieces of Equipment but can have only two equipped and ready to use (one in each hand) at any given time.

All weapons must be in a hand slot in order to use them (whether to attack or to open a door). Other items, such as the Bulletproof Vest, Goalie Mask, or Plenty of Ammo cards, are always in effect, even while in one of the three reserve 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). In case several players want to discard cards, resolve it according to the player activation order (begin with the first player, then proceed clockwise).



THE ZOMBIES

There are four types of Zombies:



Walker. It stinks, it's nasty, and it's slow. Eliminating a Walker provides 1 experience point.



Fatty. Big, bloated, and tough, these Zombies are hard to put down. Weapons dealing only 1 Damage can't hurt them...at all. You need a 2 Damage weapon (or more) to kill them. Each Fatty spawns with two Walkers alongside it, except when its group is splitting (see Zombies' Phase). Killing a Fatty provides 1 experience point.



Runner. Amped up for some reason, these guys move twice as fast as Walkers. Each Runner has two Actions per activation, while all other Zombies only have one. Eliminating a Runner provides 1 experience point.



Abomination. Mutated beyond recognition, the Abomination is the Survivors' worst nightmare. Only weapons dealing 3 Damage or more, like a Concrete Saw, can kill this monster. A well-aimed Molotov will also do the trick, as it kills everything in its target Zone. An Abomination spawns alone (possibly having eaten its Walker fellows). Killing an Abomination provides 5 experience points.

Depending on which expansion(s) are being played, Zombies also come in a variety of species:

STANDARD ZOMBIES (grey miniatures)**:** have no special rules.

BERSERKER ZOMBIES (brown miniatures):



Maybe it's a mutation or something reflecting their inner nature, but inmates turned into zombies are hardened in a nightmarish way. They've grown scales all over their bodies and are impervious to ranged trauma. Any bullets their plating doesn't stop have little effect anyway. They can even lose a limb or two under heavy fire and keep on running toward you. We call them berserkers. The best way to deal with these nightmares is face to face. The plates are arranged such that you can hit them in vulnerable spots relatively easily. A berserker never dies easily, though. The coup de grace must be dealt in the head. Only skull crushing or decapitation gets the job done once and for all.

1- Berserker Zombies are immune to Ranged weapon Damage, **except for weapons killing everything in their target Zone (such as a Molotov cocktail).** Unless otherwise stated, the only way to kill a Berserker Zombie is in Melee Combat.

2- Berserker Zombies exist in all types: Fatties, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority as their counterparts **but in Ranged Combat and Car Attacks, a Berserker Zombie of a given type is targeted after the Standard and Toxic Zombie of the same type.** Players still choose their targets in Melee Combat.

A game can include several Abominations if you have extra miniatures for them. If you need to spawn an Abomination but have no miniatures left, replace it with a Fatty and its two Walkers.

EXAMPLE: Watts fires a Shotgun into a Zone where a Walker, a Berserker Walker, a Fatty, and a Runner stand. He scores two hits with his first Ranged Combat Action. The Walker is removed, but the Berserker Walker is immune. Any subsequent shot is useless, as it would be absorbed by the Berserker Walker. So, the Berserker Walker protects both the Fatty and the Runner! Watts rushes into melee with his second Action. With his third Action, he swings his Chainsaw and scores two hits. Melee Combat allows the choosing of tar-gets and the killing of Berserkers: Watts removes the Berserker Walker and the Runner. The Fatty remains for Watts' team to pick off.

3- Berserker Fatties are spawned with an escort of 2 Berserker Walkers.

4- Berserker Zombies do not benefit from the extra activation cards of other Zombie types.

5- Car attacks can kill Berserker Zombies.

6- The Berserker Abomination has an additional game effect: it moves up to two Zones instead of one.

Berserker . Skinner & Crawler Zombies aren't turned into Toxic Zombies by the Toxic Abomination.

TOXIC ZOMBIES (green miniatures):



Maybe it's a side effect of radiation, a mutation, or just something nasty they ate, but Toxic Zombies have something in their blood. Going up close and personal with them isn't a good idea.

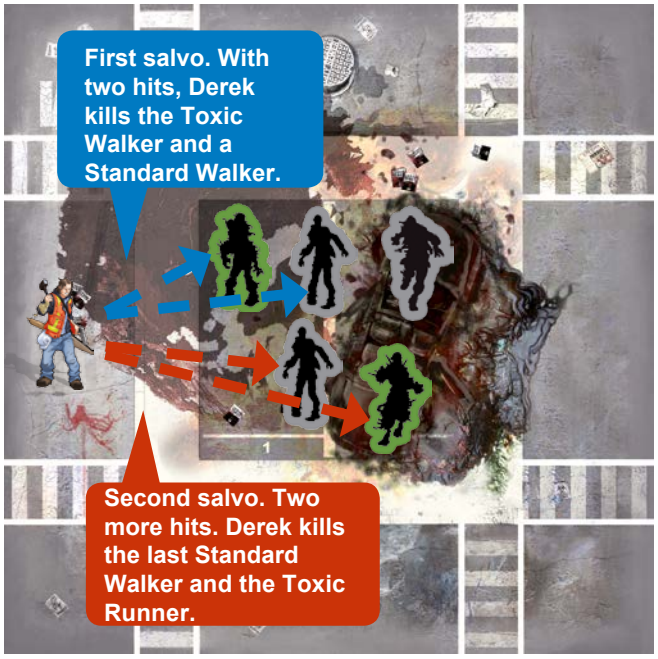
1- Upon elimination, a Toxic Zombie inflicts 1 Wound on its assailant if they are both in the same Zone. This is called a **Toxic Blood Spray**. Toxic Blood Sprays are Zombie attacks.

EXAMPLE 1: Elsa attacks and kills a Toxic Walker standing in her Zone. The Toxic Walker is eliminated and hits Elsa with a Toxic Blood Spray, inflicting 1 Wound on her.

EXAMPLE 2: While standing in an adjacent Zone, Neema shoots a Toxic Runner with her sniper rifle be-fore it can grab Elsa. The kill doesn't wound Neema, because she and her target are in different Zones. As there's no Toxic Blood Spray, Elsa isn't wounded either.

2- Toxic Zombies exist in all types: Fatties, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority level as their counter-parts **but are removed first in Ranged Combat (and car attacks).** Players still choose the targets in Melee Combat.

EXAMPLE: Derek shoots with an Assault Rifle in a Zone where two Walkers, a Toxic Walker, a Runner, and a Toxic Runner stand. He scores two hits with his first Ranged Combat Action. A Toxic Walker and a Walker are removed. Derek scores two more hits with his second Ranged Combat Action. The last Walker and the Toxic Runner are removed.
A Runner remains. Let's roll the dice!



MAY I REFRAIN FROM KILLING?

A Survivor may *not* refrain from killing Toxic Zombies.

In other words, when you score more successes than needed to kill Standard Zombies while there are Toxic Zombies in the Zone, the extra successes are distributed among Toxic Zombies.

3- Toxic Fatties come with an escort of 2 Toxic Walkers.
4- Toxic Zombies do not benefit from the extra activation cards of other Zombie types.
5- Eliminating a Toxic Zombie with a car attack does not cause a Toxic Blood Spray.

TOXIC ABOMINATION

The Toxic Abomination has an additional game effect: all Zombies standing in its Zone at the end of the Zombies' Phase become Toxic Zombies. Replace their miniatures with matching Toxic Zombie miniatures. If there aren't enough Toxic Zombie miniatures, any remaining Zombies are simply not replaced. Replacing Standard Zombies with Toxic Zombies in this way doesn't generate a new activation for the Toxic Zombies. **This effect only applies to Standard Zombies.**

EXAMPLE: Three Walkers, two Runners, and a Fatty are joined by a Toxic Abomination. The players' Zombie stock contains four Toxic Walkers, a single Toxic Runner, and a single Toxic Fatty. The players replace all the Walkers and the Fatty with their Toxic counter-parts, but they can only replace a single Runner. The last Runner remains the same.

SKINNER & CRAWLER ZOMBIES (yellow miniatures):



Time has passed since the initial outbreak. Survivors evolved, and so did zombies. We killed many of them, but not enough, and some have aged. Older zombies get a feral appearance and a finely honed hunting instinct. We call these elder zombies the Skinners; first because their perpetual hunger made them leaner, and second because they have a really frightful look.

More than just their appearance mutated, though. Skinners can survive for months without eating anything and don't need some organs to stay active. As a result, some wounds just won't kill them anymore. Even ripped in half, a Skinner can still chase you. We call these aggressive remnants Crawlers, for obvious reasons. Crawlers can hide anywhere and ambush you, and they offer less surface area to target. Damn them.

If not killed properly, Skinner zombies can turn into half-zombie Crawlers and keep on chasing Survivors until they receive the coup-de-grace.

1 – Crawlers can appear each time Skinners are eliminated. After removing Skinner Zombies, whatever the type (Walker, Fatty, or Runner), and earning experience points for the kill(s), add a Crawler for each "1" rolled on the attack roll. If you own *Zombicide*-themed dice, the "1" is replaced with a Zombie head. Read only the dice results: the +1 to dice roll Skills have no effect on Crawler spawning. Skinners removed without any attack roll (by a Molotov automatically killing everything in the targeted Zone, for example) don't spawn Crawlers.
An attack can't produce more Crawlers than it killed Skinners & only Skinners can become Crawlers.

EXAMPLE 1: Bear fires his MP5 (3 dice, Accuracy 4+) at a Zone containing a single Skinner Walker, rolling ⚅, ⚀, and ⚀. The ⚅ is a success and kills the Skinner Walker. However, as there are two ⚀, a Crawler replaces it. Only a single Crawler is put on the board, though, since an attack can't produce more Crawlers than it killed Skinners!

EXAMPLE 2: Swinging his Chainsaw (5 dice, Accuracy 5+), Joe attacks three Skinner Walkers standing in his Zone. He rolls ⚅, ⚄, ⚃, ⚂, and ⚀. Each result of 5 or more eliminates a Walker. Thus, two Skinner Walkers are killed and removed, and Joe earns 2 experience points.

However, because Joe killed at least one Skinner, the players check the roll and find a single ⚀. A Crawler is then put in the Zone. One of the Skinner Walkers was killed for good, but the other is still alive, albeit as a Crawler!



STEP 1: Chainsaw attack! Joe rolls ⚅, ⚄, ⚃, ⚂, and ⚀ with an Accuracy of 5+. He gets two successes (⚅ and ⚄) and a single ⚀.

STEP 2: Two successes mean two Skinner Walker miniatures are removed.
STEP 3: After the removal of both Skinners, spawn a Crawler as a ⚀ was rolled.

2 – All Crawlers are the same, no matter the Zombie type (Walker, Fatty, or Runner) they were before.
3 – Crawlers are targeted last in the Targeting Priority Order. 4 – If you own other *Zombicide* boxes, choose your targets if they share the same Targeting Priority Order. This applies for Skinner Zombies mixed with Standard Zombies and Crawlers mixed with Zombie Dogz.

EXAMPLE 1: Cathy fires her Shotgun (2 dice, Accu-racy 4+) in a Zone containing a Skinner Walker and a Standard Walker, rolling a nd . As both are Walkers, they have the same Targeting Priority Order. Cathy achieved one hit and kills either of them. If she chooses the Skinner Walker, however, it will turn into a Crawler as there is a !

EXAMPLE 2: Later, Cathy fires her Shotgun in a Zone containing a Skinner Walker and a Standard Fatty, rolling : and 9. Walkers are targeted before Fatties in Ranged Combat, so she kills the Skinner Walker. Fortunately, it doesn't turn into a Crawler, as no was rolled.
EXAMPLE 3: Finally, Cathy blasts her Shotgun in a Zone containing a Skinner Walker, a Standard Walker and a Toxic Walker, rolling and . Two hits! Toxic Zombies are targeted before Skinner and Standard Zombies, so the Toxic Walker is removed first. The second hit can either kill the skinner Walker or the Standard Walker, as they have the same targeting



Skinner Zombie cards are easily identified by the logo in the upper left, their background color, and the Skinner silhouettes at each Danger Level. Don't miss this feature if you mix them with Zombie cards from other *Zombicide* boxes!

There are essentially three types of Skinner Zombies: Skinner Walkers, Skinner Fatties, and Skinner Runners. There are also Crawlers. Every once in a while, you will cross the path of a dreaded A-Bomb Abomination. You'd better learn about their strengths and weaknesses before going out after them. Know your enemy!

Skinner Zombies, A-Bomb Abominations and Crawlers have a single Action to spend each time they activate (Skinner Runners have two).





SKINNER WALKER
The most common and numerous type of Zombie. Don't underestimate them. When you begin to wonder if there are too many of them, it's already too late.
Min. Damage to destroy: Damage 1 **Experience:** 1 point



SKINNER FATTY
Big, bloated, and tough, these Zombies underbosses are hard to put down. Only powerful weapons can harm them. Their presence attracts common Zombies, and they come with Skinner Walker escorts.
Min. Damage to Destroy: Damage 2
Experience: 1 point
Special Rule: Each Skinner Fatty spawns with two Skinner Walker escorts alongside it, except when its group is splitting (see Zombie Phase).



SKINNER RUNNER
Skinner Runners are agile, fast, and deadly. They can reach you and tear you apart in a heartbeat, and they instinctively hide behind their Walker and Fatty mates.
Min. Damage to destroy: Damage 1
Experience: 1 point
Special rule: Each Skinner Runner has two Actions per Activation.



A-BOMB ABOMINATION
Meet your Zombie boss! These beasts are impervious to everything except a Molotov. Moreover, they have super-long arms able to grab you from a distance, and the strength to lift anyone. Luckily, these beasts are fairly rare.
Min. Damage to destroy: Molotov
Experience: 5 points
Special rules:
• **Replacement.** If you can't place an A-Bomb Abomination because you lack the miniature, place a Skinner Fatty and its two Skinner Walker escorts instead.
• **Impervious.** An A-Bomb Abomination can only be killed by effects that destroy all Actors in the targeted Zone, like a Molotov (or a Flamethrower from *Toxic City Mall*). As an A-Bomb has no Damage threshold, game effects allowing to change or ignore a Zombie type (like the Point-blank Skill or the Nico Special Ultrared weapon of *Angry Neighbors*) have no effect.
• **Grabbing.** At the end of each of it's Activations, an A-Bomb Abomination grabs all the Survivors from all adjacent Zones. All eligible Survivors are dragged to the A-Bomb's Zone without penalty. This is not a Move. Grabbing can force a Survivor to cross barricades (see Barricades) and fences, as well as getting out of a car, a hole, or an observation tower (see Observation Tower). If you own several A-Bombs and your Survivor is subject to multiple Grabbings at once, choose the one to grab your Survivor.



CRAWLER
Crawlers are what happen when Skinner Zombies refuse to die. These are just half-zombies crawling around trying to kill you. Being small targets, they are often hard to hit from afar.
Min. Damage to destroy: Damage 1
Experience : 1 point
Special rules: Crawlers are targeted last in the Targeting Priority Order.

SEEKER ZOMBIES (dark grey miniatures):



It took us quite some time to realize that a vicious new zombie type had appeared. They look like your average walker and hide among average walkers, but they act like hysterical teenagers: unable to stay quiet, always moving, growling, and making useless noise.
When several packs of these seekers, as we call them, arrive in a district, they make each other more aggressive. They get so quick that runners look like easy targets. If they're amped up enough, seekers can rip apart a whole team in a few seconds. If you spot one of these bastards, blast it immediately. Otherwise, its whole gang will rush you for a free meal.



1 – Seekers have the same Targeting Priority Level as Standard Walkers. Choose your targets among them! Killing a Seeker earns 1 experience point.
2 – A Seeker spends a single Action each time it is activated. It gets an extra activation each time a Seeker Zombie card is drawn. Seekers do not benefit from the extra activation cards of other Zombie types.

EXAMPLE: At Blue Level, players draw their first Zombie card during Spawn Step. It's a Seeker Zom-bie card, and a single Seeker miniature is put on the board. The next Zombie card is drawn: another Seeker Zombie card! The previous Seeker gets an extra activation before the second Seeker is put on the board.

3 – Toxic Abominations can't turn Seekers into Toxic Zombies (see Toxic Abomination).

ZOMBIE DOGZ:

Well, we figured out where all the dogs went. For some reason, dogs got infected and turned feral. Now, they roam in packs and prey upon anything that's not a zombie.

1 - Zombie Dogz follow all standard rules for Zombies. However, they have 3 Actions per turn. After all Zombies (including the Runners and Zombie Dogz) have gone through the Activation step and resolved their first Action, the Runners and Zombie Dogz 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 Dogz 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.
2 - Zombie Dogz are stunningly agile. They are always targeted last in the Targeting Priority Order.



MURDERS OF CROWS

Dogs weren't the only animals to become infected. Crows did too, after scavenging things they should have avoided. They're really nasty flying zombie things. They're small enough to get everywhere - shattering any remaining windows, if necessary, and storming through holes in the roof, half-crumbled walls, and broken doors. Nobody really gets how fast they move before meeting them. Wings ignore walls, car wrecks, and missing floors, you know?

1 - Murders of Crows move up to 3 Zones per Activation to reach their target Zone. Set their target Zone before moving them. They move to get there and don't change their course if a new target appears on the way. If there is any splitting required when determining their target Zone, split the group, but no additional splitting can occur during their movement. Murders of Crows still only get one Action per Activation, either moving or attacking.

2 - Murders of Crows have the same Targeting Priority Level as Toxic Walkers and require only 1 Damage to kill.

3- Being flying pests, Murders of Crows ignore ALL obstacles hindering or preventing movement when they move (including barricades, closed doors, Hole Zones, observation towers, and walls). They also ignore game effects preventing them from staying in a Zone, like Rubble or Security Zones.



#6 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 or Team Actions may give him).
The possible Actions are:

MOVE

The Survivor moves from one Zone to the next but cannot move through external building walls, closed fences, 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).

EXAMPLE 1: Jane is in a Zone with two Skinner Walkers. To leave this Zone, she spends one Move Action, then two more Actions (one per Skinner Walker), for a total of three Actions. If there had been three Zombies in the Zone, Jane would have needed four Actions to move.

EXAMPLE 2: At Blue Level, Cathy is next to a Zone containing a Zombie when she moves. Her Move Action ends in the Zone with the Zombie, even though her Sprint Skill would normally allow her to Move up to three Zones.

SEARCH

You can only Search building Zones (remember indoor alleys are considered street 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 discarded Equipment cards (with the exception of Bulletproof Vests, La Guillotine, Molotov, and Nailbat cards) to make a new deck.

Special case: Cars. You can Search a car as long as the Survivor is in the same Zone and no Zombies are in the Zone.

- You can Search a pimpmobile only once per game. It contains either Ma's Shotgun or the Evil Twins (draw randomly). Some Missions may contain many pimpmobiles. In this case, only the weapons that have not yet been taken can be inside them. When there are no more...there are no more.
You can Search police cars more than once per game.
Draw cards until you find a weapon. Discard the other cards.
The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

OPEN A DOOR

To open a door, a Survivor needs a Melee weapon with the "Open a door" symbol in his hand. **No attack roll is needed—just spend an Action.**



Remember to place a Noise token in the Zone if the Survivor used a noisy weapon (see Reading Equipment cards).

SPAWNING IN BUILDINGS

Opening a 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).

- If you draw an Extra Activation, immediately perform the action indicated on the card.
- If you draw a Bed or Manhole card, immediately place the corresponding Zombies on the map.
- 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.

Trigger tokens may alter the way Zombies are revealed.
If you see one on a tile, check *Special Locations* first.



Some game effects, like the Lock it down Skill, allow an open door to be locked back. If it is opened again afterwards, it won't trigger a new Zombie Spawn.

REORGANIZE YOUR INVENTORY AND TRADE WITH ANOTHER SURVIVOR

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 only one other Survivor currently in the same Zone. This other Survivor may reorganize his own inventory for free.

RANGED COMBAT

The Survivor uses a Ranged weapon he is holding in his hands to shoot at a single Zone within the range shown on the weapon's card (see *Combat*).

MELEE COMBAT

The Survivor uses a Melee weapon he is holding in his hands to attack the Zombies in his Zone (See *Combat*).

Get in or out of a car or helicopter

The Survivor gets in or out of a car or helicopter in his Zone. To get in, the Zone must have no Zombies and either the driver's seat or one of the three passenger's seats must be empty for the Survivor to occupy. There are no restrictions to getting out of a car or landed helicopter . No one may get out of a flying helicopter (Survivors with the Fast Roping Skill are exceptions to this latter rule. They can get out of a flying helicopter to get into a Street Zone but not an indoor alley).

Change seats in a car

The Survivor vacates the seat he's currently occupying and takes a different empty seat in the same car or helicopter. If there are no empty seats, Survivors cannot change seats. The pilot can't change seats when the helicopter is flying.

Stashing equipment in a car or helicopter

At the cost of one Action, a Survivor can store Equipment cards in a car or landed helicopter standing in the same Zone, or in a flying helicopter he's in. Remove the selected Equipment cards from the Survivor's inventory and put them on the car or helicopter token.
In the same way, a Survivor can take stashed Equipment cards from a car or landed helicopter occupying the same Zone, or in a flying helicopter he's in, at the cost of one Action. Look at the stored Equipment cards and move any amount of them from the helicopter to the Survivor's inventory.
Both of these Actions can be accomplished by the car's driver, helicopter's pilot and/or passengers.

Drive a car

Cars can only be driven if the Mission allows it. The Survivor occupying the driver's seat can move the car one or two street Zones per Action spent (cars cannot be driven into buildings). This Action is not a Move and is not subject to movement modifiers, such as a free Move Action or increased movement, nor is it affected by disadvantages related to Move Actions (cars can leave a Zone with Zombies in it without the need to spend extra Actions). A car attacks all Actors in the Zones through which it moves (see *Combat - Car Attack*).

Take or activate an objective

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

Pull a switch

The Survivor pulls a Switch in the same Zone, opening a door, rotating a security gate, etc. The game effects are explained in the Mission's description. Switches can be used to open doors and lock them up. If the doors are re-opened thereafter, don't spawn Zombies again.
Switches are often linked to a colored Objective of the same color standing next to them. The first Survivor to pull the Switch takes the linked Objective for free and gains the associated benefits. This is the only way to take an Objective linked to a Switch.

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.

Helicopter actions



Some Missions feature the helicopter token and unlock special Actions for Survivors. The helicopter can be used as a vehicle, an objective, an obstacle, and more (see *Special Locations*). While some possible Actions (see above) are the same as those taken with a car, there are some other options.

Take off or land a helicopter

A helicopter can be flown only if the Mission allows it. The Helicopter Pilot Skill is required to take off or land such a machine.
Two Zones can be used to take off or land a helicopter: the helipad (tile 9R) and the wasteland (tile 7V). Some Missions can include other Zones as well. Watch out for the briefing! The pilot just has to spend an Action to take off or land the helicopter (it doesn't leave its Zone yet!). Place or remove the special helicopter base to simulate the flying! The pilot can't leave his seat as long as the helicopter is flying.

Flying a helicopter

While a landed helicopter can't move at all, a flying helicopter can cross the board very easily.

- The Survivor pilot can move the flying helicopter one or two Zones per Action spent.
- A helicopter flies from Zone to Zone using straight lines that run parallel to the edges of the board. Ignore all obstacles, including walls, fences, doors, and Zombies.
- The helicopter can fly over a building by moving from room to room (it is not considered to be inside the rooms).
- Flying a helicopter is not a Move and is not subject to movement modifiers, such as a Free Move Action or increased movement.
- Survivors inside a flying helicopter cannot interact with Actors outside the helicopter and vice-versa, even with Skills (like Born leader or Lifesaver, for example). A Molotov has no effect on a flying helicopter. No Line of Sight can be traced between the inside and the outside of a flying helicopter (Zombies can see the helicopter, but not the Survivors inside it). This is especially important to define the routes Zombies take when they move.

SPECIAL: A flying helicopter is always considered to be the last to use the Loud Skill (see *Skills*) each round.

#7 ZOMBIES' PHASE

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 a Survivor performs an Attack. A Zombie's Attack is always successful and does not require any dice rolls. It snatches, if possible, an Equipment card that the Survivor is carrying. The player who controls the Survivor chooses and discards an Equipment card. The Survivor receives a Wounded card, which replaces the lost Equipment. When he reorganizes his Survivor's inventory, the player may move this Wounded card just like an Equipment card, but he cannot discard or trade it, and it reduces the amount of Equipment the Survivor can carry.

A Survivor with two Wounded cards is eliminated—remove his miniature, and discard his Equipment. Additional Wounds are dealt to other Survivors in the same Zone. If there are no Survivors left in the Zone, these additional Wounds are ignored. If other Survivors are in the same Zone, the players share the Wounded cards in any way they prefer. Coopera-tion also means sharing the pain and suffering!

EXAMPLE: A Skinner Walker in a Zone with two Survivors inflicts one Wound during its Activation. The players choose which Survivor receives the Wounded card and loses Equipment. They can decide, for example, to give it to a Survivor who is holding no equipment. They can also decide to give it to a Survivor who's already wounded and put him out of his misery!

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

MOVE

The Zombies that have not attacked use their Action to move one Zone toward their target, according to the following parameters:

- If they can see a Survivor, they move toward him.
- If they see Survivors in different Zones, they move toward the noisiest visible group, regardless of the distance. (REMEMBER: Each Survivor counts as a Noise token.)
- If they can't see anybody, they move toward the Zone that contains the most Noise tokens regardless of the distance.
- Zombies always take the shortest possible route to their target Zone. It 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 (of any type) never split; the first player decides which direction they go.
- Skinner Fatties don't get extra Skinner Walker escorts when splitting.
- If there aren't enough Zombie miniatures for a split, the first player decides which Zombie groups get the final reinforcements for an even split, and which direction the uneven split groups go (see *Running out of miniatures*).

If you've only played Season 1 & 2, take note: Splitting no longer gives way to extra Activations!

NO PATH TO SURVIVORS!

On rare occasions, Zombies may not have any suitable path to get to the Survivors. A Survivor may use the Lock it down Skill to trap Zombies in a building, for example.
In that case, Zombies follow the shortest route to the noisiest Zone as if all doors were opened, though locked doors still stop them.

EXAMPLE: A group of four Skinner Walkers, one Skinner Fatty, and three Skinner Runners move toward a group of Survivors. The Zombies can take two routes of the same length, so they split into two groups. Two Skinner Walkers go one way, the other two take the other route. The Skinner Fatty joins one group of Skinner Walkers, and a second Skinner Fatty is added to the other group (this new Skinner Fatty does not come with extra Skinner Walkers). The three Skinner Runners also split, two joining the first group, and the other joining the second group. Another Skinner Runner is added to the latter group so that the groups remain identical. Things just got a lot harder for the Survivors.

PLAYING RUNNERS

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 Skinner Runners and a Skinner Fatty is one Zone away from a Survivor. For their first Ac-tion, since they have nobody they can Attack in their Zone, the Zombies Move into the Zone with the Survivor. The Skinner Runners then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each of the Skinner Runners inflicts one Wound, killing the Survivor.

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

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

PLAYING THE A-BOMB ABOMINATION

The A-Bomb Abomination can only be killed with a Molotov. Killing it provides 5 experience points.
The A-Bomb Abomination features the special rules below:

- **Replacement.** If you can't place an A-Bomb Abomination because you lack the miniature, place a Skinner Fatty and its two Skinner Walker escorts instead.
- **Impervious.** An A-Bomb Abomination can only be killed by effects that destroy all Actors in the targeted Zone, like a Molotov (or a Flamethrower from the *Toxic City Mall* expansion). As an A-Bomb has no Damage threshold, game effects allowing to change or ignore a Zombie type (like the Point-blank Skill or the Nico Special Ultrared weapon of *Angry Neighbors*) have no effect.

- **Grabbing.** At the end of each of its Activations, an A-Bomb Abomination grabs all the Survivors from all adjacent Zones. All eligible Survivors are dragged to the A-Bomb's Zone without penalty. This is not a Move. Grabbing can force a Survivor to cross barricades (see *Angry Neighbors* and *Toxic City Mall*) and fences, as well as getting out of a car, a hole, or an observation tower (see *Prison Outbreak*). If you own several A-Bombs and your Survivor is subject to multiple Grabbings at once, choose the one to grab your Survivor. A game can include several A-Bomb Abominations if you have extra miniatures for them.

STEP 2 – SPAWN

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



Zombie Spawn tokens mark the Spawn Zones' locations.

Almost every Spawn Zone has one or several Spawn locator tokens, numbered from 1 to 6, near it.



These are Spawn locator tokens.

At each Spawn Step, roll dice to set the way Zombies enter the board. The dice amount to roll depends on the number of Survivors beginning the game. This amount does not change during the game (even if Survivors are eliminated).
Caution! Companions—like Dog Companions, for example—do *not* count as Survivors for determining the dice amount.
Basically, the number of Spawn dice to roll is 4, plus 1 die per 2 Survivors (rounded up) above the sixth.

SURVIVORS	SPAWN DICE
6	4
7-8	5
9-10	6
11-12	7

Once the dice are rolled, assign them to the Spawn Zones with the matching Spawn locators. Then draw a Zombie card for the first die assigned to the lowest-numbered Spawn Zone to receive a die. Repeat this process for each die of each Spawn Zone, going clockwise from 1 to 6, one Zombie card per die.
Each time you draw a Zombie card, read the line 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 in the corresponding Spawn Zone.
When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.

REMEMBER: Each Skinner Fatty comes with two Skinner Walkers as escorts when it spawns but not when you add one to balance a group of Zombies that splits.

EXAMPLE: Eight Survivors are engaged in a Zombicide. The most experienced Survivor has 12 experience points putting him in the Yellow Danger Level.

Four Spawn Zones are displayed on the board. The first is labeled with Spawn locator #1. Going clock-wise, the second is labeled with Spawn locator #2. The third is labeled with Spawn locators #3 and #4. The fourth is labeled with Spawn locators #5 and #6.

During the Zombies' Phase, 5 dice are rolled to Spawn Zombies: ⚀, ⚁, ⚂, ⚃, ⚄. The die showing ⚀ is allocated to the first Spawn Zone (Spawn locator #1). The ⚁ goes to the second Spawn Zone. No die goes to the third Spawn Zone. Both ⚂ and the ⚃ go the fourth Spawn Zone.

A first card is drawn for the ⚀. As the highest Danger Level among Survivors is Yellow, the Yellow line is read: 1 Skinner Walker is put on Spawn Zone labeled #1.

Another card is then drawn for the ⚁: 1 Skinner Fatty is put on Spawn Zone #2 with two Skinner Walker escorts.

No card is drawn for Spawn Zone #3/#4: no dice rolled ⚂ or ⚃.

Three cards (corresponding to ⚂, ⚃, and ⚄) are drawn and resolved one after the other for Spawn Zone #5/#6: 1 Skinner Runner, then 3 Skinner Walkers, then an Extra Activation for all Skinner Walkers. This final card allows all Skinner Walkers on the board, even those the players just put on the Spawn Zones, to resolve an extra Activation immediately.

NO SPAWN LOCATOR?

A Spawn Zone without Spawn locators is still played in the Spawn phase. Draw a single Zombie card for it at each Spawn Step, no matter the dice results. Resolve such a Spawn after resolving the regular Spawns, clockwise. Some Missions may not display Spawn locators at all, especially Missions from previous Seasons. In that case, choose the first Spawn Zone to play for the whole game, and draw a single Zombie card for each of them (no matter how much Survivors are played), at each Spawn Step.

COLORED SPAWN ZONES

Some Missions feature colored Spawn Zones, like blue or pink. Unless otherwise stated, they don't have Spawn locators and require a specific event (like taking an Objective of the matching color) to activate. Colored Spawn Zones aren't assigned Zombie cards until they activate. Unless the Mission states otherwise, colored Spawn Zones spawn Zombies in each Spawn Step after their activation.



EXTRA ACTIVATIONS, BEDS, & MANHOLES

Special Zombie cards come in three types: Extra Activation, Bed, and Manhole cards.



EXTRA ACTIVATION CARDS

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

BED CARDS

We have many reasons to hate hospitals. Among them, dead people lying in beds. Are they corpses or crawlers taking a nap? What a lovely prank.



Bed cards come in two kinds: blue beds and green beds. Beds can be found on hospital tiles, as well as most revealed tent cards.

When you draw a Bed card, no Zombies appear in the designated Zone. Instead, place a single Crawler on every bed of the matching color, on every tile that has at least one Survivor. Bed invasions never happen on tiles devoid of Survivors.

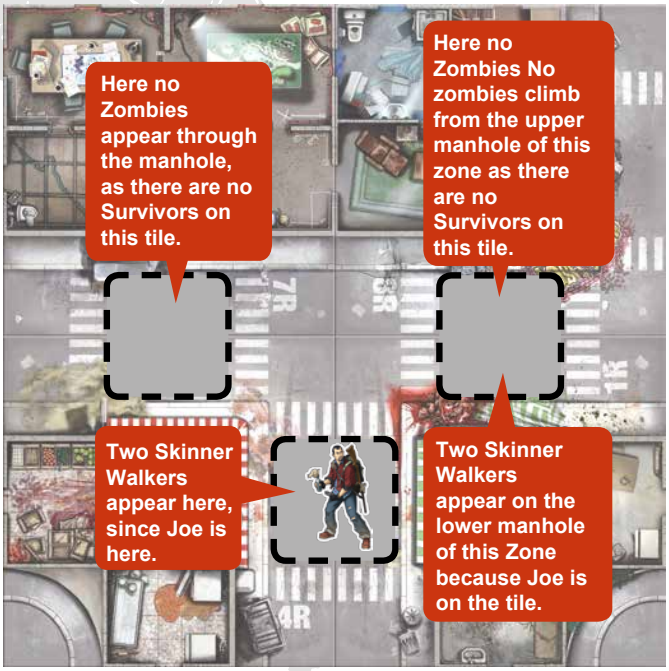
Resolve only one extra Activation if you don't have enough Crawler miniatures to fill all the beds, even if some of these beds are in different Zones. In this case, the first player chooses the beds where the remaining Crawl-ers appear.

MANHOLE CARDS



When you draw a Manhole card, no Zombies appear in the designated Zone. Instead, place the indicated number and type of Zombies in every Zone where the map shows a manhole, on every tile that has at least one Survivor. Manhole invasions never happen on tiles devoid of Survivors.

Resolve only one extra Activation if you don't have enough Zombie miniatures to fill all the manholes, even if some are in different Zones. In this case, the first player chooses the manholes where the remaining Zombies appear.



RUNNING OUT OF MINIATURES

A *Zombicide Season 1, 2 or 3* box contains enough Zombies to invade a city. However, players may still run out of miniatures of the indicated type when required to place a Zombie on the board through spawning (including Crawler spawning!) or populating a building. In this case, the remaining Zombies 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 if (bad) circumstances arise. So always keep a wary eye on the Zombie population on the board or risk an unexpected Zombie riot!

REMEMBER: Splitting doesn't cause extra Activations.

V.I.P. (VERY INFECTED PEOPLE)

Zombies lack personality and self-awareness. Well, almost. Some of them are still unique in some way, albeit involuntarily. They wear a costume, a uniform, or remind us of someone we used to know. Culling them out of the zombie herd is a game for us. We call them VIPs.

1- At game setup, create a Pimpweapon deck using all Pimpmobile weapons you own and not featured in the chosen Mission. Use it for game effects requiring the drawing of Pimpmobile cards, like Searching Pimpmobiles for the first time.

2- VIP Standard Walkers are Standard Walkers with the special “VIP” status. They follow the same rules as Standard Walkers, including:

- **Targeting Priority Level:** VIP Standard Walkers have the same Targeting Priority Level as Standard Walkers. Choose your targets among them!
- **Experience points:** Killing a VIP Standard Walker earns 1 experience point.
- **Extra Activations:** VIP Standard Walkers benefit from Stan-dard Walkers extra activations.
- **Toxic transformation:** VIP Standard Walkers can get replaced by Toxic Walkers by a Toxic Abomination, thus losing their VIP status.

3- Mix “VIP Standard Walkers” Zombie cards into your regular Zombie pile, and spawn VIP Zombies using core rules. Don’t choose which VIP Zombies you put on the board—take them at random. If you run out of VIP Standard Walkers miniatures, replace the missing ones with Standard Walkers miniatures.

4- Each time a VIP 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 VIP Zombie miniatures back to the Zombie miniature reserve at anytime (without gaining experience gain).

5- When a Survivor simultaneously discards five different VIP Zombies he has collected, each with a different sculpt, he trig-gers a special effect. The player can choose any Pimpweapon card from the Pimpweapon pile. Give it to the Survivor who dis-carded the VIP Zombies, and then reshuffle the Pimpweapon pile. The Survivor can then immediately and freely reorganize his inventory.



THE LOST: LOST ZOMBIVORS

The *Lost Zombivors* box contains 12 Zombivor versions of the 12 survivors included in *Zombicide Season 3: Rue Morgue* as well as 6 spawn cards and the rules to spawn zombivors on the board as **The Lost**.

THE LOST: Any Zombivor figure that is out of play may be used to represent a Lost. In that role they are considered Zombies for all game purposes. They have a single action per activation and share the same place in the targeting priority list as Survivors (choose your targets among them).

When a "Lost" spawn card is drawn, choose any Zombivor figure to spawn, they all behave the same way. All the standard spawning mechanics are used, except that a drawn "Lost" card is not placed in the discard pile, but removed from the game.

The Lost suffer damage a little differently from normal Zombies. They require 5 Wounds to be eliminated, suffering 1 Wound per Damage inflicted. So a Damage 2 weapon inflicts 2 Wounds, and so on. These Wounds accumulate until the Lost is eliminated.

Killing a Lost not only grants you 1 Experience Point, but you also get to loot his corpse and take any weapon you'd like from the Equipment deck!

ZOMBICIDE BOX	PIMPWEAPON NAME
ZOMBICIDE SEASON 1	EVIL TWINS
	MA’S SHOTGUN
ZOMBICIDE SEASON 2: PRISON OUTBREAK	GUNBLADE (X2)
ZOMBICIDE SEASON 3: RUE MORGUE	LA GUILLOTINE
	NAILBAT
TOXIC CITY MALL	PA’S GUN
VERY INFECTED PEOPLE #1	DAISHO
	GOLDEN AK-47
	PINK M4
VERY INFECTED PEOPLE #2	DESERT EAGLE
	SPAS 12
	THOMPSON

#8 COMBAT



When a Survivor executes a Combat Action, he rolls as many dice as the Dice number of the weapon being used.



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



EXAMPLE 1: Parker has two Mac-10s in her hands. The Mac-10 has the Dual symbol, so Parker can shoot them both with a single Action. This allows her to roll 10 dice in a single Action, as each Mac-10 has a Dice number of 5!

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

Each die result that equals or exceeds the Accuracy number of the weapon scores a successful hit. All hits have to be assigned to an enemy target (a Zombie or a rival Survivor). One can not refrain from killing!



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



- Skinner Walkers and Skinner Runners are killed with a 1 Damage hit (or more).
- Skinner 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.
- A-Bomb Abominations are only killed by Molotovs (or Molotov-like effects)

EXAMPLE: Joe unloads his two Mac-10s on three Skinner Walkers guarding a Skinner Fatty and scores five hits. The first three shots easily blow away the Skinner Walkers. However, the Skinner Fatty takes the two remaining hits with no consequences, as the Mac-10 inflicts only 1 Damage.

Maddie arrives to finish the job with her Saber. She only hits once, but the Saber inflicts 2 Damage, which is enough to chop that Skinner Fatty down!
If there had been two Skinner Runners instead of a Skinner Fatty, a single hit with the Saber would not have eliminated the two Skinner Runners. Each successful hit can only take out one target, and any remaining Damage is overkill and wasted.

In special situations, like shooting into a desperate melee where a teammate is stuck, or in Competitive mode (see *Competitive Mode*), a Survivor may hit another Survivor. In that case, the target Survivor suffers as many Wounds as the Damage value of the weapon used, and loses as many Equipment cards (if he owns them). Equipment preventing Damage, like a Goalie Mask or a Bulletproof Vest, may be used to prevent Survivor-inflicted Damage.

MELEE

The zombie invasion heralded the return of old-fashioned weapons like axes, urban maces, and even swords. Had the Roman legions been with us, this zombie problem would already be solved.

A Survivor equipped with a Melee weapon (a weapon with a max Range of "0") 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.

EXAMPLE: Cathy attacks a Skinner Walker, a Skin-ner Runner, and a Skinner Fatty with her Saber. She rolls a ⚄ and ⚅, which means two hits. She decides to decapitate the Skinner Runner and butcher the Skinner Fatty, leaving the Skinner Walker, the least dangerous of the three, for her next Action. Though Bear is also in the same Zone, he is safe from Cathy's slashes.

RANGED

For a time, we worried about the eventual lack of ammo. Take it easy. There is ammunition almost everywhere we tread. Just make sure you bring weapons with all kinds of calibers.

A Survivor equipped with a Ranged weapon (a weapon with a max Range of "1" or more) can shoot at a Zone he can see (see *Line of Sight*) 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. Indoor alleys are an exception, as they count as street Zones.

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 most 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 Rifle 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 pulling the trigger. The MP5 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 Ranged Combat, 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!
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 *Targeting Priority Order*).
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: In Terry's Zone there is Joe (another Survivor), four Skinner Walkers, one Skinner Fatty, and two Skinner Runners. Armed with two Mac-10s and knowing he's Zombie chow, Terry is going to take out as many of them as possible! He rolls 10 dice (5 for each Mac-10) and obtains: ⚀, ⚁, ⚂, ⚃, ⚄, ⚅, ⚅, ⚄, ⚃, and ⚂. The Mac-10s hits on 5 or 6, which means five hits. Joe takes two, which kills him (thanks bro), and the remaining hits eliminate three Skinner Walkers.
After reloading, Terry shoots again and get ⚀, ⚁, ⚂, ⚃, ⚄, ⚅, ⚅, ⚄, ⚃, and ⚂—three more hits. The last Skinner Walker is down but the two remaining hits do not harm the Skinner Fatty, which shields the two Skinner Runners. The only way to target the Skinner Runners first would have been with a Melee weapon, which can freely assign hits.

RELOAD!

While most weapons can be used repeatedly, a few, like the Sawed-off, require spending an Action to reload them between shots if you want to fire multiple times in the same turn. At the End Phase of the turn, all such weapons are freely reloaded, so that they always start the turn 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 turn.
- 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 spend another Ranged Action to fire at another zone with the other Dual reloadable weapon.

IMPROVED WEAPONRY:

Some specific Equipment cards can be combined to build improved weaponry. Whenever you want (even when suffering a Wound), take the two appropriate cards, which the Survivor must already have in his inventory, and combine them to get the new weapon's Equipment card. The components are then discarded. In the Sniper Rifle's case, just superpose the Scope and Rifle cards to form a single weapon, they can't be separated again until the Sniper Rifle is discarded. This does not require an Action, and the new weapon occupies only a single slot in your Survivor's inventory.
When he builds an improved weapon, a Survivor may immediately and freely reorganize his inventory.

MOLOTOV: Combine Glass Bottles and Gasoline to give a Molotov card to your Survivor. The Molotov doesn't need Dice, Accuracy, or Damage values
(though it stills requires a Ranged Combat Action to use). It just kills everything in the targeted Zone. Yes, even other Survivors and Abominations. Discard the Molotov card after a single use, leaving its hand slot empty. The used card is not put in the Equipment discard pile; put it aside.



SNIPER RIFLE: Combine a Rifle and a Scope to get a Sniper Rifle. Now you can choose your targets when firing with this improved weapon. If the Sniper Rifle is discarded, the Rifle and Scope cards go to the Equipment discard pile.



CAR ATTACK

When the Survivor in the driver's seat spends an Action to move a car, it runs over every Actor in the Zone it starts in and each Zone it enters. The player who controls the driver rolls one die for each miniature in the Zone the car leaves, every Zone it moves through, and the Zone it reaches (except for the Survivors inside the driven car). Each ⚄, ⚅ or ⚀ is a successful hit that inflicts 1 Damage (only 1; it is impossible to run down a Fatty or Abomination). Assign these hits following the targeting priority order, just like a Ranged attack (see previous section): first Survivors (except for those in the attacking car), then Walkers, then Fatties and Abominations, and finally Runners. All targeted Survivors must be killed before hits can be assigned to any Walkers. The driver gains all the experience points from the killed Zombies.

Survivors may make Melee and Ranged attacks from the inside of a car, without altering the Combat rules in any way. Cars offer no protection to their occupants from normal Zombie attacks or Survivor attacks.

Speeding in a car and crushing all Zombies around usually sounds like a good idea to clear a large street but can have consequences. First, the driver gains experience points way faster than his fellow Survivors. The rapid rise in Danger Levels can put the whole team at risk. Then, after a car run, the team could be split across distant areas of the board, and any teenage horror movie teaches us how bad getting separated can be!

#9 ZOMBIVORS

You can't run forever. Sooner or later, all survivors have to take arms against the zombie horde and go into a zombicide. It takes guts and skills to turn from a refugee to a real survivor, and we lost many friends in the first months of the infection. We still do today- no battle plan ever works as intended, and unexpected events happen. Valiant people die for stupid reasons or sacrifice so the rest of their team can survive. Yet, some survivors are so hardcore they don't let the infection fully consume them. They are infected but somehow managed to keep their free will. Most of them grow a strange sense of humor helping them to cope with an overwhelming urge for murder. Yes, we all agree they don't smell very nice, but their sheer resilience and willpower are awe-inspiring. Their body gets zombified, but they keep their free will and survivor spirit. Half zombies, half survivors, we call them zombivors.

Your favorite Survivors can die and return to the game as Zombie heroes called Zombivors! When your Survivor finally falls to the ravening horde, you can turn him into a Zombivor and exact a bloody revenge.

Zombivors are great tanks. There's a serious drawback, though (besides the smell). At Yellow Level, Zombivors don't gain the +1 Action Skill of standard Survivors. They're tougher but somewhat slower, and thus offer a whole different gaming experience.



The Zombivors' status is indicated with ☣ on the Survivors' Identity Cards. All Survivor rules apply to them.



The killer feature about Zombivors is their incredible endurance. **A Zombivor is only eliminated by five Wounded Cards in his Inventory** (instead of two for a standard Survivor).
Resurrection mode lets you begin the game with your favorite Survivors in their "Standard" version and then switch them to their "Zombivor" version when things go awry. You read it right: If your Survivor gets eliminated, he comes back as a Zombie! Experienced players may begin the game directly with Zombivors instead of Standard Survivors.

RESSURECTION MODE: When any Standard Survivor gets his second Wound, lay down his miniature. Getting killed by a team member doesn't grant a resurrection. A standard Survivor can't receive more than two Wounds. If he receives more Wounds than needed to kill him, distribute these Wounds to other Survivors, or ignore them if nobody can take them. Ignore the downed Survivor for all game effects until his resurrection, as if he was removed from the board. At the beginning of any following Players' Phase, before the first player acts, resurrect the Survivor. Discard all of his Wounded cards, and replace his downed miniature with his standing Zombivor miniature. Trade his Survivor Identity Card for its Zombivor version. The new Zombivor immediately gains:

- Any Equipment cards his Standard version did not lose upon his first death. The inventory is reorganized for free.
- As many experience points as the standard version had. Choosing new Skills is allowed.

Ongoing game effects previously applied to the standard version no longer apply. Except for Resurrection (or stated otherwise), all rules affect Zombivors the same way they do Survivors.

EXAMPLE: Tiff and Julien stand in a Zone with four Walkers. Tiff is unharmed, has 21 experience points and two Equipment cards: a Fire Axe and a Shotgun. Neema (from the *Toxic City Mall* expansion) just gave her an additional Action thanks to her Born leader Skill. Julien has a single Wound, 27 experience points, and four Equipment cards: a Saber, Plenty Of Ammo, a Rifle, and some Gasoline.
An unexpected extra activation allows the four Walkers to attack, inflicting four Wounds to share between Tiff and Julien.
The first and second Wounds go to Tiff. The player discards the Fire Axe and Shotgun cards. Tiff is eliminated, and her miniature is laid down in the Zone. She has no Equipment left.
The third Wound lands on Julien. The player discards the Gasoline and, as Julien now has two Wounds, the Survivor is eliminated, laying the miniature down. Julien keeps his remaining Equipment cards.
The fourth Wound is ignored, as there's no one left to harm.
At the beginning of the next Players' Phase, Tiff and Julien's players decide to resurrect their fallen heroes. Zombivor Tiff and Zombivor Julien are put in the Zone, replacing the laid down miniatures. Zombivor Tiff has no Equipment, loses the additional Action granted by Neema, but has 21 experience points. The player can choose an Orange level Skill for her.
Zombivor Julien still has the Saber, Plenty Of Ammo, and Rifle cards, along with 27 experience points. The player can choose an Orange level Skill for him.

#10 COMPANIONS

For months, many people used their brains to flee and avoid the zombies altogether. There's nowhere to hide now, and we're gathering all available folks to meet our foes head on. They have their own skills but are not seasoned warriors like us. We bring along one or two of these rookies as companions- survivors in training", if you will.

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

Set aside Companion Equipment cards at the beginning of the game. Shuffle them into a Companion deck, and put them face down close to the board.

ACQUIRING A COMPANION



Some Missions feature Companion tokens.

• Some Companion tokens are put in street Zones (or any non-building Zone). They are revealed after the Setup. Draw a card from the Companion deck for each of them, and place the corresponding Companion miniature on it.

• Other Companion tokens are put in building Zones. Opening such a building for the first time reveals all Companion t okens inside. Draw a card from the Companion deck for each activated Companion token, and place the corresponding Companion miniature on it. There might be Zombies in there, too, so you'd better hurry and save his butt!

Companion tokens are taken in the same way as Objective tokens. A Companion can't do anything until his token has been taken.
1 – Taking a Companion token gives 5 experience points to the Survivor who takes it.
2 – The Survivor then rallies the Companion and becomes his **Leader** (see below). Place the Companion card in his i nventory. Companion cards are Equipment cards. A Companion recognizes the Survivor who has his card in his i nventory as his Leader.

• A Survivor can have up to two Companion cards in his inventory and thus may lead up to two Companions. Choose your buddies wisely!

• Companion cards can be traded, discarded, or lost in the same way as regular Equipment cards. If such a card is discarded or lost, remove the Companion miniature as well. Your Companion has fled the scene.
• A Companion card doesn't have to be equipped in hand to be effective.

Companions can be played in any *Zombicide* Mission. Just place a Companion token next to every Objective token on the map. In that case, add a new Mission objective: the Mission is lost if a Companion dies. Ready for a new challenge?

You may own Companion miniatures, like Dog Companions. Apply the rules below when playing them around a vehicle, be it a car or helicopter.



- A Survivor has to spend an additional Action to allow a Companion to get in or out of a vehicle alongside him. A Companion can't get in or out without its Survivor.

- Companions occupy a seat and can't change seats (note: Dog Companions don't occupy a seat).

- Companions cards are Equipment cards. They can be stashed in a vehicle. Any Companion left in the vehicle, however, must occupy a vacant seat with its miniature.

COMPANIONS GENERAL TRAITS



A Companion:
• Is a Survivor.
• Belongs to his Leader's team.
• Is defeated and removed by the first Wound it receives (discard the corresponding Companion card).
• Always stays in his Leader's Zone. All special rules and Move-related Skills (like the 2 Zones per Move Skill) also apply to the Companion.
• Does not have an inventory.
• Can have one or more passive effect(s) on his Leader. The passive effects are always in use and cumulative.
• Can have one or more active effect(s). Each use of an active effect costs the Leader an Action. Active Actions do not benefit from the Leader's Skills.

Companions do not have any Actions. A Leader can spend his own Actions to give Instructions to his Companion(s). At the cost of 1 Action from his Leader, a Companion can execute one of these Instructions:

• Use an active effect.
• Get in or out of a car/helicopter. A Companion takes up a seat in a car/helicopter and can't drive/fly.



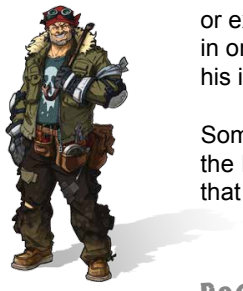
ANGRY NEIGHBORS COMPANIONS

GUNMAN
Active effect: Spend an Action. Your Gunman and all teammate Gunmen standing in his Zone execute a Pistol Ranged Action. They all shoot at the same Zone simultaneously. Place one Noise token for each shooter.
Passive effect: The Leader gets the +1 die: Ranged Skill.

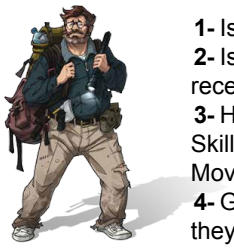
PISTOL
Noisy
Range: 0-1
Dice: 1
Accuracy: 4+
Damage: 1



HANDYMAN
Active effect: Spend an Action. Your Handyman silently opens a door or breaks a barricade in his Zone. Special prerequisites still apply, such as taking a designated Objective to open a colored door.
Passive effect: Barricades cost 1 less Action to build with the Leader (to a minimum of 1). Moreover, the Leader can build barricades anywhere.



SEARCHER
The Searcher has two Passive effects:
#1: The Leader gets the Search +1 card Skill.
#2: The Searcher does not occupy a slot in his Leader's inventory.



SNIPER
Active effect: Spend an Action. Your Sniper and all teammate Snipers standing in her Zone execute a Sniper Rifle Ranged Action. They all shoot at the same Zone simultaneously. These Ranged Attacks benefit from the Sniper Skill. Place one Noise token for each shooter. **Passive effect:** The Leader gets the +1 max Range Skill.

NOTE: the Sniper Companion's rifle is less accurate than a regular Sniper Rifle.
SNIPER RIFLE
Noisy
Range: 1-3
Dice: 1
Accuracy: 4+
Damage: 1



DOG COMPANIONS

Before the apocalypse, we called them pets. Now we call them companions. Some dogs turned, some didn't, and like us, some survived. Dog companions are of great help. They warn us, they fight alongside us, and allow us to reach areas no one else can. Of course, a companion has to be strong to survive and do what we ask of it. Being a survivor's dog is not really a Chihuahua's job.

ACQUIRING A DOG COMPANION

Dog Companion cards are Equipment cards. A Companion recognizes the Survivor who has its card in his inventory as its **Handler**. Companion cards can be traded or lost in the same way as regular Equipment cards. If such a card is lost, remove the Dog miniature as well. Your Companion has fled the scene and is lost.

Each Survivor can begin the game with a single Dog Companion. Before the game begins, choose a Dog Companion and put its card in its Handler's inventory. The card doesn't have to be equipped in hand to be effective. The matching Companion Dog miniature is set in the same starting Zone as its Handler.

Over the course of the game, a Survivor can gain or exchange Dog Companion cards with his teammates in order to have multiple Dog Companion cards in his inventory. He can then lead a real pack!

Some Missions allow Survivors to put Dog Companions in the Equipment pile or link Dog Companions to Objectives. In that case, follow the Mission's special rules.

DOG COMPANIONS GENERAL TRAITS

A Dog Companion:

1- Is a Survivor.
2- Is defeated and removed by the first Wound it receives (discard the corresponding Companion card).
3- Has the Low Profile, Slippery, and 3 Zones per Move Skills (3 Zones per Move is the same as 2 Zones per Move, for 3 Zones).
4- Gives the +1 die: Melee Skill to its Handler as long as they're both in the same Zone. This bonus is cumulative if the Handler has several Dog Companions.
5- Can Move freely with its Handler as long as they're both in the Same Zone. In that case, all special rules and Move-related Skills of the Handler (like the 2 Zones per Move Skill) also apply to his Dog Companion.
6- Does not have an inventory.

Dog Companions do not have any Actions. A Handler can spend his own Actions to give Instructions to his Dog Companion(s). At the cost of 1 Action given by its Handler, a Dog Companion can execute one of these Instructions:

- **Move** (up to 3 Zones)
- **Melee Attack** (see the dog's card for Melee characteristics)
- **Make some Noise**
- **Get in or out of a car.** A dog doesn't take a seat in a car and, obviously, can't drive it.
- **Search.** A dog can hold a single Equipment card it has found this way (but not use it). Put the Equipment card under the Dog Companion card. The dog can freely give the Equipment card it holds to its Handler anytime they are in the same Zone. The dog can also freely drop the Equipment card at anytime.

German Shepherd



Blue Heeler



American Bulldog



Moog special rule: Moog can't Search but he compensates by giving the +2 dice: Melee Skill to his Handler if they're both in the same Zone (instead of +1 die: Melee). This Skill is the same as **+1 die: Melee**, with 2 bonus dice instead of 1.

#11 PLAYING WITH 7+ SURVIVORS

Basically, there are two conflicting philosophies about Survivor groups.
The first believes in small, tight, quick travelling teams. These commando-wannabes are really agile but vulnerable whenever the unexpected occurs. If something comes up they're not prepared or equipped for, be it an open wound or a single reinforced door, it can turn out to be lethal.
The other side favors strength in numbers. An army of people can look and feel invincible, but remember that we are prey for the zombies. Food. And the more of us there are, the more we look, smell, and sound like a walking buffet.

Zombicide has an expanding gallery of Survivors to play with. Sooner or later, you may be tempted to try playing with 7 or more Survivors. Playing with an increased number of Survivors (or players!) is quite easy. Follow these guidelines, and adjust them to fit your challenge level.

- Add 1 additional Spawn token per 2 Survivors above the sixth (round up). Stack these additional Spawn tokens in the same Zones as existing ones or in any new Spawn Zone of your choice, if you have several available. Yes, that means some Zones will double or even triple their spawn rate!
- Classic starting Equipment cards won't be enough to fit a 7+ Survivors game. Include an additional Pan per odd additional Survivor (7, 9, 11, etc.) and an additional weapon (Axe, Pistol, or Crowbar, you choose!) per even additional Survivor (8, 10, 12, etc.). Everyone **must** begin the "zombicide" with a weapon.

7+ SURVIVORS / 7+ PLAYERS

Zombicide allows the players to move around with one, two, three, or more Survivors each. Playing with 7+ Survivors is easy and fun, as players learn to manage growing teams of zombie killers.

Zombicide can be played with 7+ PLAYERS as well, though it wasn't originally designed that way. The game time extends, as it takes longer to complete every players' turn. On the other hand, playing with a lot of friends can be a lot of fun!

#12 SPECIAL LOCATIONS, TILES & TOKENS

ALLEYS



We opened the prison door cautiously; we had no idea what was in there. Surprisingly, we found everything but zombies: filth, a foul stench, and above all, a grim silence filled the prison alleys. After a few steps, we turned on our lights, and Belle asked which way we needed to go to find the generator. To our surprise, her hushed words echoed through the darkness...and the darkness answered, with a horrible, blood-chilling wail.

The prison tiles feature indoor alleys. Indoor alleys count as street Zones for all purposes. Cars can be driven inside the indoor alleys, as long as they got in by an opened double door. Yes, cars can get in the prison!
This influences:

1- Lines of sight: Lines of sight cover as many Zones as the line can go through before reaching a wall or the edge of the board.

2- Search: You can't Search in an indoor alley.

CELLS



Prison overpopulation was a concern for a long time before the zombie apocalypse, but none of us ever cared. After all, criminals brought this on themselves, didn't they? Well, we're paying for that disregard now.
Zombies batter at the cell doors. They can hear us-see us-through the bars, and they're going into a frenzy over the fresh meat. I get sick thinking about what would happen if the doors opened, but worse, I imagine what their last human moments were like. Imagine being locked in an overcrowded cell and one of your cellmates turns into a zombie.



Cells are separated by walls. This influences:

1- Movement: You can only enter a cell through an opened door.

2- Lines of sight: Cells are building Zones.

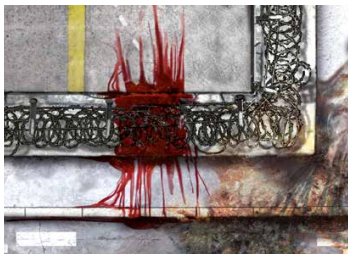
3- Search: Cells can't be Searched.

4- Zombie spawning: Opening a cell's door generates a Zombie spawn in the cell. The same happens if the cell door is opened (or missing) when the route to the alley is opened. Locking down a cell then opening it again doesn't generate a Zombie spawn.



BARBWIRE FENCES

Barbwire fences were invented for cattle ranches, but they have protected the world from prison inmates for decades. Now, they protect us from the outside world. Wait. Like cattle, indeed.
The best thing is, zombies will stop by the fence and groan until we shoot them. Too bad most of them are berserkers and are impervious to bullets. Like they evolved or mutated to avoid this grotesque fate. Ironic, isn't it?





"TORN BARBWIRE" TOKEN

1- Barbwire fences can't be crossed but don't block line of sight. They can be shot through.
2- Barbwire fences have a special effect on Zombie movement. Zombies still follow the shortest route to the noisiest Zone or visible Survivor, as if there was no barbwire fence. They pile up at the barbwire fence until a shorter path is defined or the fence is destroyed.
3- Abominations are strong enough to ignore a barbwire fence and can move through it, destroying it in the process. If an Abomination has to go through a barbwire fence, first put a "torn barbwire" token to link its starting and destination Zones. Survivors and Zombies can now cross the Zones. Then proceed with moving all Zombies (as the Zombies' route may be redefined by the fence's destruction).

OBSERVATION TOWERS / EXTRA ZONES

OBSERVATION TOWERS

We were glad to discover an observation tower in the rear prison courtyard this morning. After some zombie cleaning, we could at last watch the surroundings, snipe zombie loners, and see the infected hordes coming from a distance. An unpleasant surprise was waiting for us at the top, though. A prison guard died here. The note in his hand explained he didn't have enough ammo to fight his way out. He didn't even spare the last bullet for himself. I guess he died from starvation. We avenged him, though, and we'll avenge him again soon.

Observation tower tokens allow Survivors to climb out of reach of common Zombies and cull the infected numbers by shooting in all directions. Beware, though, not to get surrounded!

1- Observation towers can only be accessed by ladders. Using a ladder is done in the same way as crossing an open door. A Zombie can never get in or spawn in an observation tower.
2- Observation tower Zones can be shot at normally. They don't have walls.
3- Survivors gain the +1 max Range Skill as long as they stand in an Observation tower.
4- An observation tower can't be Searched.

"OBSERVATION TOWERS" TOKEN



"EXTRA ZONES" TOKEN



EXTRA ZONES

On the reverse, observation towers feature extra Zones to put anywhere you need: in a larger Zone, at a crossroads, in a courtyard, outside a game board, as a rooftop, or a secret Zone. They share the same rules as building Zones and offer your games greater flexibility.

ROTATING SECURITY GATE

VIP prisoners and supplies used to go through this rotating security gate before entering or exiting the prison. This is the most sophisticated door around and perhaps the most efficient. The thing is, someone locked it up with an Abomination inside. It's a clever trap, sure, but now...well, now we have an issue. At least, we have time to find a solution. Where did I see that concrete saw, again?



"ROTATING SECURITY GATE" TOKEN

The reversible rotating security gate tile allows you to open, change, or block the way with a simple trigger, usually a Switch. Spending an Action to pull the dedicated switch allows the player to activate the rotating security gate and turn it a quarter turn in any direction he wishes.

- Zombies don't Spawn in a rotating security gate.
- A rotating security gate can't be Searched.

SECURITY ZONES

Another effective way to keep prisoners inside, security zones provide a cheap and reliable way to block a passage in emergencies. These revolving steel bars allow a single individual to pass at a time and are massive enough to prevent anything from happening. Simple, but dangerous: Runners rush through pretty hastily, but you can't reach them until they're bursting out. Walkers, on the other hand, are puzzled enough to pile here until the whole passage is blocked. I don't know which case is worst.

1- Security Zones are building Zones. This has an impact especially on lines of sight.
2- The only Action allowed while standing on a security Zone is Moving.
3- Survivors and Zombies can't finish their activation standing in a security Zone. If they do so, they are pushed back to the Zone they just left.
4- Zombies don't Spawn in security Zones.
5- Cars can't cross security Zones.

EXAMPLE 1: On the Zombies' Phase, a Fatty, a Walker, a Runner, and a Berserker Abomination standbefore a security Zone. The Fatty and the Walker walk in the security Zone and are pushed back to the Zone they left, because their activation is over. The Runner walks into the security Zone but is not pushed back, as its activation is not over. The Berserker Abomination crosses the security Zone in a single move and ends its activation on the other side. The Runner re-solves its second action and exits the security Zone on the other side.



EXAMPLE 2: Belle starts her turn before a security Zone. On the other side there are Zombies. She Moves into the security Zone as her first Action. She now has no other choice but Moving again, despite the Sub-MG she holds. She has a Katana in her other hand. For her second Action, she moves forward and exits the secu-rity Zone looking to slash the Zombies, Japanese style.

THE MALL INDOOR ALLEYS



The mall tiles feature large marble indoor alleys. Indoor alleys count as street Zones for all purposes. As such, a Zombie spawn is not resolved when a door is opened on them.Cars can be driven inside the indoor alleys, as long as they got in by an opened double door. Yes, cars can get in the mall!
This influences:

- **Lines of sight:** Lines of sight cover as many Zones as the line can go through before reaching a wall or the edge of the board.
- **Search:** You can't Search in a mall indoor alley.

THE MALL SHOPS



The shops are separated by walls and are treated as buildings. This influences:

- **Movement:** You can only enter a shop through an opened door.
- **Lines of sight:** Shops are building Zones.
- **Search:** You can Search in shops.
- **Zombie spawning:** Opening a shop's door generates a Zombie spawn in the shop. The same happens if the shop door is opened (or missing) when the mall double door is opened.

PARKING



Covered by 9 street Zones, parking is a real arena for your Survivors. This tile's great for outdoor shooting and Zombie splitting. The central area counts as a single Zone.



BARRICADES

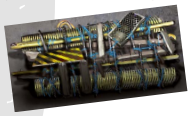


We've all heard about a survivor named Jericho piling up tons of junk to put a wall between the zombie world and him. And we can all guess how it ends. He finally feels safe. He lets his guard down. And then the wall falls under some undead weight.

INCOMPLETE BARRICADE



COMPLETE BARRICADE



Survivors build barricades to keep Zombies at bay. Unfortunately, hastily built barricades are temporary at best and always break down sooner or later. Barricades can only be built in specified locations, indicated on the Mission's map. Unless otherwise stated in the Mission's briefing, when there's a barricade on the map it can be rebuilt in the same spot when it's broken down.

Barricade tokens have two facings indicating their two states, "incomplete" and "complete". On his turn, any Survivor can spend 3 Actions at once to start or finish building a barricade in the Zone he stands in. The Zone must be free of Zombies.

1- To start building a barricade, a single Survivor spends 3 Actions at once. Put a Barricade token, with its "incomplete" face showing, over a straight border of the Zone the Survivor stands in. An incomplete barricade doesn't have any effect.
2- To complete a barricade, one Survivor may select an "incomplete" barricade on a border of the Zone he stands in, spend 3 Actions at once, and flip the token to the "complete" side. All Survivors who took part in the construction of the barricade earn 5 experience points.
A barricade can be completed in a single turn if two Survivors spend 3 Actions each. The first Survivor spends 3 Actions to start it, then the second Survivor spends 3 Actions to complete it.

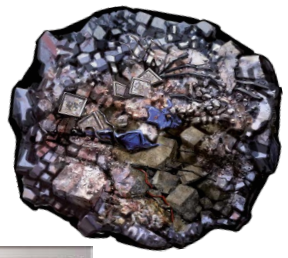
Designer's note: "Free" Actions can't be spent to build or finish a barricade.

HOW BARRICADES WORK:

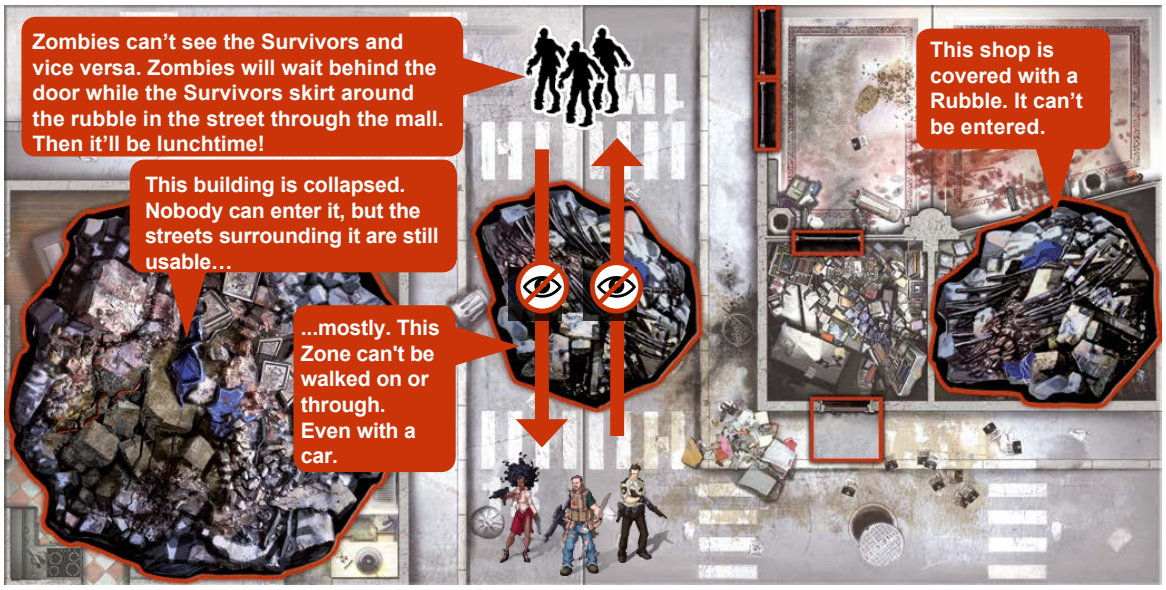
1- Adjacent Zones are set apart if their common border is fully blocked by any combination of walls and barricades. Half street Zones and doors only need one complete barricade token to be blocked, but a mall double door and standard street Zones need two complete barricade tokens to be blocked. A single barricade in a Zone that needs two has no effect.
2- Barricades can't be crossed but don't block line of sight. You can shoot over them! Zombies can see over barricades.
3- Complete barricades aren't considered doors for spawning. They don't isolate rooms from the rest of the building.
4- A Survivor can entirely break a barricade in the same way he could open a door. He still needs to have a door-opening weapon (Axe, Chainsaw, etc.) in hand to do so.
5- Whenever Zombies get an extra activation (because of a card, miniatures lacking or another game effect), remove all barricades tokens from Zones where at least one Zombie of the indicated type stands. These Zombies spend their entire activation to destroy the barricade, even if they have several Actions to spend. If a Runner gets an extra activation that moves him into a Zone with a barricade on his first Action, he'll use his second Action to destroy the barricade.
6- The Zombies follow the shortest route to the noisiest Zone or visible Survivor, as if there was no barricade, though complete barricades still stop them. They pile there until a shorter path is defined or the barricade is destroyed.

RUBBLE





A Zone even partially covered with one or more Rubbles can't be entered or crossed and blocks line of sight. Don't spawn Zombies in Zones covered by rubble or made inaccessible by it.



Beyond just the lack of maintenance, the relentless war between Survivors and Zombies took its toll on buildings. Serious hits dug big holes in places, turning some rooms into deadly traps.

HOLE ZONES

The damaged building tiles feature some big holes as Zones. Hole Zones have the following rules:

- Lines of Sight: Hole Zones are considered street Zones for Lines 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 a Hole Zone (so, it's usually 3 Actions to get out). A Hole 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.

PLANKS

Planks are put through some Hole Zones. They allow Actors to cross these dangerous Zones more quickly. Zones linked by both ends of a plank:

- 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 plank are at Range 1 of each other.

HOSPITAL TILES

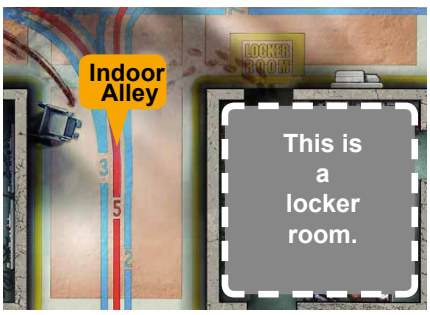


Hospitals rank among the most dangerous places around. In the first day of the zombie invasion, these places received many injured, dead, and infected people. It was only a matter of hours before every hospital turned into a slaughterhouse, then a zombie nest.
For months we avoided these places like the hellholes they were. We could find whatever supplies they held elsewhere, or they weren't worth the risk. Time has passed, however, and the rules have changed. Even the humblest supplies are worth the risk now, and dreadful diseases are coming back from the dark ages. Guess what kind of things a flea may bite before it bites you.

The hospital tiles are 1V, 2V, 3V, 4V, 5V and 6V.

HOSPITAL INDOOR ALLEYS

The hospital tiles feature indoor alleys. Indoor alleys count as street Zones for all purposes. This influences:
1 – Lines of Sight: Lines of Sight cover as many Zones as the line can go through before reaching a wall or the edge of the board.
2 – Search: You can't Search in an indoor alley.
3 – Spawn: Don't spawn Zombies in indoor alleys (unless there is a Spawn Zone, of course).



HOSPITAL ROOMS

The hospital tiles feature rooms. They count as building Zones for all purposes, and share these rules:

1 – Movement: You can only enter a room through an opened door.

2 – Search: You can't Search in hospital rooms **except for locker rooms**.

3 – Zombie spawning: Opening a hospital room's door generates a Zombie spawn in the room. The same happens if the room door is opened (or missing) when the hospital door is opened.

Check out the beds, too!

CAMPS TILES AND TENTS



In the first weeks of the invasion, the military established camps in the city parks and in surrounding areas. Unfortunately, most places don't stay secure for long when zombies are involved, and many camps fell after putting a hell of a fight. Remnants remain, sometimes with good weapons and ammo to grab. And then there are the tents, giant and ragged pieces of material with stuff and zombies just waiting for you open them up. They're like magic bags with prizes inside. Who doesn't love that?

- The camp tiles are 7V (also called wasteland for helicopter piloting), 8V and 9V.
- All camp Zones are street Zones. Most of them can receive tent cards, as indicated on the Mission map.

TENTS

- Unless otherwise stated by the Mission, distribute hidden tent cards at random among the Zones which receive tent cards when the board is set (see the Mission's map).
- A Survivor entering a tent for the first time reveals it. Flip the tent card and spawn Zombies inside (check the beds too!). A Zombie entering a tent doesn't reveal it.
- Tents can't be Searched (except for the Administrative and Infirmary cards).
- No Line of Sight can be traced through a tent or between tents and other Zones.
- If you own other *Zombicide* boxes, a tent can't be driven through.



CRASHED HELICOPTER



Unless otherwise stated, a Zone even partially covered with the Crashed Helicopter token can't be entered or crossed and blocks Line of Sight. Don't spawn Zombies in Zones covered by the Crashed Helicopter token or made inaccessible by it.

Toxic City Mall expansion users may notice the Crashed Helicopter token uses the same rules as Rubble. Game effects affecting Rubble affect the Crashed Helicopter as well.

EVENT TRIGGERS



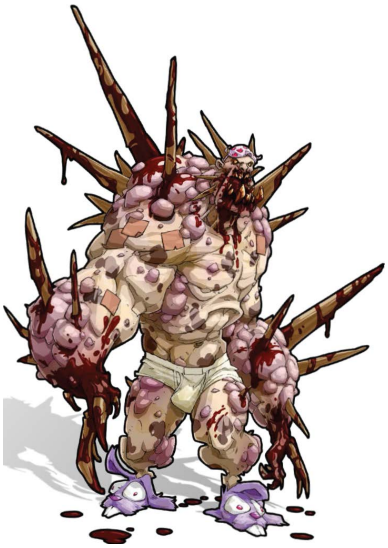
As their name implies, Event triggers set off special rules when predefined circumstances occur. Unless otherwise stated by the Mission, apply the rule below.

EVENT TRIGGER: A tile displaying an Event trigger only spawns Zombies the first time a Survivor stands in one of its building or indoor alley Zones at the end of an Action. Flip over the Event trigger to indicate that it was used. Don't spawn Zombies inside the building Zones of this tile when a door leading into it is opened—spawn Zombies when a Survivor steps inside one of this tile's building or indoor alley Zones.

Game effects born of Event triggers can interrupt an Activation (or Team Action). They are resolved before resuming the Activation.

EXAMPLE: A Crawler is spawned in a bed, on a tile where a Event Trigger lies. Maddie uses her Blood-lust: Melee Skill (see Skills) to get the Crawler. Achieving the movement part of the Bloodlust: Melee Skill, she stops on the Crawler's Zone and thus activates the Event Trigger. Zombies are spawned over the tile: two Skinner Walkers appear in Maddie's and the Crawler's Zone. The next drawn Zombie card is a Skinner Walker Extra Activation. Both Skinner Walkers wound the Survivor. Maddie is killed before resuming her Activation and benefiting of the free Melee Action of the Bloodlust: Melee Skill. Too bad!

Event triggers are wonderful tools for Mission creation. For example, you can limit their range to a single Zone or link them to a door to trigger the opening of another door or the appearance of an unexpected guest. Remember, having fun is the only rule!



HELIPAD AND STAIRS





Bordered with a fence, the helipad is a real place of interest in any Mission. It can be used to control large streets on the board or as an objective location for your Missions.

• The helipad is bordered with a fence. Actors can trace Lines of Sight and execute Ranged Attacks through it, but they cannot Move (or drive a car) through it. Remember, however, that an A-Bomb Abomination can grab Survivors through it!

• Use the stairs token to create passages in the helipad's fence. Feel free to use it in your own Missions in any way you see fit, for example as passages through levels or to justify the presence of a Spawn Zone in the middle of a building.

Note that the helipad fence is not a barbwire fence. It can't be crossed and destroyed by Abominations.



CAR SPECIAL RULES

CAR SUBSTITUTION

You may want to substitute some cars for others to add flavor to your games, suit you play style, or try older missions again. Note that these substitutions work both ways.

- Police cars can be replaced by taxis.
- Pimpmobiles can be replaced by hippiemobiles or muscle cars

POLICE CARS



You can Search police cars more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

PIMPMOBILE



You can Search a pimpmobile only once per game. It contains a special weapon (Gunblade, Evil Twins, Ma's Shotgun, Pa's Pistol, etc - drawn randomly if not specified in the Mission setup). Some Missions may contain many pimpmobiles. In this case, only the weapons that have not yet been taken can be inside them. When there are no more...there are no more.



HIPPIEMOBILE

• Hippiemobiles can be Searched in the same way as pimpmobiles.
• Ignore car attacks made by hippiemobiles. They are harmless.

MUSCLE CAR



• Muscle cars can't be Searched.
• Muscle cars can move up to 3 Zones instead of 2 when driven.

TAXI



You can Search taxis more than once per game. They are Searched just like a building Zone **but Flashlight cards have no effect**. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

The cars featured in *Zombicide* can be driven into indoor alleys. To enter, however, they need to pass through a double door like those found in the *Toxic City Mall* expansion.







#13 TEAM ACTIONS

Fighting and surviving together for so long creates special bonds that people used to only see in military units. Sometimes, it's the good old orders yelled by whoever thinks he's the alpha. Team tactics. In other circumstances, it's a secret language expressed in funny ways. Gang signs, if you like. And then, some rely on pure instinct, knowing exactly when and where they have to act. In my case, it's a little of all three. It depends on the teammates I'm hanging around with. In a time of peace, I think I'd call it friendship. Whatever it is, it's our most potent weapon.

Veteran players may use Team Actions to enhance their game experience. During Setup (see page 6), at Step 6, each team can choose up to two Team Action cards (each team must have the same number of them). They are kept through the game. Return other Team Action cards to the box.

During his Activation, a Survivor can freely use a Team Action card his team chose. **Each team can use only one Team Action card in each Players' Phase.**
To use the Team Action, these conditions have to be met:

- Select the Survivor using the Team Action and at least one other teammate.
- All selected Survivors need to be able to execute the chosen Team Action (being equipped with a Melee weapon if the Charge! Team Action is selected, for example).
- Select a Zone. This is either the starting or ending Zone of the Team Action.
- Each designated Survivor has to resolve the chosen Team Action, in the order of your choice. Each Survivor's Action must be fully resolved before the next designated Survivor can take his Action. After the Team Action resolution, the Survivor who used it resumes his Activation.

A Team Action is not an Activation. A Survivor benefitting from it only resolves the indicated Action(s). Skills can be used during a Team Action, except for those called upon during the Survivor's Activation (like +1 free Move Action or Lifesaver, for example).
Zombicide Season 3: Rue Morgue features three Team Actions: Charge!, Move!, and Shoot!

A Team Action is not cancelled if, at any moment during its resolution, one of its conditions is not met anymore.

EXAMPLE: Bear and Maddie begin a Charge! Team Action. They both gain a free Move to the selected Zone, and then must resolve a free Melee Action against Zombies (or rival team members). Their min-iatures are first moved to the destination Zone, con-taining a single Skinner Walker. The player chooses to resolve the free Melee Action with Maddie first. Maddie kills the Skinner Walker. Bear can't execute his free Melee Action anymore (no target!), but still benefits from the Team Action.

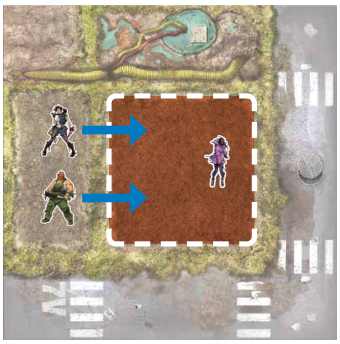
CHARGE!



The Charge! Team Action card can be used in two ways:

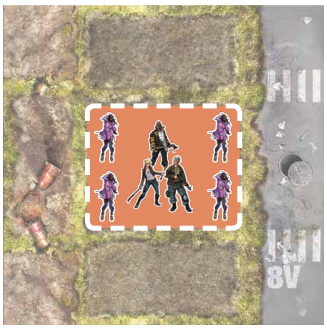
- Select a Zone each chosen team member can reach in a Move Action, **and containing at least one Zombie (or rival team member)**. It can be a Zone where at least one chosen team member stands. If needed, all chosen team members resolve a free Move Action to reach the selected Zone. After moving, each chosen team member executes a free Melee Action. OR Select the Zone all chosen team members stand in. They can all execute an optional free Move Action to get out of it and reach Zones **where at least a Zombie (or rival team member) stands**. Then, each chosen team member executes a free Melee Action.

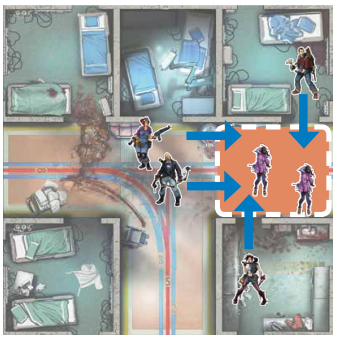
A Survivor can't benefit from the Move of the Charge! Team Action if he stands in a Zone with Zombies and can't get out of it with a single Move Action.



Life is sometimes as simple as a war cry. Bear shouts a Charge! Team Action aimed at a Zone next to him. His teammate Maddie gladly follows him into the fray. They both Move freely to the selected Zone, and then each of them executes a free Melee Action.

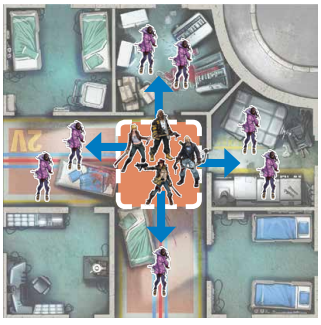
Dan, Cathy, and Terry are surrounded by Skinner Walkers. They were prepared for it, and Terry orders a Charge! Team Action in their own Zone. They don't use the free Move Action, as they already stand in the selected Zone. Each of them resolves a free Melee Action to break the siege!





Charge! Maddie exhorts her teammates Joe, Louise, and Travis, to get rid of the incoming Zombies. They all Move freely into the Zone containing Skinner Walkers. Each Survivor then executes a free Melee Action with an equipped Melee weapon.

The board needs a quick cleaning or the Zombies may reactivate! Parker uses a Charge! Team Action in her own Zone for her team to shine in this crucial moment. Every one of them executes a free Move Action, then a free Melee Action. That's why it's called Zombicide!



MOVE!



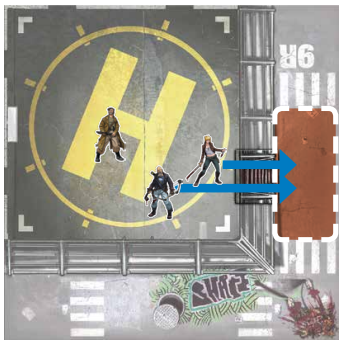
The Move! Team Action card can be used in two ways:

- Select a Zone all chosen team members can reach in a Move Action. They all execute a free Move Action to the selected Zone.

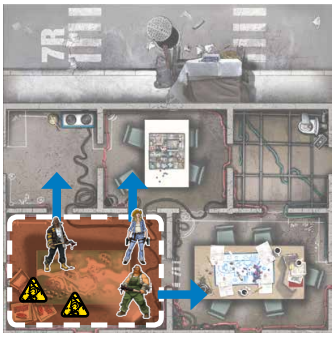
OR

- Select the Zone all chosen team members stand in. They all execute a free Move Action to get out of it.

A Survivor can't benefit from the Move! Team Action if he stands in a Zone with Zombies and can't get out of it with a single Move Action.



A strike team is needed out of the helipad! Cathy executes a Move! Team Action with Travis, her teammate. They get a free Move Action to reach the selected Zone. James, also on their team, could have been selected to move along them, but he's better off on the helipad...for now!



Dan is the last to play and realizes his team is too noisy. They may attract Zombies from the surround-ing areas. With a Move! Team Action on their own Zone, they all get a free Move Action to reach adjacent Zones.

SHOOT!

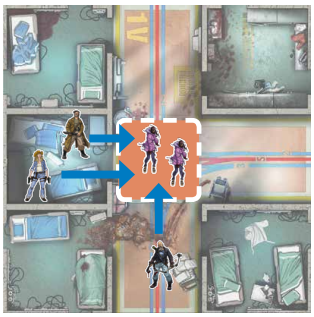


The Shoot! Team Action card can be used in two ways:

- Select a Zone all chosen team members can fire at with a Ranged Action. They all execute a free Ranged Action aimed at theselected Zone.

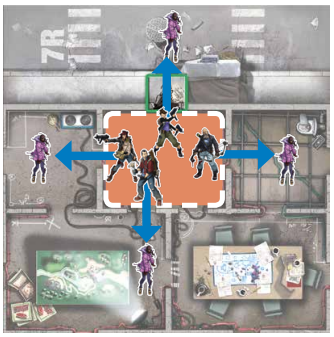
OR

- Select the Zone all chosen team members stand in. They all execute a free Ranged Action to fire at Zones within Range.



James, Jane, and Travis have set a nice trap. James declares a Shoot! Team Action aimed at the Zone where Skinner Walkers stand. Jane and Travis join him. Each of them resolves a free Ranged Action aimed at the designated Zone.

It's a shootout! Laurie unleashes a Shoot! Team Action in her own Zone. Every teammate aims at a Zone within Range and resolves a free Ranged Action. Being circled, you said? Nah.





#14 ULTRARED MODE

Every subculture has its legends, and survivors are no exception. What do legends of our angry culture talk about? Weapons. No, I mean: WEAPONS!

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



Angry Neighbors introduces the following Ultrared Equipment cards: Flaming Nailbat, Nico Special, The Holy Pan, The Reaper, The Zombicider, Uber Shield, and Zantetsuken. These Equipment cards are so powerful that they can only be used by Red Level Survivors. Any Survivor can discard an Ultrared Equipment card on his turn to gain 5 experience points immediately.

ULTRARED MODE: Put all Ultrared Equipment cards in the Equipment pile and shuffle it. When your Survivor reaches the Red Level, put the experience tracker 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* Skills (except those featuring brackets, such as Starts with [Equipment], for example) upon reaching Orange and then Red Level.

EXAMPLE: Tiff (standard version) just earned her 43rd experience point, getting to the Red Level. She has the following Skills: Starts with a Sub MG (Blue), +1 Action (Yellow), +1 free Ranged Action (Orange), and +1 free Ranged Action (Red). The player puts the experience tracker back to the start as the Zombicide continues. Tiff is still at Red Level.
Tiff won'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 "Sniper", 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 die: Ranged". The experience counter returns to the start.
During her third run on the experience bar, Tiff doesn't get any Skill at Blue, Yellow, or Orange Lev-els, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "Gunslinger". The experience counter goes to the start again.
From now on, Tiff 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.

#15 ULTIMATE SURVIVORS

Ultimate Survivors #1 feature all Survivors, with their ID Cards. Some Skills evolved to turn your heroes into ultimate Survivors! All of them have a free additional Skill at Blue Level. So, they engage the Zombicide with two Skills instead of one.

EXPERIENCE MODE

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

EXPERIENCE MODE: Playing in Experience mode allows Survivors to earn Experience cards. These work like Skills and enhance the Survivors' abilities. Equipment and experience points still reset between games, but Experience cards remain from one game to the next, until the Survivor is definitively eliminated (or discarded).

1- A Survivor earns an Experience card of the player's choice each time he reaches a Danger Level he never reached before, including in previous games. The selected Experience card counts as a Skill and is immediately active (except for the **Starts with [Equipment]** Experience cards).

Danger Levels gained in Ultrared Mode (see *Ultrared Mode*) count for this achievement. A Survivor can hoard an unlimited amount of Experience cards during his lifespan but may have only a single copy of each. Experience cards' effects stack with other game effects. A weapon's Accuracy cannot be brought below 2+.

EXAMPLE 1: Amy begins at the Blue Danger Level, without any Experience cards. She soon reaches the Yellow Danger Level for the first time and immediately gets her first Experience card. The game ends before Amy reaches the Orange Level.

2- Experience cards are kept from one game to the next, until the Survivor is eliminated or the player chooses to discard the Survivor entirely.
A Survivor can be eliminated (or discarded) and immediately played again in Experience mode, but without any Experience cards. Reroll time!
If you play in Resurrection mode, a Survivor keeps his Experience cards when he turns into a Zombivor. A Zombivor can't turn back into his regular Survivor aspect while evolving in Experience mode, but he can earn additional Experience cards.

EXAMPLE 1: On a second game, Amy starts at the Blue Danger Level and with only the starting equipment again, but she benefits from the Experience card she earned in the first game. Reaching the Yellow Danger Level doesn't grant her an additional Experience card, as she reached this Danger Level on the first game. However, reaching the Orange Danger Level, and then the Red, earns Amy her second and third Experience cards.

EXAMPLE 2: Amy and her teammates now play in Ultrared Mode. The goth girl battles Zombies to the Red Danger Level without gaining an Experience card. As her experience tracker is put back at "0" and rises again, she reaches the Yellow Danger Level one more time, and then gains her fourth Experience card. That's a Zombicide!

3- Whenever a Survivor possess an Experience card in a Mission not featuring the corresponding Equipment, put all corresponding Equipment cards you own in the Equipment pile (even if it involves starting Equipment, like Nightsticks in *Zombicide Season 2: Prison Outbreak,* for example).
Survivors with the Starts with [Equipment] Skill still receive a free copy of such a card, if required.
If you're used to mixing Equipment cards from various sources in your games anyway, that's cool. Keep calm and carry on blasting zombies!

EXAMPLE: Ned chose "Nightstick / +1 die: Melee" as an Experience card and plays a *Season 3: Rue Morgue* Mission. Nightstick Equipment cards are usually featured in *Season 2: Prison Outbreak* Missions. Nightstick Equipment cards are nonetheless added to the *Season 3: Rue Morgue* Equipment pile.

#16 COMPETITIVE MODE

Well, humans are still humans, even with the zombies roaming around. Resources are running low. Sometimes, we are not as united as we should be. In that case, some competition may occur.

Completely optional, the Competitive mode pits teams against each other, often with deadly results. It's quite simple: the teams you gathered during Setup are rivals. At the end of the game, add together the experience points earned by all Survivors in each team, including the dead. The team with the most experience wins.
Until then, it's a free for all. You can bargain with other players, form temporary alliances then betray your allies, even slice and shoot rival teams.

REMEMBER: Killing another Survivor doesn't earn you experience points.

The Competitive mode can only be used with Competitive Missions.

- Situations when players have to agree on the way a game effect has to be resolved are now decided by the first player. For example, this applies when Zombies inflict Wounds in a Zone containing Survivors of rival teams, or the way Zombies are split during Zombies' Phase.
- Targeting Priority is an exception to the previous rule. The attacking Survivor chooses his targets among victims sharing the same Priority Level.
- Movement is not hindered by rival Survivors.

In Competitive mode, rival Teams receive an equal number of free Bulletproof Vests Equipment cards at the beginning of the game, in addition to the classic Equipment endowment (see *Setup*). If there are not enough Bulletproof Vest cards to distribute an equal number among teams, return the excess cards to the box.



A Bulletproof Vest offers a temporary protection against other Survivors' attacks (NOT Zombies' attacks). It doesn't need to be equipped in hand to be effective.

- When a Survivor suffers the first Wound inflicted by another Survivor, turn the Bulletproof Vest upside down. The Wound is ignored. Don't discard an Equipment card.
- Upon suffering a second Wound from a Survivor, the Bulletproof Vest card is lost and put aside (not in the discard pile). The Wound is ignored once again.
- Every Wound suffered afterward is played normally.
- A Survivor can have several Bulletproof Vests in his inventory.

REMEMBER: When hit by another Survivor, a Survivor suffers as many Wounds as the Damage value of the weapon used.

EXAMPLE: Terry is wearing a Bulletproof Vest. Jane hits him once with a Pistol (Damage 1). Terry suffers 1 Wound. Terry's Bulletproof Vest card is turned upside down, and the Wound is ignored. Maddie then hits Terry once with a Fire Axe (Dam-age 2). Terry suffers 2 Wounds. The first Wound is ignored, but the Bulletproof Vest card is set aside. The second Wound is inflicted normally. Terry loses an Equipment card (if he owns one) and receives a Wounded card.

C'EST LA VIE!

The Competitive mode turns *Zombicide* into a different game. You may want to try this mode on your own before introducing Zombicide to new players.
Aside from the addition of Bulletproof Vests, we deliberately chose to not adjust the game's core parameters for the competitive mode. The environment is the same. Noise management is crucial. For Zombies, all Survivors taste the same. That's the way *Zombicide* is.

#17 FOR VETERAN PLAYERS

EQUIPMENT AND PREVIOUS SEASONS

Most *Zombicide Season 3: Rue Morgue* cards have logos and/or simple rules texts, and are designed to be self explanatory. There are, however, a few special cases where some clarification may be needed, especially if you are using previous *Zombicide* Seasons.



AAAHH! CARDS AND CARS

Previous Zombicide Seasons use cars, and Searching in some of them can trigger the appearance of a Walker upon drawing an Aaahh! card. If you mix contents, this affect applies to Skinner versions of the Aaahh! card as well

LA GUILLOTINE AND NAILBAT



"La Guillotine" Equipment card belongs to the Pimpweapon special category used in previous *Zombicide* Seasons. If you use previous Seasons' material, you can use La Guillotine as a Pimpmobile reward. In Season 3, it is a unique Equipment card taken out of the Equipment pile and featured in some Missions.



In *Zombicide Season 2: Prison Outbreak*, the Nailbat used to be assembled by combining a Baseball Bat and a Nails card. In *Season 3*, it is a unique Equipment cards taken out of the Equipment deck and featured in some Missions. If you mix Seasons, it can still be assembled with a Baseball Bat and Nails.

MENTIONED EQUIPMENT

Some cards, like Plenty Of Ammo, may mention Equipment not featured in *Zombicide Season 3: Rue Morgue* (Evil Twins or Ma's Shotgun, for example). This is for compatibility reasons with other Season boxes' contents.

RIFLE AND SCOPE

Previous Seasons' players may have noticed a slight change in the wording on the Rifle and Scope cards. They combine just as they did before, but new combinations are now available for the Scope. This change applies to any Rifle and Scope cards found in previous Zombicide Seasons.

#18 SKILLS

Each Survivor 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 on 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).

NOTE: Skills listed here include updated versions using *Zombicide Season 3: Rue Morgue*'s content.

+1 Action - The survivor has an extra Action which he may use as he pleases.

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

+1 Damage with [Equipment] - The Survivor gets a +1 Damage bonus with the specified equipment.

+1 to dice roll: Combat - The Survivor adds 1 to the result of each dice he rolls on a Combat Action (Melee or Ranged). The maximum result is always 6.

+1 to dice roll: Melee - The Survivor adds 1 to the result of each dice he rolls in Melee Combat. The maximum result is always 6.

+1 to dice roll: Ranged - The Survivor adds 1 to the result of each dice he rolls in Ranged Combat. The maximum result is always 6.

+1 die: Combat - The Survivor's weapons roll an extra die in Combat (Melee or Ranged). Dual weapons gain a die each for a total of +2 dice per Combat Action.

+1 die: Melee – The Survivor's Melee weapons roll an extra die in Combat. Dual Melee weapons gain a die each, for a total of +2 dice per Dual Melee Combat Action.

+1 die: Ranged – The Survivor's Ranged weapons roll an extra die in Combat. Dual Ranged weapons gain a die each, for a total of +2 dice per Dual Ranged Combat Action.

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

+1 free Dog Action – The Survivor has one extra free Action to use with Dog Companions (see *Dog Companions*). This Action may only be used with Dog Companions.

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

+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 Combat Action. This Action may only be used for Ranged Combat.

+1 free Team Action – The Survivor can use an extra Team Action during his Activation, selecting the Team Action card that hasn't been used yet this game round. This Skill may be used even if the Survivor's team already used a Team Action during the Players' Phase. This Skill allows using the same Team Action multiple times in the same Players' Phase, if the team chose identical Team Actions cards during setup.

+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' 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.

+1 **re-roll per turn** – Once per turn, you can re-roll all the dice related to the resolution of an Action made by the Survivor. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allow re-rolls.

2 cocktails are better than 1 – The Survivor gets two Molotov cards instead of one when he creates a Molotov.

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 Melee and Ranged weapons as if they had the Dual symbol.



Barbarian – When resolving a Melee Action, the Survivor can replace the Dice number of the Melee weapon(s) he uses by the number of Actors standing in his Zone (including other Survivors and himself). 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 (or rival Survivor). He then gains one free Combat Action.

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

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

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 – The Survivor doesn't need any Equipment to open doors. 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). More-over, the Survivor gains one extra free Action that can only be used to open doors.
Please note the Break-in Skill doesn't apply to removing bar-ricades (see *barricades*).

Can start at [Danger Level] – The Survivor can begin the game with experience points equal to the first point of the indicated Danger Level. All players have to agree.

Charge – The Survivor can use this Skill for free, as often as he pleases, during each of his Activations: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). 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.

Death grasp – Don't discard an Equipment card when the Sur-vivor receives a Wounded card. This Skill is ignored if there's no space left in the Inventory to receive the Wounded card.

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

Distributor* – When resolving the Spawn Step during the Zombies' Phase, draw as many Zombie cards as Spawn dice rolled (plus one per activated Spawn Zone without Spawn locator). Assign a Zombie card to each assigned Spawn die freely, in ascending dice order and one after the other, spawning Zombies as indicated. Each activated Spawn Zone without a Spawn locator must receive one Zombie card.
If rival teams (see *Competitive mode)* possess this Skill, the first player chooses the team that can use it. The others can't use it until the next game round.

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

Fast roping – The Survivor knows how to use ropes to get out of a flying helicopter. He can get out of a flying helicopter to get into a street Zone (but not an indoor alley).



Free reload – The Survivor reloads reloadable weapons (Double Barrel, Mac-10, Sawed-Off, etc.) for free.

Frenzy: Combat – All weapons 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.

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 Combat 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 Combat Action.

Full auto – When resolving a Ranged Action, the Survivor can replace the Dice number of the Ranged weapon(s) he uses by the number of Actors standing in the targeted Zone (including other Survivors and the Survivor himself). Skills affecting the dice value, like +1 die: Ranged, still apply.

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



Helicopter pilot – The Survivor can pilot a helicopter (see *helicopter*).

Hit & run – The Survivor can use this Skill for free, just after he resolved Melee or Ranged Combat Action resulting in at least a Zombie kill (or a rival Survivor 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.

Hoard – The Survivor can carry one extra Equipment card in reserve.

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 hospital, tent, or street Zone) the same turn. This Action may only be used to Search, and the Survivor can still only Search once per turn.

Is that all you've got? – You can use this Skill any time the Survivor is about to get Wounded cards. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wounded card 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 all Actors, barricades, and holes in the intervening Zone. Any obstacles other than Actors, barricades, and holes in the intervening Zone prevent the use of this Skill.

Lifesaver* **–** The Survivor can use this Skill, for free, once during each of his Activations. 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 barricades (see *Angry Neighbors* and *Toxic City Mall*), fences, closed doors, holes, or walls. Lifesaver can't be used by a Survivor in a car, helicopter, or in an observation tower (see *Prison Outbreak*), nor can it be used to drag Survivors out of a car, helicopter, or an observation tower.

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 per turn, 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 different Survivors have this Skill, only the last one who used it applies the effects.
A flying helicopter is always considered to be the last to use the Loud Skill each game round.

Low profile* – The Survivor can't be targeted by Survivors' Ranged Attacks and can't be hit by car attacks (in both case, even by rival Survivors' Attacks). Ignore him when shooting in or driving through the Zone he stands in. Weapons that kill everything in the targeted Zone, like the Molotov, still kill him, though.

Lucky – The Survivor can re-roll once all the dice for each Action he takes. The new result takes the place of the previous one. This Skill stacks with the effects of other Skills (1 re-roll per turn, for example) and Equipment that allows re-rolls.

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



Medic – Once per turn, the Survivor can freely remove one Wounded card from a Survivor in the same Zone. He may also heal himself.

Ninja – The Survivor makes no Noise. At all. His miniature does not count as a Noise token, and his use of Equipment or weapons produces no Noise tokens either! The Survivor may choose not to use this Skill at any time, if he wishes to be noisy.

Point-blank – When firing at Range 0, the Survivor freely chooses the targets of his Ranged Combat Actions and can kill any type of Zombies (including Berserker Zombies). His Ranged weapons still need to inflict enough Damage to kill his targets.
REMEMBER: An A-Bomb Abomination can't be killed by a Point-blank use, as it has no Damage threshold.

Reaper: Combat – Use this Skill when assigning hits while resolving a Combat 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.
EXAMPLE: Armed with a Shotgun, Travis shoots into a Zone where two Skinner Fatties are standing. He scores one success, allowing him to kill a Skinner Fatty. His Reaper: Combat Skill allows him to kill the other Skinner Fatty (identical Zombie).

Reaper: Melee – Use this Skill when assigning hits while resolving a Melee Action. One of these hits can freely kill an additional identical Zombie in the same Zone. Only a single ad-ditional Zombie can be killed per Action when using this Skill.

Reaper: Ranged – Use this Skill when assigning hits while resolving a Ranged 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.

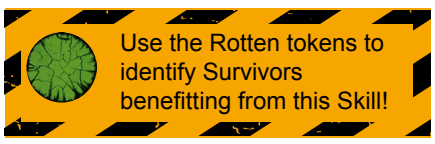
Regeneration – At the end of each game round, discard all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

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

Roll 6: +1 die Melee – You may roll an additional die for each "6" rolled on a Melee attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill, for example) must be used before rolling any additional dice for this Skill.

Roll 6: +1 die Ranged – You may roll an additional die for each "6" rolled on a Ranged attack. Keep on rolling addi-tional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill or the Plenty Of Ammo 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 taken a Combat Action, driven a car or piloted a helicopter (pas-sengers are not concerned), and has 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 any and all types of Zombies (including Losts, but not Zombivors, see Angry Neighbors, Toxic City Mall, or Prison Outbreak) 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 takes any Combat Action 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 can Search in any Zone. This includes street Zones, indoor alleys, hospital Zones, helipads, tents, 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 Activations. 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 barricades (see *barricades*), fences, closed doors, or walls but can be shoved out of a hole. Shove can't be used by Survivors in a car or helicopter.

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

Sniper – The Survivor may freely choose the targets of all his Ranged Combat Actions.

Sprint – The Survivor can use this Skill once during each of his Activations. Spend one Move Action with the Survivor: He may move one, 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 (even rival ones) when he uses a Ranged Attack or drives a car through a Zone. The Skill does not apply to a Ranged weapon killing everything in the targeted Zone (such as a Molotov, 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 teammates benefit from this Skill at the same time, the team's players choose their activation order. If rival teams (see Competitive mode) possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise).

Taunt – The Survivor can use this Skill, for free, once during each of his Activations. 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 Attack he receives from a single Zombie every Zombies' Phase.

Toxic immunity – The Survivor is immune to Toxic Blood Spray.

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

Webbing – All Equipment in the Survivor's inventory is con-sidered equipped in hand.

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 team-mates benefit from this Skill at the same time, the team's players choose their activation order.
If rival teams (see *Competitive mode*) possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise).

#19 DESIGNERS' NOTES

THE GUILLOTINE SPIRIT – LIBERTÉ, ÉGALITÉ, FRATERNITÉ

"Liberté, égalité, fraternité" (liberty, equality, brotherhood) is the French motto and Guillotine Games' motto as well. We believe in cooperation, friendship, and trust to reach success in a challenging world. We took inspiration from these values to create our company and design Zombicide. That is the Guillotine Spirit.

ZOMBIVORS

When players saw the Zombivor drawings for the first time, many thought about the introduction of Player vs Player rules to the game or, at least, heroes joining the zombie force against other players. We thought about these options. But another idea slowly arose.
The Guillotine Spirit inspired us to create heroes turning into zombies and remaining heroes by sheer willpower. This allowed us to introduce changes in their game profile with new features and a new feel. Creating Zombivors also seemed a unique way to strengthen the Zombicide universe. Survivors are heroes strong enough to face infection and death, and win. What can be learned from Zombivors about the zombie infection? What place will they hold in the future of Zombicide? Zombivors introduced concepts of "before" and "after" in Zombicide and thus, the beginning of a lasting storyline.

LINES OF SIGHT

Some game components, especially the parking tile, raised questions in our team. How can an Actor just see in straight lines in an open field like a parking lot?
As most of us had designed war games before, we studied ways to introduce diagonal lines of sight to the game. Such a change was possible but had numerous consequences, the first of them being greater complexity in the core rules. After a while, we chose to keep the original rules. Rules simplicity is a pillar for Zombicide's popularity and, on a winky side note, we don't want our wives and kids out of the game!

HOUSE RULING

We wanted Zombicide to have very flexible features and easy rules. This combination opens endless possibilities for house ruling. You don't like a rule? Change or ignore it. You want a token to represent something we didn't think about? Surprise us. You've thought about your own Survivor or have a miniature you'd like to play? Blank ID cards and Equipment cards are available for download on Guillotine Games' web-site (http://guillotinegames.com). Let your imagination open the gates of your own zombie world. **Having fun shall be the only rule.**

#20 TIPS

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

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

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

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

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

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

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

SURVIVORS

SEASON 1



- Amy
- Doug
- Josh
- Ned
- Phil
- Wanda

SEASON 2




- Derek
- Elsa
- Neema
- Raoul
- Belle
- Grindlock
- Joshua
- Kim
- Shannon
- Watts

SEASON 3




- Bear
- Cathy
- Dan
- James
- Jane
- Joe
- Laurie
- Louise
- Maddie
- Parker
- Terry
- Travis
- Adam
- Jeff
- Julien
- Tiff

Special Guest Boxes

- Kevin
- Peach
- Doug
- Tomiko
- Carson
- Gilly
- Igor
- Matt
- Dylan
- Maki
- Donna
- Brother Max
- Bones
- Padre Johnson
- Ben
- Mary
- Mitch
- Uncle Honk

PROMO FIGURES







- Dave
- Cardboard Tube Samurai
- Eagle Chaz
- El Cholo
- Nick
- Troy
- Claudia
- Eva
- Ivy
- Kyoko
- Marvin
- Achille
- Brad
- Chuck
- Gary
- Kirk
- Mack
- Mike
- Ralph
- Rose
- Smith
- Thiassa
- Adriana
- Don
- Frank
- Rob
- Dakota
- Fred
- Helen
- Lea
- Rick
- Ross
- Will
- Audrey
- Bastion
- Cat
- Doc
- Lucius
- Jesse
- Kabir
- Seth
- Spencer
- Yuri
- Oksana
- Patrick
- Dick
- Leroy
- Paul
- Benny
- Curro
- Kris
- Miss Trish
- Nikki

OTHER



- Bill
- Thiago
- Alyana Heska
- Union Worker #42
- M. Phal
- Gabriel
- Azaghal
- Jovem Nerd

ZOMBICIDE FAQ 2.5

Sources: Official Zombicide FAQ 1.0, EdgeEnt.com's FAQ 2.0 (translated by Marc Raps). & BGG official answers compiled by strerd

1. Players' Phase

Opening Doors

Q: Do I need door-opening Equipment to open a door from the inside?
A: Yes. All doors must be opened the same way, even if you start the mission inside the building.

Q: Can I open the door of a building while inside a car?
A: Yes, as long as the car is in the same Zone as the door and you have the right Equipment.

Q: Can a door be opened even if a zombie is already present in the zone?
A: Yes.

Vehicle Actions

Q: Can a Survivor only spend one Action per turn to move the car he's driving?
A: No, he can spend as many Actions as he'd like. Each Action allows the car to move up to two Zones.

Q: What happens when I drive a car in a Zone with another car containing Survivors?
A: In ***Season 1***, being in a car doesn't affect the targeting priority in any way, so those unfortunate Survivors in the other car will be targeted first by your car attack. This is no longer the case when playing subsequent Seasons, where the rules state "except for those in cars, the attacking one or any other".

Q: When driving a car over a populated Zone, do I roll dice even for those Zombies the car can't kill?
A: Yes. Roll one die for each figure in the targeted Zone (whether Walker, Runner, Fatty, Abomination, or Survivor outside the attacking car). Hits are assigned according to the normal targeting priority order, but with a Damage of 1, the car can't kill Fatties or Abominations (which means Runners are safe if they can hide behind them). The driver gains all XP for the killing.

Q: Can two Survivors inside the same car swap seats for 1 Action?
A: No, swapping seats is not allowed. A Survivor must spend 1 Action to vacate his seat and change into an empty one. The next Survivor can then spend 1 Action to change into the recently vacated seat.

Q: Can your two zones of movement with a car be back and forth? If so, how are Car Attacks resolved in each zone?
A: Yes. Make a Car Attack on Actors in Zone A, one for Actors present in Zone B, then another one for Zone A. Zone B is Attacked only once.

*Q: Can a Survivor get out of a car or helicopter if there is a zombie in the same zone (whether the Survivor is **Slippery** or otherwise)?*
A: Yes.

Q: Do cars or helicopters produce noise tokens (in addition to those produced by Survivors inside the vehicle)?
A: No.

Search Actions

Q: Do I need to be inside a car in order to Search it?
A: No, you only need to be in the same Zone as the car and have no Zombies in that Zone. You can even be inside a different car.

Q: Can a car be searched by the same Survivor several times in a turn, or is it several times during a game, but limited to once per Survivor per turn as with rooms?
A: One Search Action per Survivor and per turn, regardless of where the Search is made in (car or room).

Q: *Can you perform a Search Action in the starting Zone for Missions where the Survivors start inside a building?*
A: Yes, unless the Mission's special rules say otherwise.

Q: Can I Search more than once per turn with the same Survivor?
A: No, not even if the Survivor has the **+1 Free Search Action** Skill.

Q: Can multiple Survivors search the same room during the same turn?
A: Yes.

Other Actions

*Q: Are Survivors obliged to give each other the same amount of cards during a **Trade Action**?*
A: No. A Trade Action doesn't have to be fair. You can exchange one (or more) Equipment cards for nothing, or exchange nothing for nothing, just to reorganize two inventories for one Action!

*Q: Do I need to spend an additional **Move Action** to leave the board through the Exit Zone?*
A: No. Leaving the board requires no Action and is done at the end of a Survivor's turn on the Exit Zone, after he has performed all his Actions.

*Q: In order to **stash** two Bags of Rice in the trunk of a car and retrieve two Shotguns, how many Actions are required?*
(A) Two Actions. One Action for stashing, one Action for taking, regardless of the number of objects.

2. Zombie Phase

Activation

Q: What happens when a Zombie has no path to the Survivors?
A: If all paths to the Survivors are blocked (because the Zombie spawned inside a locked building, a Survivor used the Lock It Down Skill, etc.), then the Zombie follows the shortest route to the noisiest Zone as if all doors were opened, though locked doors still stop it. The Zombies pile in front of the locked door.

Q: What happens if the Zombies don't have a reason to Activate? For example, if:
- All Survivors are down, awaiting the start of an upcoming Players' Phase to rise again as Zombivors.
- All remaining Survivors have the Rotten or Ninja Skill and did not attack or produce noise during their turn.
A: In this case, the Zombies have no stimulus and do not move.

Q: If there is more than one Survivor in a Zombie-infested Zone, does the first Zombie only kill one Survivor and the rest waste their actions in a feeding frenzy, leaving the other Survivors alone?
A: No. The "feeding frenzy", in which Zombies that have not yet acted waste their activation by feasting on a Survivor that's just been killed, only takes place after all Survivors in the Zone have been killed.

Q: If all the Survivors in play are, in the noisiest zone, inside a building, that has one open door, and one closed door, and there is a group of Zombies outside the building, which (when ignoring doors), taking a path via the closed door, are closer to the Survivors, than taking a path via the open door, do the Zombies take the path via, and stop at, the closed door, or do they go the long route round, via the open door?
A: Zombies always go to the shortest clear path leading to the Survivors. In this case, they take the long route to reach their meal.

Q: If a small group of survivors are all located in one zone in a building and all the entrances have sealed doors (or unopened ones), where do all the zombies go/move towards that have been spawned on the rest of the gameboard not including the building that the survivors populate?
A: They move as if all doors were opened, but stop by closed doors.

Q: What do Zombies do if they are already on the noisiest zone?
A: Unless there's someone in sight, they don't move.

Q: If Zombies have two equivalent paths to follow to the same group of survivors/sound, but the first move on these paths is the same, do the zombies split?
(Example: If I have one zombie and I can go left, left.& down, to reach the noisiest group, or left, down, left, do I put two zombies in the left room?)
A: No.

Q: If Zombies have two overlapping paths to follow to different groups of survivors/sound, do the zombies split?
(Example: If I have one zombie and there are two noisiest groups, left and left, as well as left, left and down, do I put two zombies in the left room?)
A: No.

Spawn

Q: When starting a scenario in a building, when you break the door to get out, do you spawn zombies in the street zones? A: No.

Q: When spawning the Zones of a building I just opened, what happens if I draw an extra activation or manhole card?
A: Always do exactly what the card says, no matter when you draw it. If you draw an extra activation card, that Zombie type receives an extra activation immediately. If you draw a manhole card, spawn Zombies in the manholes normally. In these cases, the building Zone for which the card was originally drawn receives no Zombies.

Q: Should I draw a Zombie card when opening the door of the building containing the Player starting area?
A: No.

Q: What happens if a Fatty should be spawned but there are no Walkers left?
A: Since a Fatty should spawn with two Walkers, the lack of the requested Zombie type means all Walkers on the board gain an extra activation.

Q: What happens if I need to add a Zombie due to splitting, but there are no more miniatures available of its type?
A: Like any time when you need to place a Zombie but none are available, all Zombies on the board of the requested type immediately get an extra activation.

Q: In a case where there are no Zombie miniatures left. During the Zombies' Activation Phase, multiple groups split. How do are additional Activations resolved?
A: There is an additional Activation for each group that has to be split but doesn't have the required miniatures. The easiest way to resolve this is to finish all Moves, then have the additional Activations one after the other.

Q: What is meant by "type" of miniatures in case of extra activation due to a lack of this type of model? Are types just Walkers, Runners and Fatties, or does a Toxic Runner differ from a Berserker Runner? If I'm out of Toxic Walkers, do I replace them with Standard Walkers or Beserker Walkers, or do I reactivate my Toxic Walkers?
A: During an extra Activation, only the specified Zombie type is activated. A shortage of Toxic Fatties does not reactivate Standard Fatties or Berserker Fatties. Note that the Toxic and Berserker Zombies have no extra activation cards. They therefore only receive an extra activation when there are not enough miniatures.

3. Combat

Q: If I'm Dual-wielding two Sawed-off shotguns, can I reload both with a single Action?
A: Yes. Two identical Dual weapons can be used at the cost of a single Action, either to attack or to reload.

Q: When firing into a Zone containing Zombies and a Survivor, is only the first hit assigned to the Survivor and the rest to the Zombies?
A: No. As per the targeting priority rules, all targets of lower priority must be eliminated before hits can start to be assigned to the next priority level. Remember that car attacks work the same way.

Q: Is the use of a Pistol at Range 0 considered a Melee Action? A: No. A Ranged weapon is still a Ranged weapon, even when used to attack at Range 0, and always follows the targeting priority. Only weapons with a maximum range of "0" are considered Melee weapons.

Q: Can I choose my targets when using a Ranged weapon to attack a Zombie in my own Zone?
A: No. A Ranged weapon is still a Ranged weapon, even when used to attack at Range 0, and always follows the targeting priority.

Q: If a weapon with Range "0-X" is used in a Zone containing both the shooter, other Survivors and Zombies, are the other Survivors affected?
A: Yes, any Ranged weapon first hits the Survivors (except the shooter) present in the target Zone.

Q: Does a single hit from a 2 Damage weapon deal 2 Wounds to a Survivor?
A: Yes

Q: Do you gain experience from killing a Survivor?
A: No.

*Q: When wielding **Dual Ranged** weapons: do I have to use both guns at the same time on one Action? Or can I shoot with one and keep the other loaded for a future Action?*
A: You can shoot with the first, then keep the second "in reserve" for a future Action.

Q: I'm in a Zone containing Zombies. Can I shoot at another Zone or do I have to shoot the Zombies in my own Zone first? A: You can shoot at another Zone.

Q: Is a car considered a Ranged weapon or a Melee weapon? A: A Car Attack is neither a Ranged Combat Action nor a Melee Combat Action. It's a... Car Attack!

Q: Is it possible to kill Berserkers with a car, even if the cars follow the Targeting Priority Order?
A: Yes, you can crush Berserker Walkers and Berserker Runners with a car.

4. Skills

Q: I couldn't find any Skills featuring parentheses, but only ones featuring brackets. Does that mean it applies to those featuring brackets?
A: Parentheses (xxxx) or brackets [xxxx] are interchangeable.

*Q: How do the **+1 die: Combat**, **+1 die: Melee**, and **+1 die: Ranged** Skills work if I use identical Dual weapons?*
A: The **+1 die** bonus is added to the statistics of each weapon, so a Dual Combat Action gets the bonus twice.

*Q: Does the **+1 die** Skill provide +1 die per action or +1 die per weapon?*
A: +1 die per weapon.

*Q: Can the **+1 free Search Action** Skill be used to make a second Search Action during the same turn?*
A: No. A Survivor can perform only a single Search Action per turn, even if it's a free Action.

*Q: Can a Survivor with both **2 Zones per Move Action** and **Slippery** move through a Zone containing Zombies?*
A: No. Entering a Zone containing Zombies ends the Survivor's Move Action.

*Q: Does using **Bloodlust** allow you to leave (or cross) an area full of Zombies without spending additional action(s)?*
A: No. Movement gained by **Bloodlust** is subject to the normal rules. You must therefore spend additional Actions to cross areas occupied by Zombies.

*Q: Can the **Free Move Action** be used with other actions to exit a Zone occupied by Zombies?*
A: Yes.

*Q: Does a Survivor with the **Matching set!** Skill get an extra weapon when he's given the Pistol as starting Equipment or when another Survivor gives him a Dual weapon?*
A: No, he only gets an extra weapon when he draws a Dual weapon during a Search.

*Q: The **Medic** skill could be read that they can heal themselves and another survivor in the same turn. Can a Survivor with the **Medic** Skill heal either (a) one person per turn, or (b) one survivor PLUS himself per turn?*
A: One person or himself.

*Q: Does it cost an Action to use the **Medic** Skill?*
A: No.

*Q: Do the **Roll 6** Skills only work on natural 6's or are they combinable with other Skills, such as the +1 to dice roll?*
A: The **Roll 6** Skills is combinable with other effects.

*Q: Can a Survivor with **Slippery** get inside a car when there are Zombies in the Zone?*
A: No. You can only ever get in a car when there are no Zombies in the Zone (though there are no restrictions on getting out of a car).

*Q: When a **Sniper** choses the targets of his Ranged Combat Actions, is he allowed to refrain from assigning hits to Toxic zombies?*
A: Yes. A **Sniper** specifically chooses his targets.

*Q: When a **Sniper** fires at a Zone containing both Survivors and Zombies, should he assign the surplus of his hits to Survivors if all Zombies are killed by the attack?*
A: No. He always chooses his targets.

*Q: If a driver in a car has the **Steady Hand** Skill, does he still roll dice for the Survivors in a targeted Zone when attacking with the vehicle?*
A: No, the Survivors are ignored and do not count to determine=the number of dice rolled for the car attack.

*Q: Does a Survivor with the **Tough** Skill lose an Equipment card when ignoring an attack?*
A: No, he ignores the entire attack, including the requirement to discard an Equipment card.

*Q: Does a Survivor with the **Tough** Skill shrug off the first damage from a subsequent attack, even if they have previously shrugged off 1 damage that game round?*
A: **Tough** deflects *only* the first Wound inflicted during the Zombie phase.

*Q: Does the **Tough** Skill allow a Survivor to ignore an attack made by another Survivor?*
A: No. The **Tough** Skill only allows the Survivor to ignore the first attack suffered during the Zombies' Turn. It has no effect on attacks suffered during the Players' Turn, be they Survivor attacks or Zombie attacks.

*Q: Regarding the **Tough** Skill, if an extra activation during the 'building population phase' causes a Runner to move one space and attack a **Tough** Survivor, do they shrug off the damage?*
A: No.

*Q: Does a Survivor with the **Tough** Skill ignore damage from cars?*
A: No.

*Q: Is the **Tough** Skill combinable with itself?*
A: No. **Tough** allows you to ignore the first Wound suffered during the Zombies' Turn. It may however be combined with Equipment that prevents damage, such as the Hockey Mask.

*Q: Does the **Zombie Link** Skill allow a Survivor to take another Search action if he already searched during his normal turn?*
A: Yes, the Survivor gains a full turn. He can perform all possible actions of his turn again. Note that the **Zombie Link** Skill is still active when the card is drawn at the Blue Danger Level, even if no Zombies on the board are affected.

5. Equipment

Q: What happens when the Equipment deck runs out?
A: Reshuffle the deck, including all discarded cards, with the exception of **Wounded** cards, **Pans**, **Batons**, **Molotov**, and **Pimpmobile** weapon cards.

Q: Do discarded cards get removed from the game or put in a discard pile for reshuffling in the event that the equipment deck is empty?
A: They are put in a discard pile (this includes cards discarded from searching a Police car as well as Zombie **AAAHH!** Cards) . This discard pile is reshuffled when the draw pile is empty (Note: no **Wounded** cards, **Pans**, **Batons**, **Molotov**, and **Pimpmobile** weapon cards are reshuffled pile).

Q: Can I discard a card to generate multiple effects, such as discard an Ultrared card when receiving a Wound and gain 5 XP at the same time?
A: No. Each discard can only be linked to a single condition: an inventory overflow, an experience gain, receiving a Wound, etc.

*Q: Are the **Ultrared** cards shuffled into the Equipment deck at the start of the game?*
A: If you opt to play with Ultrared Mode, then yes, the cards are shuffled into the Equipment deck.

*Q: Must a **Crowbar** or **Fire Axe** be equipped in hand to use its ability to open doors or can it be in your three back equipment slots?*
A: It must be equipped.

*Q: Do I need to have the **Flashlight** equipped in hand in order to benefit from its effect?*
A: No, only weapons need to be equipped in hand in order to be used. Other Equipment, like the **Flashlight** or **Plenty of Ammo** cards, are always in effect no matter where they are in your inventory.

*Q: Do I need to have the **Flashlight** equipped in hand in order to benefit from its effect?*
A: No, only weapons need to be equipped in hand in order to be used. Other Equipment, like the **Flashlight** or **Plenty of Ammo** cards, are always in effect no matter where they are in your inventory.

*Q: When using a **Flashlight**, what happens if the first card I draw is an AAAHH! card?*
A: When using a **Flashlight**, you draw both cards at once, so the AAAHH! card does not interrupt your draw.

*Q: If a survivor carries two **Flashlights**, can they both be used together to draw 3 cards per search?*
A: Yes.

*Q: Can **Flashlights** be used when searching cars, for example to find both Ma's Shotgun and the Evil Twins in a Pimpmobile, and if so how does this work with Police cars, do you draw cards two, or three, at a time, and if you draw two, or three, weapons at once can you keep them all?*
A: **Flashlight**: Pick one extra card when searching. Police cars: draw cards until you find a weapon, then discard the others. Pimpmobile: contains a Pimpmobile weapon drawn at random. These effects don't really interact with each other. Police car: keep the first weapon you find. Pimpmobile: pick a pimp mobile weapon at random.

Q: Can I use both the **Hollow-Point Rounds** and **Plenty of Ammo** at the same time?
A: Yes. Your Survivor now has Plenty of Hollow-Point Rounds!

Q: When using a weapon with multiple dice (Sub MG), do we choose a die to assign the +1 to or do all dice get+1?
A: The bonus is added to each die rolled. A Sub MG with a **Laser Pointer** attached will have an Accuracy of 4+.

*Q: With the **Plenty of Ammo** card, can a Survivor choose to re-roll only the misses?*
A: No. If you choose to re-roll an attack, you must re-roll all the dice, not just the misses. The new result takes the place of the previous one.

*Q: If I have two **Plenty of Ammo** cards of the appropriate type, can I re-roll my attacks twice?*
A: Yes. You get one re-roll per appropriate Plenty of Ammo card in your possession.

*Q: Can multiple **Plenty of Ammo** cards be used during the same Action?*
A: Yes. You may re-roll the dice as many times as there are **Plenty of Ammo** cards in the shooter's inventory.

*Q: Can I use a **Plenty of Ammo** card (small caliber) with a .44 Magnum or Pa's Gun? Ater all, these are guns...*
A: No. Each **Plenty of Ammo** card specifically lists compatible weapons.

*Q: If you have a full inventory and draw a **Scope** or **Rifle**, can you combine it with a **Scope** or **Rifle** already in your inventory without having to drop something else first? Similarly, if you have a full inventory and draw a **Glass bottle** or **Gasoline**, can you combine it with a **Glass bottle** or **Gasoline** already in your inventory without having to drop something else first?*
A: You have to drop something first.

*Q: When creating a **Molotov** or a **Sniper Rifle**, can I freely reorganize my inventory to place the newly created card in hand?*
A: Yes.

*Q: When combining a **Glass bottle** or **Gasoline**, can the **Molotov** be put into your hand immediately or is it a separate action?*
A: It can be equipped.

*Q: Can you find a **Scope**, **Glass bottle** or **Gasoline** in a cop car?*
A: No. They're not weapons by themselves.

*Q: Do I need to have the **Molotov** equipped in hand in order to use it?*
A: Yes. The **Molotov** is a weapon, and as such you must have it equipped in hand to use it, even if you must discard it after use, leaving you with an empty hand slot.

*Q: If my inventory is full, including a **Gasoline** card, do I need to discard something in order to make space for the **Glass bottles** card another Survivor is giving me, before combining them to make a **Molotov**?*
A: Yes. You must place the card in your inventory before you can combine it with another card in your inventory. The same goes for the **Rifle and Scope**.

*Q: When using a **Molotov**, do you also get a free reorganization or does it leave you with an empty hand?*
A: **Molotov** is a one-use weapon. It leaves your hand empty.

*Q: If all **Molotov** cards are already in play, can we still create a new one?*
A: If all **Molotov** cards are already in play, you cannot create a new Molotov.

*Q: If all **Molotov** cards are in the discard pile, can we retrieve them by creating a new **Molotov**?*
A: The creation of a **Molotov** allows you to re-use Molotov cards.

*Q: Can I use a **Molotov** cocktail directly after finding one?*
A: The **Molotov** is never shuffled into the Equipment deck. The **Molotov** can only be created by combining a **Glass Bottle** with **Gasoline**, unless the Mission rules say otherwise.

*Q: If a Survivor possesses only the **Sniper Rifle** is dealt a **Wound** and has to discard one card from his Inventory, does the **Sniper Rifle** count as one or two cards?*
A: The **Sniper Rifle** counts as a single Equipment. Both cards are discarded together.

Q: Once assembled, can a combined weapon be disassembled?
A: No. A combined weapon cannot be disassembled. The Equipment is considered a single card.

6. Missions

*Q: In missions where you can gain Survivors at random during the mission (e.g. "**Might Makes Right**", and '**The Skyscraper**"), what do you do if you gain a character with a "Starts with a ... " Skill and there are none of that weapon left in the item deck (because some are in the discard pile and/or they are already being used by other survivors)?*
A: Whatever the case, you can look for the weapon in the draw pile or discard pile alike (so, go to the discard pile first !) Do whatever it takes to get this poor soul the weapon he deserves.

*Q: In **Mission 02 "Y-Zone"**, the door located on tile 3C should lead to which street Zone?*
A: That door should lead to the Zone to the left containing the manhole.

*Q: In **Mission 08 "Zombie Police"**, the door located on tile 3C should lead to which street Zone?*
A: That door should lead to the Zone containing the police car.

*Q: In **Mission 09 "Might Makes Right"**, how do you handle starting equipment when starting with fewer than three survivors (**Might Makes Right** with 1 or 2 players)?*
A: Normally. The Survivors get the starting weapons in a random manner. If there's only one, he get the whole package (and deserves it).

7. Special Locations, Tiles & Tokens

*Q: Can I build a **barricade** wherever I want?*
A: No, you can't build **barricades** wherever you want. Its location has to be allowed by the Mission rules.

*Q: The rules state that a **barricade** is destroyed during an extra Activation, but is it also destroyed when Zombies are present in the Zone containing a **barricade** when they are first activated?*
A: **Barricades** are only destroyed during extra Activations, not during regular Zombies' Phase Activations. If the **barricades** would be destroyed at every normal Activation, they would serve no purpose. This rule simulates the destruction of a **barricade** by a mass of Zombies or during a particularly violent assault. The Zombies already in the Zone are not enough to destroy the makeshift walls.

*Q: Do you have to use 3 Actions at once (during the same turn) with the same Survivor to start or complete a **barricade**?* A: Yes, a single Survivor must spend 3 consecutive Actions. Building a **barricade** requires time and concentration.

*Q: Do incomplete **barricades** do anything at all?*
A: Incomplete **barricades** don't have any effect on the game. And are destroyed by additional Activations.

*Q: If a **barricade** is destroyed, is the the token removed entirely? So it doesn't revert to "incomplete" status?*
A: Yes, the token is removed entirely.

*Q: How many Actions does it take a Survivor to destroy a **barricade**?*
A: The rules say "a Survivor can entirely break a **barricade** in the same way he could open a door". Therefore, like with doors, only a single Action is needed to destroy the **barricade** He still needs to have a door-opening weapon in hand to do so.

*Q: It is stated that it is not possible to spend "Free" Actions to build or finish a **barricade**. This applies to Combat or Search Actions? Can an Action coming from a **Born Leader** Skill or the +1 Action Skills?*
A: Yes, the Actions gained by these Skills work. The Yellow +1 Action is not a Free Action. Neither is one gathered from a **Born Leader**.

*Q: Is it possible to shoot diagonally from an **observation tower**?*
A: No.

*Q: As the **observation tower** is raised, does that mean we can see over buildings?*
A: No, buildings block the Line of Sight as does the o**bservation tower** itself.

*Q: Do Zombies pile up at the entrance to an **observation tower**?*
A: The occupants of an **observation tower** are targets for Zombies, except that they will gather at the base of the **observation tower** without being able to climb it. Of course, if there are other, noisier Survivors in sight, the Zombies will chase them.

*Q: Is an **observation tower** considered a street Zone or a building Zone?*
A: Neither. An **observation tower** is neither a street Zone, nor a building Zone. This means the rules applied to those Zones do not apply here, creating individual and exceptional scenarios.

*Q: Is the **observation tower**'s bonus combinable with the **+1 max Range Skill**?*
A: The effect of an **observation tower** is combinable with the **+1 max Range Skill**, effectively giving a +2 bonus to the occupant.

*Q: Does entering an **observation tower** require Action to enter, as well as an Action to climb up?*
A: No. An Action to enter the Zone. It does not require an Action to climb the ladder, as specified in the rules: "Using a ladder is done in the same way as crossing an open door."

*Q: Is it possible to be in the Zone of an **observation tower** without being inside the **observation tower** itself?*
A: No.

*Q: Is it possible to cross the **observation tower** Zone like any other?*
A: No. The Zone only allows access to the observation tower.

*Q: Can Zombies see the Survivors inside an **observation tower**?*
A: Yes, Zombies can see Survivors inside an **observation tower** (following the rules of Line of Sight).

*Q: How do the Zombies behave around an **observation tower**?*
A: The Zombies will try to reach the Survivors inside the **observation tower** (if they are visible or produce the most noise), but they cannot climb the tower's ladder.

*Q: In which Zone do the Zombies pile? In an adjacent Zone, or inside the **observation tower** Zone, but "below" at the foot of the ladder or inside the Zone adjacent to the tower's ladder?* A: The Zombies cannot access the **observation tower**. They pile at the foot of the ladder.

*Q: Can I see or shoot diagonally on the **parking tile**?*
A: No. The Line of Sight rules are not affected by this tile.

*Q: When the **rotating security gate** is in a closed position, is it considered a door or a wall?*
A: The security gate is a door. The Zombies will pile before it if there is no other open path.

8. Companions

Q: Can a dog's Search Action be performed in addition to one performed by his Handler?
A: Yes. A dog is considered a Survivor.

Q: Can a Handler Instruct his dog to Search multiple times? A: No. The dog is considered a Survivor and, like them, can only Search once each turn.

Q: Can a Survivor in possession of a pack perform a Search with each of his dogs?
A: Yes, provided he has enough Actions to spend.

*Q: Does using a **Free Search Action** Skill allow a Free Search with a dog a well?*
A: No. The dogs act only when given standard Actions, not when given additional Free Actions.

*Q: If a dog is holding an Equipment card and a Survivor has the **Webbing** Skill, can the Survivor use the dog's Equipment as if it were in his hand?*
A: No. The dog is holding the object, not his Handler.

Q: If a dog discards an Ultrared card, does his Handler gain 5 experience points?
A: No. The dog is holding the object, not his Handler.

Q: A dog moves along with his Handler. When separated (usually because the Handler gave an Instruction to his dog), what happens the following turn? Does the dog remain motionless because his Handler hasn't used an Action to call him back? Or does he follow his Handler, maintaining the distance between them?
A: The dog remains immobile as his Handler hasn't spent an Action to instruct him.

Q: Can a dog take an Objective? After all, he is a Survivor... A: The Action "Take an Objective" is not listed as an Action that can be taken by a dog.

Q: Is the experience gathered by killing Zombies with a Dog Companion gained by the Handler or is it lost?
A: The experience gained by killing Zombies with a Dog Companion is won by the Handler.

Q: I have only one dog in my inventory and two Walkers attack me. How do I resolve Wounds?
A: The Dog Companion is a Survivor. The dog may receive the first Wound and the Handler the second. Or the Handler receives the first Wound, forcing him to discard the dog Equipment card and to take the second Wound as well. In both cases, the dog is lost.

Q: When a Handler enters a vehicle, does the dog enter it simultaneously?
A: The dog follows his Handler during standard Move Actions, but has to spend an Action to get in or out of a vehicle.

9. Miscellaneous

Q: If all Noise tokens are on the board, where does the next one come from?
A: If you can't use extra tokens from another Zombicide expansion or extra tiles pack, ignore it.

Q: The campaign rules state that a survivor that reaches the red zone and successfully completes a mission may keep one piece of equipment for starting the next mission. Does this include the Pimpmobile weapons? If so, how are Pimpmobile weapons distributed in future missions if there are more Pimpmobiles than such weapons remaining?
A: Yes. Enjoy! Pimpmobile weapons are distributed normally in subsequent missions. When there are no more, there are no more.

Q: If a Survivor dies at the wheel of a car and the Zombivor rules are in place, how does this work?
A: The Survivor miniature is laid down in the driver's seat of the car. Nobody can trade places with him, because he is ignored for all game effects or Actions until his resurrection.

Q: When a Survivor has left the game through the Exit Zone, can he still perform Actions? Ranged combats, return to the board, etc.?
A: No, the Survivors that are out of the game cannot perform Actions. From the moment a Survivor takes the Exit Zone, the game is completed for him.

*Q: On tiles **9P** and **10P**, there's an area beyond the Security Zone, on the tile, featuring two walls. Is this considered an indoor alley or a building Zone?*
A: This is a building Zone, which spawns Zombies upon opening as usual and can be Searched.

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Guillotine Games would like to thank David Doust, Mathieu ChanTsin and Alfredo Feilofu.

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Zombicide
First Edition: August 2012
First Reprint: December 2012
Second Reprint: March 2013 Third Reprint: May 2013
Fourth Reprint: August 2013
Fifth Reprint: January 2014

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Guillotine Games would like to thank David Preti, Marbella Mendez, David Doust, Chern Ng Ann, Jérémy Masson, Jacopo Camagni, Stephen Yau, Didier Fancagne and our great friend Paolo Parente.

Great thanks to Yoann Le Nevé and the Hellfest for their support.

Super thanks to Christophe Chauvin and to woodbrass.com for their support.

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Zombicide Season 2: Prison Outbreak First Edition: August 2013 Second Edition: September 2013

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First Edition: August 2013

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Guillotine Games would like to thank Marbella Mendez, David Doust, Chern Ng Ann, Stephen Yau, Spencer Reeve, Jogando Offline, M. Phal, Gilles Garnier, Jose Rey and our great friend Paolo Parente.

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Zombicide Season 3: Rue Morgue
First Edition: January 2015

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Guillotine Games would like to thank Marbella Mendez, David Doust, Chern Ng Ann, Stephen Yau, Spencer Reeve, Jogando Offline, M. Phal, Gilles Garnier, Jose Rey and our great friend Paolo Parente.

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Expansion for Zombicide :
Angry Neighbors
First Edition: January 2015

Made in China.

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

TURN SUMMARY

GAME RULES OVERRIDE THIS TURN SUMMARY

1 FIRST STEP

Choose the first player (he receives the "first player" token)

EACH TURN BEGINS WITH:

2 PLAYERS' PHASE

Choose the first player (he receives the "first player" token)
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 initially has three Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per turn.

- **MOVE:** Move one Zone.
- **SEARCH:** Indoor only. Draw a card in the Equipment deck (always only one Search per turn per Survivor).
- **OPEN A DOOR:** Special Equipment or Skill required. Spawn Zombies inside a building if it's the first door.
- **REORGANIZE INVENTORY:** Equipment exchange with another Survivor (in the same Zone) is possible.
- **RANGED COMBAT:** Equipped Ranged weapon required.
- **MELEE COMBAT:** Equipped Melee weapon required.
- **HELICOPTER ACTIONS:** See page 16.
- **TAKE AN OBJECTIVE TOKEN** OR **ACTIVATE AN OBJECT** (in the Survivor's Zone).
- **MAKE NOISE.** Gotta need it to risk it.
- **DO NOTHING** (and live with it).

UFCL CTCPW NJ?WCP³Q DGLGQFCB8

3 ZOMBIES' PHASE

1. **ACTIVATION** All Zombies spend one Action doing one of these two things:
   - ▶ **ATTACK** • Zombies in the same Zone as a Survivor attack them.
   - ▶ **OR MOVE** • The Zombies who didn't Attack, Move. The others are having a brunch.
     - Each Zombie favors visible Survivors, then noise.
     - Choose the shortest path. If needed, split groups and add Zombies to make the groups even.

NOTE: Runners get two Actions per turn. Once all Zombies have taken their first Action, Runners go though the Activation step again to resolve their second Action.

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.
   - Fatties spawn with two Walkers.
   - No more minis of specified type? All Zombies of specified type get an extra activation!

4 END PHASE

3. Remove all Noise tokens from the board.
4. The next player receives the "first player" token (play clockwise).

PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
	LOST ZOMBIVOR	1	5	1
2	TOXIC WALKER / MURDER OF CROWZ	1	1	1
3	STANDARD WALKER / SKINNER WALKER	1	1	1
4	BERSERKER WALKER	1	1	1
5	TOXIC FATTY (1)	1	2	1
	TOXIC ABOMINATION (2)	1	3	5
6	STANDARD FATTY (1)	1	2	1
	STANDARD ABOMINATION	1	3	5
	SKINNER FATTY (1)	1	2	1
	A-BOMB ABOMINATION (3)	1	A lot	5
7	BERSERKER FATTY (1)	1	2	1
	BERSERKER ABOMINATION (4)	1	3	5
8	TOXIC RUNNER	2	1	1
9	STANDARD RUNNER	2	1	1
	SKINNER RUNNER	2	1	1
10	BERSERKER RUNNER	2	1	1
11	ZOMBIEDOG (5)	3	1	1
	CRAWLER (5)	1	1	1



(1) Each Fatty comes with two Walkers of the same type as itself when it spawns (Standard, Skinner, Toxic or Berserker).
(2) Toxic Abomination: Toxic. All Standard zombies standing in its Zone at the end of the Zombies' Phase become Toxic zombies.
(3) A-Bomb Abomination: Impervious. Grabbing.
(4) Berserker Abomination: Berserker. 2 Zones per Move.
(5) Zombie Dogz & Crawlers are always targetted last.

BERSERKER: Immune to Damage inflicted by Ranged weapons (save those that kill everything in the target Zone).

TOXIC BLOOD SPRAY: Upon eliminations, a Toxic zombie immediately inflicts a Wound on its assailant if they both stand in the same Zone.

SKINNER: Upon elimination, spawns a crawler if a ▪ was rolled. An attack can't produce more Crawlers than it killed Skinners.