

# ZOMBICIDE

## OBJECTIVE

- Each player controls 1-4 Survivors and attempts to **cooperatively** complete **Mission objectives**.

## SETUP

1. Choose a **Mission**.
2. Place the **tiles**.
3. Place the **doors, cards, and objectives**.
4. Put aside the following cards:
  - Evil Twins**
  - Ma's Shotguns**
  - Molotovs**
  - Pans**
  - Wounded cards**
  - 1 Fire Axe**
  - 1 Crowbar**
  - 1 Pistol**
5. Shuffle and form a deck with the **Zombie cards** and another with the remaining **Equipment cards**, placing both **face down**.
6. Each player chooses their Survivors:
  - 1 Player:** 4 Survivors
  - 2 Players:** 3 Survivors per player
  - 3 Players:** 2 Survivors per player
  - 4-6 Players:** 1 Survivor per player
7. For each Survivor, place an **experience tracker** on the **1st square** in the blue area of their **Danger Bar**, and a **Skill counter** on the **1st corresponding Skill**.
8. **Randomly** deal the **starting equipment**: A fire axe, a crowbar, and a pistol; everyone else gets a pan.
  - **Note:** Any **starting weapon** listed on a Survivor's Identity Card does **not** affect this starting equipment.

## DEFINITIONS

### ZONES

- **Inside a Building:** A Zone is a **room**.
- **On the Street:** A Zone is the part **between 2 pedestrian crossings** and the **walls** of buildings; may **extend** over 2-4 tiles.

### LINE OF SIGHT

#### Inside a Building

- An Actor sees in all Zones that **share an opening** with the Zone the Actor is in.
- His **field of view** is limited to the distance of **1 Zone**.
- If there is an **opening**, the walls do **not block** line of sight between 2 Zones.

### On the Street

- Actors see in **straight lines** which are parallel to the edges of the gameboard.
- Actors **cannot** see **diagonally**.
- Their field of view covers as many Zones as a **straight line** can go through before reaching a **wall** or the **edge** of the gameboard.

### MOVEMENT

- Actors (Survivors and Zombies) can move from **1 Zone to another**, as long as the Zones **share an edge**.
- **Diagonal** movements are **not allowed**.
- **Outside Movement:** Movement from 1 Zone to another has **no restrictions**; however it is necessary to go through a **door** to move from a **building** to the streets and vice versa.
- **Inside Movement:** In a building, movement may take place from 1 Zone to another as long as these Zones are **linked by an opening**; in this case, **ignore walls** between the 2 Zones.

### MAKING NOISE

- Each Action that **opens a door** with a noisy Melee weapon or **shoots** with a Ranged weapon produces a **Noise token** which must be placed on the Zone where the Survivor **resolved the Action**.
- **Each Survivor also counts as a Noise token**.
- Noise tokens are **removed** at the **end of the game turn**, after the Zombies take their turn.

### Noisy Weapons

- Many **Melee** equipment types (e.g. fire axe, crowbar, chainsaw) allow you to **open doors** as well as **kill Zombies**:



- Allows you to **open doors**.



- Allows you to **kill Zombies**.

- These symbols determine whether the Equipment produces a **Noise token** when used to open a door or eliminate a Zombie:



- Produces a **Noise Token**.



- Does **not** produce a **Noise Token**.

### EQUIPMENT

- Survivors can hold up to **5 Equipment cards**.
- Only **2 pieces** of Equipment can be **equipped** and ready to use (1 for each hand) at any time.
- Place the **unused Equipment** behind the 2 equipped weapons.

### ZOMBIE ECOLOGY

#### Walker



- **Actions:** 1
- **Min Damage to Kill:** 1
- **XP:** 1

#### Fatty



- **Actions:** 1
- **Min Damage to Kill:** 2
- **XP:** 1
- **Note:** Weapons dealing only **1 damage cannot hurt** a Fatty.
- Each Fatty comes into play with **2 Walkers** (not when splitting).

#### Abomination



- **Actions:** 1
- **Min Damage to Kill:** 3
- **XP:** 5
- **Note:** Only killed with weapons dealing **3+ damage** (or Molotov).
- There can be **only 1** in play; if a 2nd is drawn, replace it with a **Fatty + 2 Walkers**.
- The Abomination **spawns alone**.

#### Runner



- **Actions:** 2
- **Min Damage to Kill:** 1
- **XP:** 1
- **Note:** Moves **twice as fast** as Walkers.

### CARS

#### Getting into a Car

- It costs **1 Action** to get into a car.
- You can **only** get in a car if there are **no Zombies** in its Zone.
- When you get in a car, **choose a seat**: The **driver's seat** or 1 of the **3 passengers**.
- **Changing seats in a car costs 1 Action**.
- A car is **full** when there is a driver and 3 passengers, **no other Survivors may enter it**.

### Driving a Car

- Driveable cars are available in **some Missions**.
- When the **driving Survivor is activated**, they can spend **1 Action** to move the car up to **2 Zones**.
- This Action is **not** a "Move" and is **not** subject to **movement modifiers** (e.g. a free Move Action or increased movement), and is **not affected** by **disadvantages** related to Move Actions (i.e. ignore the Zombies in the Zone of the car).
- A car that **enters, exits, or goes through** a Zone **runs over every Actor** in it:
  - **Roll 1 die** for **each miniature** in the Zones the car leaves, moves through, or reaches.
  - Each **4, 5, or 6** inflicts **1 damage** (and only **1**, so you cannot run over a Fatty/Abomination).
  - Hits are assigned following **priority order**, just like a **Ranged attack** (so you can't hit a Runner until all Walkers are dead, or not at all if there's a Fatty in the Zone):
    - Survivors > Walkers > Fatties > Runners**
    - \* Abominations count as **Fatties** for targeting purposes.
- It is possible to make **Melee and Ranged attacks** and from the **inside a car** and **Zombies can attack** the Survivors in the car.
- Cars **cannot** be driven **into buildings**.

### Searching Cars

- You can **search** inside a car in a street Zone with **no Zombies** (you do **not** have to be **in it**).
  - **Pimp Mobile:** You can search inside **only once** for **Ma's Shotgun** or the **Evil Twins**.
  - **Police Cars:** You can search **more than once**, drawing cards until you find a **weapon** and discarding any others.

### DANGER BAR AND EXPERIENCE

- For **each Walker, Runner, or Fatty killed**, a Survivor gains **1 experience point** and moves up a notch on the **Danger Bar**.
- Some **Mission objectives** provide **more XP**, and killing the **Abomination** gives you **5 XP**.
- There are **4 Danger Levels**, and the number of Zombies spawned goes up with each level:
  - **Blue:** All Survivors start at this level.
  - **Yellow:** When you get **7 XP**, you obtain a **4th Action**, which can be used immediately and then during every turn.
  - **Orange:** When you get **19 XP**, you can **choose 1** of 2 Skills on your Identity Card.
  - **Red:** When you get **44 XP**, you **choose 1** of the 3 Skill available at this Level.
- When you draw a **Zombie card**, read the line that corresponds to the Survivor that has reached the **highest Danger Level**.

## SKILLS

- Each Survivor has specific Skills, and can **unlock** 1 more at both the **Orange** and **Red Danger Levels**.
  - In case of **conflict** with the general rules, the **Skill rules have priority**.
  - The effects of the following Skills and/or bonuses are **immediate** and may be **used the turn in which they are acquired** (e.g. if an Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately, as long as they have Actions left to take).
- +1 ACTION:** You get an extra Action to use as you please.
- +1 TO DICE ROLL: COMBAT:** Adds 1 to the result of each die rolled on a Combat Action (Melee or Ranged); max result is always 6.
- +1 TO DICE ROLL: MELEE:** Adds 1 to the result of each die rolled in Melee Combat; max result is always 6.
- +1 TO DICE ROLL: RANGED:** Adds 1 to the result of each die rolled in Ranged Combat; max result is always 6.
- +1 DIE: COMBAT:** Roll an extra die in Combat (Melee or Ranged).
- +1 DIE: MELEE:** Roll an extra die in Melee Combat.
- +1 DIE: RANGED:** Roll an extra die in Ranged Combat.
- +1 FREE COMBAT ACTION:** You have 1 free extra Combat Action.
- +1 FREE MOVE ACTION:** You have 1 free extra Move Action.
- +1 FREE SEARCH ACTION:** You have 1 free extra Search Action.
- +1 MAX RANGE:** Your maximum range with Ranged weapons is increased by 1.
- +1 ZONE PER MOVE:** You can move through 1 extra Zone each time you perform a Move Action; stacks with other game effects benefiting Move Actions.

**1 RE-ROLL PER TURN:** Once per turn, you can re-roll all the dice that are related to the resolution of an Action; the new result takes the place of the previous one; stacks with the effects of equipment that allow re-rolls.

**2 ZONES PER MOVE ACTION:** When you spend 1 Action to Move, you can move 1 or 2 Zones instead of just 1.

**AMBIDEXTROUS:** Treat all Melee and Ranged weapons as if they had the Dual symbol.

**BORN LEADER:** During your turn, you may give 1 free Action to another Survivor; this Action must be used during the recipient's next turn or it is lost.

**DESTINY:** Once per turn, when you draw and reveal an Equipment card, you can discard it and draw another.

**GUNSLINGER:** You treat all Ranged weapons as if they had the Dual symbol.

**HOARD:** You can carry 1 extra Equipment card.

**HOLD YOUR NOSE:** Once per turn, you get a free Search Action in the Zone where you eliminated a Zombie (even outside a building).

**IS THAT ALL YOU'VE GOT?:** When you are wounded you may discard an Equipment card instead of receiving a Wounded card; if you have no Equipment or if you don't want to discard an Equipment card, then you still receive a Wound.

**LOCK IT DOWN:** For 1 Action you can close an open door.

**LOUD:** Once per turn, you can make a huge amount of Noise; until the next turn of this Survivor, this Zone is considered having the highest amount of Noise tokens on the entire map. If different Survivors has this ability, only the last one who used it applies the effects.

**LUCKY:** You can re-roll all the dice of each Action once; the new result takes the place of the previous one. This ability stacks with the effects of other abilities and Equipment that allows re-rolls.

**MATCHING SET!:** When you draw a weapon card with the Dual symbol, you can immediately search for a 2nd card of the same type in the deck of Equipment cards; shuffle the deck afterwards.

**MEDIC:** Once per turn, you can remove 1 Wounded card from a Survivor in the same Zone as you, or from yourself.

**NINJA:** You make no Noise at all: Your presence does not count as a Noise token, and the use of Equipment or weapons produces no Noise tokens either.

**SLIPPERY:** You do not spend extra Action(s) when you Move through a Zone where there are Zombies.

**SNIPER:** You freely choose the targets of all your Ranged Combat Actions.

**STARTS WITH A [EQUIPMENT]:** You begin the game with the shown Equipment; the Equipment card is mandatorily assigned to you before the start of the game.

**SWORDMASTER:** You treat all Melee weapons as if they had the Dual symbol.

**TOUGH:** You ignore the 1st attack received on every Zombies' turn.

**TRICK SHOT:** When you are equipped with Dual Ranged weapons, you can aim at targets in different Zones with each weapon in the same Action.

# ZOMBICIDE

## TURN SUMMARY

### I. PLAYERS' TURN

- 1st player plays all of their Survivors one after the other, then play proceeds clockwise.
- Each Survivor takes **3 Actions**:

**MOVE 1 ZONE** (+1 Action per Zombie in Zone)  
**SEARCH** (1x per turn per Survivor; indoor only)  
**OPEN A DOOR** (requires capable weapon)  
**RANGED / MELEE COMBAT**  
**REORGANIZE / TRADE INVENTORY**  
**TAKE / ACTIVATE AN OBJECTIVE**  
**GET INTO / OUT OF A CAR**  
**MAKE A NOISE**  
**DO NOTHING**

### II. ZOMBIES' TURN

- 1. ATTACK:** Each Zombie **steals** a piece of **Equipment** and deals a **Wound** for each Survivors in the Zone; Survivors **share wounds** as they prefer.
- 2. MOVE:** Zombies that did **not Attack** move toward **visible Survivors** (noisiest first); if none, then toward the **noisiest Zone**. They always take the **shortest way** possible and **split** if there is more than 1 route of the same length, or if different Zones are equally noisy (**add Zombies** to make split groups even).
- 3. SPAWN:** Activate Spawn Zones clockwise, using Danger Level of the highest level player.

### III. END OF TURN

- 1. REMOVE NOISE TOKENS**
- 2. PASS 1ST PLAYER TOKEN LEFT**

### I. PLAYERS' TURN

- The **1st player activates** their Survivors **one after the other**, in **any order**.
- Each Survivor can execute **3 Actions** at the Blue Danger Level; this is increased to **4 Actions** when the Survivor reaches the Yellow Danger Level.
- Some Survivors have a **free Action** at the Blue Level, which does **not count** towards this total.
- Once **all players** have completed their turn, the **1st Player Token** is passed to the **left**.
- The **possible Actions** are:

### MOVE

- The Survivor moves from **1 Zone to another**.
- Survivors **cannot** move through external **building walls** or **closed doors**.
- If there are **Zombies in the Zone** your Survivor is attempting to **leave**, you must spend an **extra Action per Zombie** present in the Zone (unless you have the **Slippery Skill**).

### SEARCH

- Normally, you can **only** search Zones **inside a building** that have **no Zombies** in them.
- **Note:** You can also search **Cars** and the **Hold Your Nose Skill** allows you to search **outside** in a Zone where you killed a Zombie.
- To search, a player **picks a card** from the **Equipment deck**.
- A Survivor can perform only a **single Search Action per turn**, even if it's a free Action.
- After searching, the Survivor can **freely reorganize their inventory** (but the Survivor **cannot trade** with other Survivors without spending an Action).
- You may **discard** cards from your inventory to make room for new cards at **any time**.

### Searching Cars

- You can search **inside a car** in a street Zone with **no Zombies** (you do **not** need to get in it).

### Pimp Mobile

- You can search inside a pimp mobile **only once** and it contains either **Ma's Shotgun** or the **Evil Twins**.
- In Missions with **many** pimp mobiles, only the weapons that have **not yet been taken** can be inside them, and when there are no more, **no more** can be found.

### Police Cars

- Can be searched **more than once**.
- **Draw** cards until you find a **weapon**; **discard** the **other cards**.
- **"Aaahh!"** cards make a **Walker appear** as usual, **interrupting your search**.

### OPEN A DOOR

- Doors are usually **locked** and to open one you need a **Melee weapon equipped** that has an **"Open a door"** symbol (no roll required).
- Opening the **1st door** of a building **reveals all Zombies inside**:
  - For **each Zone** of the building, **draw a Zombie card** and **place** the shown number of Zombies in that Zone.
  - **Extra Activation / Manhole** cards drawn function as usual.

### REORGANIZE / TRADE INVENTORY

- For **1 Action**, a Survivor can **change the weapons** they are **holding** in their hands.
- You can simultaneously **exchange any number of cards** with **1 Survivor** in the Zone.
- This **other Survivor** may immediately **reorganize** their own inventory for **free**.

### SHOOT RANGED WEAPONS

- Use an equipped **Ranged weapon** to shoot at a Zone **within the weapon's range**.

### FIGHT HAND TO HAND

- Use an equipped **Melee weapon** to attack the **Zombies in your current Zone**.

### GET IN / OUT OF A CAR

- It costs an action to **get in or out of a car** in your Zone, or to **switch seats** in a car.

### TAKE / ACTIVATE AN OBJECTIVE

- Takes an **objective token** or **activate an object** in your Zone (as described in the **Mission description**).

### MAKE SOME NOISE

- Place **1 Noise token** in your Zone.

### DO NOTHING

- **End your turn**, losing any remaining Actions.

## II. ZOMBIES' TURN

- After **all Survivors** have been activated, perform the following phases **in order**:

### PHASE 1: ATTACKING

- **Each Zombie** in the **Zone of a Survivor** **steals a piece of Equipment** the Survivor is carrying (if possible); the controlling player **chooses** which item to **discard**.
  - The Survivor then receives a **Wounded card**, which is put in place of the **lost Equipment**.
- ### Wounded Cards
- When you **reorganize** your inventory, you can **move Wounded cards** like Equipment, but they **cannot be discarded** and thus **reduce** the amount of Equipment you can **carry**.
  - A Survivor with **2 Wounded cards** is **eliminated** and their **Equipment is discarded**.
  - If **multiple Survivors** are in the **same Zone**, players **share wounds** any way they prefer.
  - **All Zombies** in the **same Zone** join in on the Combat, even if all Survivors are killed (thus, Zombies in that Zone won't move in Phase 2).

### PHASE 2: MOVEMENT

- Zombies that **did not attack** during Phase 1 **move 1 Zone** toward either:
  - 1. Survivors in their Line of Sight**
    - If they see **Survivors in different Zones**, they move towards the **noisiest group**; if equally noisy, the group **splits**.
  - 2. The Zone with the most Noise Tokens**
    - If there are **equally noisy** Zones the **same distance** away, the group **splits**.

- Zombies always take the **shortest route** when moving, and **split** if there are **multiple routes of equal length**.
- **Note:** Survivors count as **Noise tokens**.

### Splitting Groups

- If there is **more than 1 route** of the **same length**, or if different Zones contain the **same number of Noise tokens**, the **Zombies split into groups** of the **same number and type** to follow all possible routes.
- If necessary, **add Zombies** so that all groups contain the **same number and types**.
- **Note:** A **lone** Zombie can split into 2 Zombies.
- The **Abomination never splits**; the players decide which direction it goes.

### Runners

- Runners have **2 Actions**: After the 1st Action, they immediately **repeat** phase 1 (Attack) or, if there is nobody to attack, phase 2 (Movement).

## PHASE 3: SPAWN

- The **Mission plans** show **Spawn Zones** where **Zombies** appear at the **end of each turn**.
- Choose a **Spawn Zone** and **draw a card**, then **place** the amount of **Zombies** shown on the **color** corresponding to the **Danger Level** of the **most experienced Survivor** still in the game (Blue, Yellow, Orange or Red).
- **Note:** If the Survivor with the **highest Danger Level** is **eliminated**, the **Danger Level drops** to that of the **next most experienced Survivor**.
- **Repeat** this operation for **each Spawn Zone**.
- Always **begin** with the **same Spawn Zone**, then continue **clockwise**.
- Each **Fatty** is accompanied by **2 Walkers** when it spawns (but **not** when you add 1 to balance a group of **Zombies** that **splits**).
- **Abominations** spawn alone, and there can be **only 1** in play at a time; if a 2nd is drawn, replace it with a **Fatty + 2 Walkers**.

**Extra Activation Card:** **No Zombies** appear on the designated Zone; instead, all **Zombies** of the shown type are **immediately activated** (Zombie phases 1 and 2).

- **Note:** No effect at the Blue Danger Level.

**Manhole Card:** **No Zombie** appears on the designated Zone; instead, **place** the specified number/type of **Zombies** in **every Zone** with a **manhole** on tiles with **at least 1 Survivor**.

### Running out of Zombie Miniatures

- If you draw a card and there are **not enough miniatures** of the requested **Zombie type**, **place the remaining Zombies** (if any), then all the **Zombies** of the requested type **gain an extra activation** at once.

## III. CLEANUP

- Remove all **Noise tokens**.
- Pass the **1st Player Token** to the left.

## COMBAT

- Roll the number of **dice shown** on the **Equipped weapon** you wish to attack with.
- Each roll that **equals or exceeds** the **accuracy number** of the weapon is a **successful hit**.
- **Each success** inflicts the amount of damage specified by the **damage value** of the weapon to a **single target**.

### Dual Firing

- If you have **2 identical weapons** with the **Dual symbol**, you can use **both weapons** at the **same time** for a **single Action**.
- **Note:** **Reloading** dual Sawed-off Shotguns costs only a **single Action** as well.
- If dual firing **Ranged weapons**, they **must be aimed** at the **same Zone**.

## ZOMBIE HIT POINTS

- **Walkers:** Killed with 1 damage
- **Runners:** Killed with 1 damage
- **Fatty:** Only killed with a 2+ damage weapon
- **Abomination:** Only killed with a 3+ damage weapon.
- **Note:** Even if you obtain 6 successes with a 1 damage weapon, a Fatty/Abomination will not take any damage.

## SYMBOLOLOGY

### Range



- Min and max number of **Zones** the weapon can reach.
- "0" is Melee only.

### Dice



- Roll as many **dice** as this value when an Action is spent to **use** this weapon.

### Accuracy



- Each roll that **equals or exceeds** this value is a **success**; anything less is a **failure**.

### Damage



- Amount of Damage inflicted for **each success**; a "2" value is needed to eliminate Fatties, and a "3" is needed to kill the Abomination.

### Dual Firing



- Use **both weapons** at the **same time** for a **single Action**.
- **Note:** **Dual guns** must both be aimed at the **same Zone**.

### Noisy



- Produces a **Noise token** when used.
- **Note:** **Dual weapons** produce a **single** Noise token per Action.

### Silent



- Does **not** produce a **Noise token** when used in Melee Combat.

### Opens doors



- This weapon can be used to **open doors** (no roll required).

## MELEE

- You can attack Zombies in your **own Zone**.
- Each die roll **equal or higher** than the **accuracy value** on the weapon is a **successful hit**.
- **Divide your hits** as you wish amongst **all** the **possible targets** in the Zone (**targeting priority** rules **only** apply to Ranged combat).

## RANGED

- The **range** of a weapon is shown by the **range value** on its card, representing the **number of Zones** it can shoot across:
  - **1st Range Value:** Shows a weapon's **minimum range**; the weapon may **not** be shot at Zones **below the minimum** (this is usually 0, meaning you can shoot in your current Zone).
  - **2nd Range Value:** Shows the **maximum range** of the weapon; a weapon **cannot** fire at Zones **beyond** the maximum range.

- You can only shoot targets in your **line of sight**.

### Line of Sight Inside a Building

- An Actor sees in all Zones that **share an opening** with the Zone the Actor is in.
- His **field of view** is limited to the distance of **1 Zone**.
- If there is an **opening**, the walls do **not block** line of sight between 2 Zones.

### Line of Sight on the Street

- Actors see in **straight lines** which are parallel to the edges of the gameboard.
- Actors **cannot** see **diagonally**.
- Their field of view covers as many Zones as a **straight line** can go through before reaching a **wall** or the **edge** of the board.

### Targeting Priority

- A shooter does **not freely choose the targets they hit** with successful rolls; hits are assigned in **this order**:

- 1: **Survivors in the Zone** (except the shooter)
- 2: **Walkers**
- 3: **Fatties or Abominations**
- 4: **Runners**

- Hits **must** be assigned to targets with the **lowest degree of priority** until **all targets of that degree** have been **eliminated**.
- When a Zone is chosen for Ranged Combat, **ignore any Actors** who are in the squares **between the shooter and the target**; Survivors **may shoot through** occupied Zones without consequence to other Survivors or Zombies (i.e. targeting priority only affects the **target Zone**, not the Zone you're firing from, unless you're firing with a range of 0 -- in which case targeting priority applies, so you'll hit any Survivors in your Zone first).

## IMPROVED WEAPONRY

- Specific Equipment cards can be **combined** from your inventory to build **improved weaponry**.
- Combining **costs no Action**.
- When combined, the new Weapon takes a **single slot** in your inventory.
- **When built**, improved weapons can be freely and **immediately equipped**.
- **Sniper Rifle:** Combine a "rifle" and a "scope" (place the scope under the rifle card); this allows you to **choose your targets when firing** with this rifle.
- **Molotov:** Discard a "glass bottle" and a "gasoline" card and take a "Molotov" card; **discard** the Molotov to **terminate everything in the targeted Zone** (even other Survivors and the Abomination).