



FROZEN FORTRESS

RULES



NEW ABOMINATIONS

Created and spread by the Defiler Necromancers and their lackeys, the zombie plague has already engulfed most of the Eternal Empire and will not stop until everything is consumed. The taint is not only physical but spiritual as well. Mythical beasts, spirits, and even heavenly avatars fall to it, transforming into frightful, raging monsters. However, death leads to rebirth, and old ways lead to new ones. Inspired by courage and a sense of unity, a new generation of heroes is born!

Adding new Abominations into games of Zombicide is easy: simply add the corresponding Abomination cards to the Abomination deck during setup.

Unless otherwise stated, these Abominations share the same general rules.

Actions: 1

Wounds dealt: 1

To eliminate: Damage 3, Cauldron, or Dragon Fire.

Adrenaline provided: 5 points.

Special rules:

- Wounds inflicted by Abominations cannot be prevented by Armor rolls.
- A Damage 3 weapon is required to kill an Abomination. Please note no weapon in *White Death* has a natural Damage 3 value. It can be reached with Skills (like +1) or Quest special rules. Dragon Fire or Cauldrons can also kill an Abomination.
- **White Death only:** Upon elimination, place a random Vault Weapon (if any is available), facedown, in the Abomination's Zone. Any Survivor in this Zone may spend an Action to take the Vault Weapon. Then, they may reorganize their inventory for free.
- **White Death only:** Abominations ignore ramparts and don't need Stairs to climb on, or leave, Battlement Walkways.



AMATERASU

Amaterasu is the sun goddess and the source of life and light across the world and heavens. Corrupting such a being should be impossible, and yet shards of her power have been falling to earth in the form of corrupted avatars! Ordinarily such entities are sent on divine missions of healing, redemption, or vengeance. But these tainted vessels seek only destruction for anything in their path. It's not blasphemy to destroy them and cleanse their power in the true Amaterasu's name!

- **Amaterasu can only spawn once per game.** As long as she is on the board, the maximum Range of all weapons is limited to 1.
- When Amaterasu is eliminated, set her miniature near the board as a trophy. The maximum Range of all Combat Spells and Ranged weapons gets +1 until the end of the game.



ASURA

Asura are creatures that feed upon raw power, often seeking out spiritual avatars of varying potency to slay and consume. Yet, you are what you eat, and having tasted of corruption, now the Asura are afflicted with the necromantic curse. It's difficult to tell if this troubles them much, but their feeding habits have gotten more indiscriminate, now enjoying living flesh as well as sources of raw power. They are best destroyed quickly and without remorse, for they'll have none for their victims.

Roll a die whenever an Asura spawns. The result is the minimum Damage required to eliminate it.



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BISHAMON

Bishamon is the warrior-god and often a protector of divine or sacred places. Early in the zombie plague his avatars would appear in holy places or around tombs of pious individuals to guard those places against defilement. Unfortunately, they were not always successful, and many avatars fell to corruption themselves. The necromantic curse has made them even more formidable, and they still wield their weapons imbued with divine properties. Slay the corrupted Bishamon, and its weapon is yours for the taking with the warrior-god's blessing!

- As long as Bishamon is on the board, Survivors cannot earn new Vault Weapons. They still can use the ones they already own.
- Upon elimination, place 1D6 random Vault Weapons (if any is available), facedown, in Bishamon's Zone. Any Survivor in this Zone may spend an Action to take 1 Vault Weapon. Then, they may reorganize their inventory for free.



CHIMIMŌRYŌ

The Chimimōryō were creatures that largely kept to themselves in their bogs and swamps, territorial, even vicious, but often preferring to avoid contact with civilized races rather than fight. That has changed now that the zombie curse has twisted their forms into these creatures of war, and survivors across the Empire are learning what terrifying nightmares were stalking the hinterlands. It would be a mistake to categorize the shy Chimimōryō as peaceful, but unfortunately it seems their true ecology and natures will never be known now that they've been weaponized by the necromancers.

Upon elimination, Chimimōryō immediately respawns on the nearest Necromancer or Defiler Spawn Zone (if none is available, Chimimōryō does not respawn). If several Necromancer Spawn Zones are at the same distance, players choose.



HACHIMAN



As the god of war, Hachiman's avatars could sometimes be found in the most brutal fighting across the Empire. Which side they fought for was deemed to be in Heaven's favor, but that was a matter of debate for scholars. The other theory was that the war god simply reveled in battle. So it would seem that a zombie apocalypse would be the perfect time to find shards of Hachiman's power destroying zombies on every front. Alas, the god of war was among the first corrupted. And, all too easily, no doubt. Slaughter is slaughter to the war god's eyes. Those who strike down such an avatar can expect a mighty boon.

- **Hachiman can only spawn once per game.** As long as Hachiman is on the board, all Zombies attack twice whenever they attack.
- The Survivor eliminating Hachiman earns its miniature and keeps it near their Dashboard as a trophy. The Survivor earns the +1 Free Combat Action Skill until the end of the game.



QILIN

Traditionally the appearance of a Qilin anywhere in the Empire was seen as a good omen, signaling a time of prosperity, good weather, and that Heaven approved of the Emperor. Indeed, this Emperor's rule was marked by two such appearances of these mythological creatures. But it seems that the necromantic curse had a horrible effect on these heaven-sent omens. Corrupted Qilins are fast, incredibly resilient, and abominations against heaven and earth. Should any survivor manage to deal the killing blow, the poor beast's freed spirit will doubtlessly grant a powerful boon.

The player whose Survivor eliminated the Qilin immediately chooses a Zone on the board. All Zombies in the designated Zone are eliminated as well. The Survivor earns all corresponding AP.



NIAN

The Nian are curious creatures that live in the high mountains and coastal waters across the Empire. Some scholars believe they are two distinct species, but not much is known about these reclusive beasts. They barely require food and come out to feed once a year. They'll eat just about anything, but prefer crops and easy prey that can't fight back, especially children. Leaving food out for the beast would usually appease it. But now, afflicted by the black plague, the necromancers have roused an eternal hunger in these abominations, and they rampage across the land consuming living flesh anywhere they can find it.

The Nian requires Damage 4 to be eliminated, minus 1 per Noise token on the board, to a minimum of 1. Cauldrons and Dragon Fire work as usual.

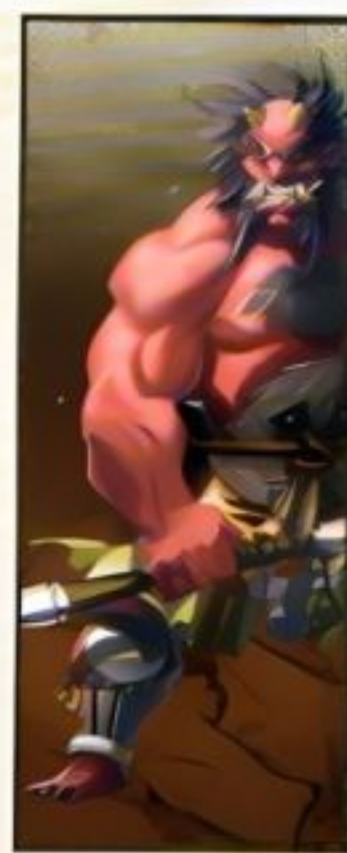
NOTE: Survivors don't count toward the total. Only actual Noise tokens count!



KUMIHO

Kumiho are nine-tailed fox spirits with personalities ranging from mischievous to malevolent, and only very rarely kind. Still, there's a broad spectrum of pranks one can play that goes from scattering a herd of horses to ripping out a man's heart or liver for dinner. Dangerous Kumiho were often hunted, though they're not territorial, and generally preferred to flee if the odds were against them. However, Kumiho afflicted by the black plague will relentlessly torment survivors, and they're no longer picky about which organs they'll feast on.

As long as Kumiho is on the board, the Players Phase is played at random. Roll a die for each player who did not play their Turn yet. The player getting the highest roll plays their Turn. Re-roll in case of a tie. Keep on until each player has played their Turn.



KIJIN

Kijin are regarded as demons and fearsome entities that reside in the wilderness and often turn invisible to cause mischief and murder in more civilized regions. A Kijin can plague a township for generations, coming and going as they will until either driven out or destroyed. And they are not easy to kill. Now with the zombie apocalypse befalling the Empire, they find that the usual heroes and adventurers that would ordinarily hunt them down are too busy trying to survive to cause any Kijin much trouble! Once identified, it's best to end their threat quickly.

- The Kijin has 2 Actions per Activation.
- The Kijin can trace Lines of Sight over buildings and Hedges (Green Horde) to Zones beyond them. Likewise, Actors in these Zones can trace Lines of Sight to the Kijin.
- The Kijin may perform Attacks to its target Zone if it is within Range 0-1 and within Line of Sight. All Survivors standing in its target Zone suffer the Attack.
- As long as the Kijin is on the board, each Survivor loses 1  (min. 0) at the start of their Turn.



RED HARE

Ancient myths hold that Red Hare was the steed of the First Emperor, capable of leaping across vast rivers and scaling sheer cliffs with ease. This warhorse was a deadly implement in combat, carrying the First Emperor to victory even when his own troops deserted him. Though it grew weaker as it aged, its spirit still burnt bright. Even Death could not bear to put down such a magnificent creature. The Red Hare was instead granted a second life as the patron spirit of all steeds. To see the avatar of such a noble spirit in this state is certainly a pity.

- The Red Hare can only spawn once per game. Each time the Red Hare performs a Move, it Moves 2 Zones instead of 1. The destination Zone is defined before the Move and does not change along the way.
- The Survivor eliminating the Red Hare earns its miniature, set near their Dashboard as a trophy. The Survivor earns the +1 Zone per Move Skill until the end of the game.



SHAKŌKI DOGŪ

The Shakōki Dogū were once ornate clay statues found in ancient grave sites of the old Empire. They possessed no magic, and were thought to be merely ornamental and symbolic guardians of these sites. Many were taken as souvenirs and displayed across the Empire in private collections and museums. But they proved to be heralds of the coming doom. The day the dead came back to life, so to did the Shakōki Dogū. Eyes aflame, they annihilated those that stood in their way, making inroads for the invading horde.

- Shakōki Dogū cannot be eliminated unless it is the only Zombie in its Zone (it also applies to game effects eliminating all Zombies in the target Zone, like Cauldron or Dragon Fire).
- After each Zombie spawn on the board (except Abominations and Necromancers), place a Zombie of the same type in Shakōki Dogū's Zone.



SUSANO-WO

As the god of seas and storms, his temperament is as wild as the roiling waters. While the seas are teeming with life and provide a bountiful harvest, its waters hide horrors that lurk in the abyss and its waves could easily take the life it has sustained for so long. But with his corruption, the rivers dry, storms rage on, and the seas lash out at those who dare traverse it. His mere presence whips up torrential winds. Standing steady before the God of Storms is a challenge in itself.

As long as Susano-wo is on the board, the Accuracy value of all Ranged weapons is considered to be 6.



TAKEMIKAZUCHI

God of thunder and swords, a Deity that is always hungry for battle. Takemikazuchi only desires to seek worthy foes to put his strength to the test. He was one of the first to fall to the necromancer's corruptions, desecrating everything in his path, leaving cities in ruins and allowing no survivors to escape. He is an unstoppable force of nature, with enough strength to shake the very earth, each thunderous blow from his blade could cleave mountains. It would be foolish for anyone to attempt to match blade with the God of Swords.

- Survivors cannot enter Takemikazuchi's Zone.
- Each Survivor standing in a Zone where Takemikazuchi enters, immediately resolves 1 Move to exit this Zone, ignoring Zombies in the starting Zone. These free Moves are resolved in any order of the players' choosing.



Sōjōbō

While ordinary Tengu are known to walk the world, the Sōjōbō lived only in tales of the Empire's founding, when the first Emperor battled against nature itself to carve out a place in the world for mankind. The Sōjōbō was among his chief opposition, and their battle was said to have lasted a hundred days with the first Emperor never yielding despite clearly fighting at a disadvantage. The Sōjōbō is said to have finally thrown down his staff in disgust and walked away in the mountains, never to be heard of again, until now. Freeing the Sōjōbō from his corruption would doubtlessly grant mighty boons!

- Sōjōbō has 2 Actions per Activation.
- Sōjōbō can trace Lines of Sight over buildings and Hedges (Green Horde) to Zones beyond them. Likewise, Actors in these Zones can trace Lines of Sight to Sōjōbō.
- Sōjōbō may perform Attacks to its target Zone within Range 0-1 and within Lines of Sight. All Survivors standing in its target Zone suffer the Attack.
- Sōjōbō can only be defeated by a Survivor with a Vault Weapon in their inventory. When Sōjōbō is eliminated:
 - The Survivor who eliminated it earns the usual 5 AP, then earns enough AP to get to the first notch of the next Danger Level AND another Skill of their choosing on their ID Card, no matter the Danger Level.
 - All other Survivors earn enough AP to get to the first notch of the next Danger Level.



Toyol

These disgusting little imps are not unique to the plague. They're not actually children, but demon-possessed corpses employed by shamans to spy on their enemies and to pillage from them. They are usually harmless to their owners despite being demons but only if they are always rewarded with toys and candies for their efforts. The black plague has imbued them with a surge of necromantic energy giving them a huge boost to their strength and resilience. Any hero battling one best keep a tight hold on all their possessions, lest the Toyol rob them blind.

- Toyol has 3 Actions per Activation.
- For each Wound it would inflict, Toyol instead steals 1 random Equipment card from its target Survivor's inventory. Place these stolen cards near the board, in a pile.
- The Survivor eliminating Toyol immediately earns all stolen cards. They can reorganize their inventory, for free.



YETI

The Yeti are tribal peoples who live in the highest peaks across the Empire's many mountain ranges. They're rarely seen, and not just because their tiny villages are so remote. Yeti possess a unique ability to not be noticed until they're quite close to their observer, usually within just a few paces! This makes them the perfect hunters, though they rarely included meat in their diets. Sadly, the zombie plague has turned them into the most ravenous carnivores and they still possess the ability to sneak up on prey unseen. And by the way, their prey is you.

No Line of Sight can be traced to the Yeti, unless a Survivor stands within Range 0-1 of it.





NEW NECROMANCERS

Defiler necromancers achieved success in corrupting the Eternal Empire because the Emperor's heirs were too absorbed or too selfish to set their differences apart and to unite against the threat. They fell one by one, either turned into necromancers themselves, or defeated by the growing might of the zombie horde. Had they made other choices, these men and women of valor could have been heroes. Now, they are just part of the zombie problem. And you are the solution!

Adding new Necromancers into games of Zombicide is easy: simply add the corresponding Necromancer cards to the Necromancer deck during setup.

Unless otherwise stated, these Necromancers share the same general rules.

Wounds dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point.

Special rules:

- Necromancers are Zombies for game purposes.
- **White Death only:** Whenever a Necromancer is eliminated, place a random Vault Weapon (if any is available), facedown, in its Zone. Any Survivor in this Zone may spend an Action to take the Vault Weapon. Then, they may reorganize their inventory for free.



BOMOH

The Bomoh of the South Eastern peninsula practiced forms of magic both esoteric and strange, and decidedly toeing the line towards the Forbidden Arts. For this reason, their magics stood the best chance at undoing the vile curse wrought by the necromancers, and thus they were the first targeted by the necromancers in their rise to power. Bomoh today are twisted, horrific abominations of their former selves, and even more formidable than they were in life. Destroying one does not guarantee its death, for just like living Bomoh they have a chance of returning to the field unharmed and even further enraged!

Roll a die after eliminating the Bomoh (rewards are still earned):

■-■ : Nothing happens.

■-■ : The Bomoh respawns immediately on the Starting Spawn Zone.





DEATH NOTES

Death Notes are a legendary pair of sorcerers who have studied the dark arts and many profane tomes. Once wandering artists that wanted to spread their music, but they quickly gave up because they found little success as wandering minstrels. However, they found great success with their mastery of necromantic magics. They offered their services to anyone willing to pay, and people were willing to pay a hefty price. Finding it difficult to fully detach themselves from their love of music, they now use their instrument as a conduit to channel their magic through.

- Death Notes produce 3 Noise tokens at the start of each Game Round.
- As long as there is a least 1 Noise token in Death Notes' Zone, each hit rolled while attacking Zombies in this Zone (including Death Notes themselves) is cancelled, removing 1 Noise token from this Zone instead (even if it was not produced by Death Notes in the first place).
Game effects killing all Zombies in the target Zone (Cauldron or Dragon Fire) are not affected by this rule.



KAGUYA

While mysteries surround Kaguya's life, it eventually became known that this woman of exceptional beauty, who refused the Emperor's pleas for marriage, was a princess from the Moon. When her people came to reclaim her, it is said that they expunged her feelings towards Earth, the Empire, and her family. She was forcefully taken by the heavenly host, never to be seen again - until now. The strictures placed upon her by her Lunar family has transformed her. The once gentle Kaguya now wields powerful necromantic magic and uses it to torment those that inhabit Earth.

Each time Kaguya activates, Spawn 1 Walker in each Corruption Zone with 1 or more Survivor.



HANNYA

The Hannya are demonic entities born of the hatred for the living and those who have wronged them in their past life. They envy those that led happy, fulfilling lives as the Hannya were not able to previously. The only reprieve they receive is to rob the living of any happiness continuing the endless cycle of suffering, creating more Hannya in the process. Should you earn the ire of the Hannya, there is little you can do to abate their anger as they will pursue you to the ends of the earth.

Each miss rolled while attacking Zombies in Hannya's Zone (including Hannya itself) inflicts 1 Wound to the Survivor performing the attack. This rule applies for Combat Actions (Magic, Melee, or Ranged) and Siege Actions (Green Horde). Armor rolls are allowed.



TENGU

Contrary to traditional folklore, the Tengu are not demons but supernatural creatures akin to the Bake-danuki. That said, they often seek to cause chaos and conflict, rarely attacking people outright, but assuming various shapes or possessing people to achieve their goals. Throughout history, various conflicts were likely caused by the meddling of a Tengu. The black plague has cursed them into an even more horrific form, now their desire for conflict has morphed into the need for bloodshed. Survivors must work together for any chance of success.

- Tengu has 2 Actions per Activation.
- The Survivor eliminating Tengu earns the usual 5 AP for eliminating an Abomination, then earn enough AP to get to the first notch of the next Danger Level.



YUKI-ONNA

Ancient tales of the Yuki-onna tell of a young maiden who would appear to people in the fiercest blizzards. She might guide them home to safety or lead them into a snowy valley to die. She might appear at one's doorstep in the worst winter storm and seek warmth, only to depart within a few hours, sometimes whirling into snow to vanish up the chimney. Many wondered, was this one apparition or many? In time, common scholarly wisdom called Yuki-onna a single entity, and now it appears she is allied with the necromancers, able to command their hordes and, as ever, bring frozen death to any who gaze upon her.

- At the start of each Game Round, each Survivor having a Line of Sight on the Yuki-Onna gets 1 Freeze token on their Dashboard, representing the Necromancer's icy hold over them.
- A Survivor with a Freeze token loses 1 Action at the start of their ensuing Turn. Then, discard the Freeze token.



DAILY SPAWN ZOMBIES

WALKERS



BAKE-DANUKI

The Bake-danuki are akin to the Kumiho, mischievous spirits that could be benevolent or malicious at times. They usually assume the form of a regular tanuki but they're rarely seen in that form. These shapeshifters love taking on a human form to engage in human vices such as drinking and gambling. It's not usually dangerous, but the black plague has taken these little pranksters and brought out their most savage natures. Their shapeshifting powers allow them to become fearsome abominations, much tougher and deadlier than their appearances let on.



At the beginning of the Players phase roll a die. Until the end of the Round, Bake-Danuki is considered as:

- 1: an Abomination
- 2-3: a Runner
- 4-5: a Brute
- 6: a Walker



KAPPA

The Kappa were a semi-intelligent, semi-tribal species who lived in rarely traveled waterways across the Empire. For a long time, few doubted their intelligence, though they do seem to have a language of their own. They build nothing and have no houses but seemed to understand the concept of territory. Imperial citizens were advised to steer clear, though the Kappa were vegetarian and generally not aggressive unless approached. Like so many other creatures and peoples though, they've fallen victim to the plague. Now they crave for flesh, and their already sharp claws have grown all the sharper.

Last in target priority. Kappa's attacks deal 3 Wounds. At the beginning of the Zombies phase, a Survivor in Kappa's Zone may discard an Apple or Salted Meat card, if they do, Kappa does not activate during this Enemy Phase.



YAKSHA

The Yaksha are usually benign in nature. They might play the occasional prank but were otherwise benevolent to those who meant no harm and respected the natural world around them. Should you incur its wrath, it is almost certain you will not make it out of its domain alive. However, these Yaksha, corrupted by the necromantic curse, are far more powerful and deadly than they ever were in the wild. Their corrupted spirits cry out for release even as they deal death and destruction to all in their sight.

Yaksha's attacks deal 3 Wounds. When Yaksha is eliminated, the Survivor who eliminated it, receives a Vault Weapon.





RAKSHASA

In truth the Rakshasa were not always an evil people who sought to disrupt and destroy the Empire. Yet events of the past caused the cultures to violently conflict, and ever since then a seething hatred has existed with Rakshasa living in hidden communities scattered across the Empire. They are powerful foes, though thankfully few, particularly now that the black plague has twisted many of this species into abominations and nightmares. As always it is best advised to destroy one quickly, but, more than that, survivors must be prepared for the horrific wounds their claws will inflict.

Last in target priority.

When Rakshasa attacks, all Survivors in his Zone suffer 2 Wounds.

RUNNER



ONRYŌ

This Onryō has manifested as a deadly Runner with a, single-minded style of attack. Which is not to say zombies aren't generally single-minded, but what makes this Onryō so peculiar is its obsession with battling what it perceives as the strongest survivor its senses can detect. He will charge straight at this individual for an all-out assault without regard for its own survival. Given that most Onryō wear tattered samurai armor, this holdover from life makes sense. Samurai are renowned for testing themselves in battle against the strongest opponents they can find, which in a way makes the Onryō an almost pitiable creature.

Onryō always targets the Survivor with the most AP.

BRUTES



MENG HUO

Meng Huo led the southern barbarian tribes in a vast uprising which prompted the beginnings of the Great Southern Campaign. At his root, he was a leader who wished to retake ancestral lands he claimed had been seized by the first Emperor in the distant past. Yet no evidence of the seizure nor prior ownership has ever been produced or proved. The Emperor initially sought a peaceful resolution, but Meng Huo sent back his emissary's head in a gilded box. Undeath hasn't improved Meng Huo's disposition much, but granted him the power to return again and again after his destruction.

When Meng Huo would be eliminated, place him in the first Spawn Zone instead.



ZHU BAJIE

An obscure member of the Celestial Pantheon, Zhu Bajie was banished for attempting to seduce the moon goddess while in an alcoholic stupor. He was sentenced to live a thousand lives in the mortal realm, each life destined to end horribly. Whispers across the Empire speak of a giant and gruesome pig-faced man appearing from thin air, claiming to be the banished deity. While in his zombified state, Bajie's movements are far too uncoordinated to be a real threat in battle, but he remains difficult to kill and gives a mighty boost to all zombies around him.

Zhu Bajie cannot perform Move Actions. At the beginning of each Zombies phase, all other Zombies in his Zone gain 1 extra Activation.



KICKSTARTER EXCLUSIVE SURVIVOR: REBECCA

I'm... just passing through, but I can see you all need some serious help."

Although she speaks fluent Imperial Standard, Rebecca says she's from a 'very distant place' far from the Empire that few are likely to understand. Indeed, her manner of arrival left the survivors she rescued speechless, seeming to step from... somewhere and nowhere at once, if that makes sense. Which of course it doesn't, but that's what they saw. Wherever she came from, and third-eye notwithstanding, Rebecca's battle skills are incomparable. Literally. It seems there's nothing she can't do and no creature she can't slay, given some preparation. Whatever gods have brought her here are owed a debt of thanks by the Empire's few remaining survivors.

The player can choose any Skill from *White Death* or *Eternal Empire* for Rebecca at Blue Level. If the chosen Skill features brackets (like +1 Free [Action] Action, for example), the player chooses the corresponding keyword.



NEW VAULT WEAPONS: WINTERGRAD CLOTHES

Wintergrad Clothes are Kickstarter exclusive Vault Weapons. To play with them, simply shuffle them among the Vault Weapon deck during Setup.

There are 4 Wintergrad Clothes: Fur, Gloves, Hat, and Shoes.



They do not take up space in the inventory, and grant the indicated Skill to the Survivor. These Equipment cards form a set of their own: a Survivor possessing the whole set of 4 can use **all** their Red Level Skills, no matter the amount of AP they possess and the current Danger Level!

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