

Zombicide Classic

Consolidated Rulebook

Goal

Each game, you will choose a Mission to play with, and the goal is to achieve that Mission's specific objectives.

Game Overview

The game is played over a series of game rounds. In each game round, players take their actions, then the Zombies take theirs. The game ends immediately when all players are eliminated or when all Mission objectives are achieved.

While not originally designed that way, the game can be played with 7+ Survivors. See [Additional Game Modes – Playing With 7+ Survivors](#).

Note on Content

This rulebook has incorporated rules from all expansions for Zombicide Classic. The only thing removed are the Mission section, due to them being numerous and there already are many Mission compilations over the internet that not only add Missions from rulebook, but also from the supplier's website and blog posts, special Missions from various sources, and even fan Missions.

There's one major change that I decided to make with this rulebook: some usages of "turn" are changed to "Activation" or "game round" depending on their actual meaning. This follows the new writing change of Rue Morgue's rulebook and it makes the definition of "turn" vs "Activation" clearer: one is through the perspective of players, the other of Survivors.

The rulebook is written with the core game ("Season 1") as the base. If you don't have it and only the standalone expansions, there might be references to items you don't have throughout this rulebook.

To indicate components and rules from other boxes and expansions, tags are added to all relevant places. They are:

- **[AN]**: Angry Neighbors
- **[AN-GT]**: Angry Neighbors – Game Tiles
- **[DC]**: Dog Companions
- **[G1]**: Ghostbusters #1
- **[G2]**: Ghostbusters #2
- **[G3]**: Ghostbusters #3
- **[GM]**: Gaming Night Kits (they all have the same rules)
- **[LZ]**: Lost Zombivors
- **[MC]**: Murders of Crowz
- **[PO]**: Prison Outbreak (Season 2)
- **[RM]**: Rue Morgue (Season 3)
- **[TCM]**: Toxic City Mall
- **[TCM-GT]**: Toxic City Mall – Game Tiles
- **[US1]**: Ultimate Survivors #1
- **[VIP1]**: Very Infected People #1
- **[VIP2]**: Very Infected People #2
- **[ZSR]**: Zombicide Survivor: Ross
- **[ZSW]**: Zombicide Survivor: Will
- **[ZD]**: Zombie Dogz

If an item is written in the format "item **[TAG]**", that means that item is only available from the corresponding expansion. If a line or a bullet point starts with a tag (- **[TAG]**: <text>), that means the whole line is from the expansion's rulebook.

Note that expansions also introduce new general rules, not just rules for expansion-specific content, so you should not

automatically ignore anything with a label for an expansion you don't play with.

Rules from expansions that differ from the core game are noted as having priority, though for the sake of being completed while still easy to read, the changes will either be incorporated or listed separately on a case-by-case basis.

Example cases when rules differ:

- **[PO]** says to put aside Nightsticks on setup to distribute between Survivors. Core game says to put aside Pans instead for the same reason. There's a note that says if there aren't enough Nightsticks then Pans should be distributed as well, but should all Nightsticks AND Pans be removed from the Equipment deck on setup, or just one type? The fact is that the put aside step (3) and the gain starting Equipment step (8) are listed separately, that in the both rulebooks you can play with 4 or 5 Survivors but step 3 doesn't say to put aside just 1 or 2 Nightsticks/Pans for these cases so you can never find them by Searching (maybe because they're quite weak compared to other weapons!), and that the newer rulebook doesn't say to NOT put aside Pans, the result is that the combined step 3 ask players to put aside all Nightsticks and Pans and leave any unused basically out of the game, without listing separate setup step cases, double the length and potentially confuse the readers.

- **[PO]** says when driven car cannot hit Survivors in another car, but core game says you can. This is a rule change, so instead of using the latest rules both have been added in so players can choose to play with the old rule if they want. On a side note, questions have been asked before season 2's release about whether the core rule is a mistaken, and at the time it was confirmed that the rulebook was correct ("*cars were designed as a special movement possibility*. Designing a whole bunch of special rules with exceptions would have been too heavy and game-breaking in our point of view").

Changes between Sets

While later sets and expansions usually add new components, reword rules or adding clarification for things that are not apparent in earlier rulebooks, there are still some rule changes in them. Here's an overview.

Prison Outbreak

- When playing solo, a person can play from 4 to 6 Survivors. Previously, a solo player only uses 4 Survivors.
- Car attacks don't harm Survivors inside other cars. Previously, only Survivors inside the driven car are safe.

Rue Morgue

- The number of Survivors for each game is now 6-12 instead of 4-6.
- New Survivor chosen system: players can now control unequal numbers of Survivors, starting weapons aren't dealt entirely random, and weak weapons are no more.
- New dice-based spawn system.
- When an Abomination has 2 equal longest paths to its target for its Move Action, the first player decides the path it takes. Previously, all players decide its path.
- Splitting doesn't cause extra Activations.
- Resolve only 1 extra Activation if you don't have enough Zombie miniatures to fill all the manholes when resolving a Manhole card, even if some are in different Zones. The first player chooses the manholes where the remaining Zombies appear.
- When a Survivor builds an improved weapon, he may immediately and freely reorganize his inventory. Previously he may only equip improved weapons to his hands.

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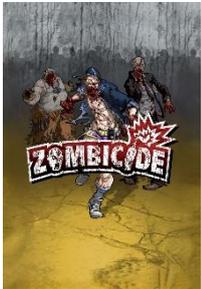
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Components

See the official rulebooks' "Game Components" sections for image and listing of all components. Additional notes:

1. Mini-cards: Zombie cards and Equipment cards can be differentiated based on their back color: Zombie card backs are yellow while Equipment card backs are red.



Zombie card back



Equipment card back

2. Zombie cards: Cards with red background at the bottom spawn standard Zombies. Other colors indicate Zombies whose miniatures are of the same colors, for example green cards spawns Toxic Zombies [TCM]. There are other indicators such as logos in the upper left of the cards and the Zombie silhouettes used.



Standard



Toxic



Berserker

Zombie cards have IDs printed in gray at the top to help separate cards from different boxes and expansions:

Set	ID
Season 1	1-42
Walk of the Dead 1	43-54
Zombie Dogz	55-66
Toxic City Mall	67-78
Prison Outbreak	79-120
Walk of the Dead 2	121-132
Toxic Crowd	133-138
Angry Zombies	139-144
Rue Morgue	145-192
Angry Neighbors	193-204
Lost Zombivors	205-210
Very Infected People #1	211-222
Very Infected People #2	223-234
Murders of Crowz	235-246
Ghostbusters Pack #1	247-250
Ghostbusters Pack #2	251-258
Ghostbusters Pack #3	259-262

3. Themed dice: they have a Zombie head in place of the number "1". Some have a Molotov in place of the number "6".

4. First player token: There are 2 first player token, 1 from Season 1 and 1 from [TCM].

5. Equipment cards: Season 1 rulebook doesn't have a list of Equipment unlike later rulebook. They are:

Aaahh!! x4	Gasoline x2	Plenty Of Ammo x6
Bag of Rice x3	Glass Bottles x2	Rifle x2
Baseball Bat x2	Goalie Mask x1	Sawed Off x4
Canned Food x3	Katana x2	Scope x2
Chainsaw x2	Ma's Shotgun x1	Shotgun x2
Crowbar x2	Machete x4	Sub MG x2
Evil Twins x1	Molotov x2	Water x3
Fire Axe x2	Pan x3	
Flashlight x2	Pistol x3	

6. Identity cards:

a. Each standard card has a front size with a survivor's image, Skills and color, and a back size with none of those. The backs are used to create custom survivors.

b. [PO] [TCM]: Each Zombivor card has a standard survivor and a Zombivor version side. A Zombivor's Identity card has a biohazard symbol overlaid on the background.



c. At the top of each card is the Danger Bar, which will increase throughout the game, primary through killing zombies. Increased danger grants Survivors extra Skills but also increase the danger level of the Mission.

7. Door token: each has a "locked" side with a locked door and an "unlocked" side with a smashed door.



Locked door



Unlocked door

8. "+1" Token [TCM-GT]: This token has no inherent meaning. You can use it to denote a Survivor being given an action by the *Born leader* Skill, or as a Mission indicator, or any other usage you can think of.



9. Observation towers [PO]: On the other side of a token is an Extra Zone, which is the equivalent of a building Zone.

10. Blue helicopter [AN-GT]: An alternate version of the red one in Rue Morgue.

Setup

When playing with multiple boxes and expansions, unless stated otherwise in the Mission's briefing, simply add all components into their respective standard piles and decks. The *Walk of the Dead* boxes' Zombie Spawn decks can either be included with other Spawn cards OR used alone, replacing the regular Spawn deck for a Walker-only experience (dubbed "Romero mode" by the game designers) ⁴.

1. Choose a Mission (see the Mission sections in the official rulebooks), then place the tiles and tokens according to the setup images. "The board" refer to all the tiles placed.

[TCM]: When playing with 7+ Survivors, 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.

2. [RM] has players select Survivors (or Zombivors for experienced players – see [Non-Standard Actors – Zombivors](#)) based on a number of teams from 1 to 4 so that while the number of Survivors of each team must be the same, players can control different numbers of Survivors. In contrast, older seasons have players select Survivors in a fixed number.

There are a few other differences between the 2 methods. Remember: **[RM]** rules have priority, so older season's rules listed here are for mostly for reference.

a. **[RM]**: Assemble 1 to 4 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.**

i. Splitting teams only matters if you use the Team Action cards or play in Competitive Mode, otherwise there is no difference between playing with one or several teams.

b. **Older seasons**: Each player chooses his Survivors based on the number of players:

i. 1 player: 4 Survivors (**[PO]**: 4 to 6 Survivors – the more, the easier).

ii. 2 players: 3 Survivors per player.

iii. 3 players: 2 Survivors per player.

iv. 4 to 6 players: 1 Survivor per player.

3. Put aside all Wound cards and the following Equipment cards:

- Pimpmobile cards:

Daisho [VIP1]	Ma's Shotgun
Desert Eagle [VIP2]	Nailbat [RM]
Evil Twins	Pa's Gun [TCM]
Golden AK-47 [VIP1]	Pink M4 [VIP1]
Gunblade [PO]	SPAS 12 [VIP2]
La Guillotine [RM]	Thompson [VIP2]

- Ultrared cards (Equipment with blood-dripping background at the top) **[AN]** **[TCM]**:

911 Special [TCM]	Sweet Sisters [TCM]
Betty [TCM]	The Holy Pan [AN]
Doug's Dream [TCM]	The Reaper [AN]
Flaming Nailbat [AN]	Uber Shield [AN]
Jack & Jill [TCM]	Zantetsuken [AN]
Ned's Atomic Flashlight [TCM]	Zombicider [AN]
Nico Special [AN]	

- Improved weapons: Molotov and Nailbat **[PO]**

- Starting weapons: Pan and Nightsticks **[PO]**

- Competitive-only weapon: Bulletproof Vest **[RM]**

- Companion cards **[AN]** **[DC]** **[G1]**:

Bismuth [DC]	Handyman [AN]	Searcher [AN]
Cherry [DC]	Lucien [DC]	Slimer [G1]
Gaspard [DC]	Martens [DC]	Sniper [AN]
Gunman [AN]	Moog [DC]	

Some cards may have multiple copies, in which case put aside all of them. Notice there are 2 instances of Nailbat in the list: the Nailbat from **[PO]** is not a pimpweapon, but the one from **[RM]** is¹.

a. Pimpmobile cards can only be found by Searching Pimpmobiles (see [Detailed Mechanics – Cars – Pimpmobile](#)).

b. Wound cards are dealt when Zombies attacks Survivors.

c. Ultrared cards are only used in Ultrared mode (see [Additional Game Modes – Ultrared](#)) ^{3Error! Bookmark not defined.}

d. Molotov and Nailbat **[PO]** have to be built from other Equipment (see [Detailed Mechanics – Improved Weaponry](#)).

e. Bulletproof Vests are only used in Competitive mode (see [Additional Game Modes – Competitive](#))

f. Pans and Nightsticks are starting Equipment.

g. Companions can only be found in some Missions (see [Companions – Companions – Acquiring a Companion](#)).

h. Dog Companions are given to each Survivor at the start of the game if players choose so (see [Companions – Dog Companions – Acquiring a Companion](#)).

i. Slimer is gained when certain Equipment are discarded throughout the game (see [Companions – Slimer](#)).

4. **[RM]** gives every Survivor a strong starting Equipment, but older seasons do that to only some of the Survivors, and have the rest starts with a weak weapon (Nightstick/Pan).

a. **[RM]**: Take all the put aside Bow, Crowbar, and Fire Axe cards. 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. Put any remaining Bow, Crowbar, and Fire Axe cards back with the other Equipment cards.

i. *Optional*: Each team may choose up to 2 Team Action cards **[RM]** (each team must have the same number of them). The cards chosen can be identical (in case you want to take benefit of the Skill +1 *free Team Action* for example). They are kept through the game and are not discarded after usage. Return other Team Action cards to the box.

b. **Older seasons**: Put aside 1 Fire Axe and 1 Pistol from the Equipment deck to be used as starting weapons. If playing using the **[PO]** expansion, put aside 1 Claw Hammer; else put aside 1 Crowbar. Randomly deal the starting Equipment from the put aside cards: Fire Axe, Crowbar or Claw Hammer **[PO]**, Pistol, and enough Nightsticks **[PO]** so that each Survivor gets one card. If there aren't enough Nightsticks (e.g. you don't have the corresponding expansion, or you're playing with 7+ Survivors), then deal Pans as well.

i. **[TCM]**: When playing with 7+ Survivors, to make sure each Survivor starts with a weapon, add enough additional Nightsticks/Pans so that each odd additional Survivor can have one (seventh, ninth, eleventh, etc.) and add enough additional non-Nightstick non-Pan weapon (Axe, Pistol, Crowbar, or Claw Hammer, you choose!) so that each even additional Survivor (eighth, tenth, twelfth, etc.) can have one.

ii. On Missions where there are fewer than 3 Survivors like 09 "Might Makes Right", no Pans or Nightsticks are dealt but the 3 other Equipment should be randomly distributed between Survivors. With 2 Survivors 1 will have 2 starting Equipment, and with a lone Survivor he will have all 3. ⁴

5. If a Survivor's starting Skill lists any starting Equipment (usually *Starts with [Equipment]*), he takes those cards from the Equipment deck, independent of the starting Equipment that has just been distributed (see [Skills](#)).

EXAMPLE: Phil is dealt one of the random starting Equipment cards and gets the Pistol! He then takes the weapon listed on his Identity Card from the Equipment deck: another Pistol!

6. If the Mission features Companion tokens **[AN]**, shuffle the Companion Equipment cards **[AN]** into a Companion deck and place them face down close to the board. If the Mission doesn't feature any Companion token, the Companion cards are not used for this game.

7. Shuffle the Zombie cards into one deck and the rest of the Equipment cards into another. Shuffle the pimpmobile put aside cards into a Pimpweapon deck. Place them all face down close to the board. Do not shuffle the rest of the put aside cards.

8. Place the miniatures representing the chosen Survivors on the starting Zone(s) as indicated by the Mission.

9. Place the corresponding Survivor's Identity Cards in front of each player. On each card, place an experience tracker on the first square (number 0) in the blue area of the Danger Bar, and place a Skill counter on the blue Skill. All survivors start with 1 Skill and earn more during the game.

10. Give a player of choice the "first player" token. The player with it is referred to as "the first player" in this rulebook.

After Setup, if a Mission has any Companion token **[AN]** put in non-building Zones, reveal the corresponding companions. See [Companions – Companions – Acquiring a Companion](#) on how to reveal them.

Each Survivor may choose to begin the game with a single Dog Companion **[DC]**. Before the game begins, his player chooses a Dog Companion and put its card in his inventory. A Companion 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 the Survivor.

Some tiles have places with special rules. Before a game, take a quick look through the [Expanded Mechanics – Special Locations](#) section to see if there are any featured in your Mission.

Near the end of the rulebook is the [Clarifications](#) section.

Take a quick look at it and try to memorize at least the object names mentioned so when it appears in the game you know to check back that section.

Terms

Actor

An Actor refers to a Survivor or a Zombie.

Streets & Buildings

Season 1 tiles feature only street and building artworks, so the rules adopted them as game terms. Expansions add more diverse types of artworks, so it's important you know which types of artwork are considered streets and which are building. See [Special Locations](#) for information for each Zone.

Things that are treated as streets for all game purposes:

- Indoor alley **[PO]** **[RM]** **[TCM]**
- Camp Zones **[RM]**

Things that are treated as buildings for all game purposes:

- Extra Zones **[PO]**

There are Zones that are treated as street Zones or building Zones for only some purposes, most commonly Line of Sight, such as Hole Zones **[RM]**. There are also Zones that are neither street Zones nor building Zones, such as observation towers **[PO]** ³Error! Bookmark not defined..

Zone

Inside a building, a Zone is a room. **[PO]** **[RM]**: In large alleys inside a building, a Zone can also be an area defined by floor markings, for example the yellow lines on the basketball court in tile 1P and 2P of **[PO]** ⁵Error! Bookmark not defined..

On the street, a Zone is an area surrounded by pedestrian crossings, buildings walls, or pavements and have none of those within. A single Zone may extend over multiple tiles.

Some Zones from expansions have special rules. See [Expanded Mechanics – Special Locations](#) for more info.

Game Round Structure

Zombicide is played over a series of game rounds. A round consists of 3 phases that are resolved in order: Players' Phase, Zombies' Phase, and End Phase.

Players' Phase

The first player takes his turn, activating his Survivors one at a time, in the order of his choice. Each Survivor can initially perform 3 Actions per turn, though Skills and Team Actions **[RM]** may allow him to perform extra Actions as the game

progresses. 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 players have completed their turns, the phase ends.

Zombies' Phase

All Zombies on the board activate and spend Actions 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. Once all Zombies have performed their Actions, new Zombies appear in all active Spawn Zones on the board.

End Phase

All Noise tokens are removed from the board.

All weapons that requires reloading are reloaded.

The first player hands the "first player" token to the player on his left.

Another game round then begins.

Game End

There are 3 ways a game can immediately end:

- All Survivors have been killed: all players lose!
- All Mission objectives are accomplished: all players win, even if all of some players' Survivors have been killed!
- Some Missions have specific losing conditions.

A Note on 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' website. Let your imagination open the gates of your own zombie world. **Having fun shall be the only rule.**

Players' Phase

Starting with whoever holds the "first player" token, each player activates his Survivors one after the other, in the order of his choice. Each Survivor can execute 3 Actions at the Blue Danger Level (see [Detailed Mechanics – Experience & Danger Level](#)). This is usually increased to 4 as indicated by a Skill (see [Skills](#)) when the Survivor reaches the Yellow Danger Level. Some Survivors like Amy have a free Action at the Blue Danger Level; any free Actions does not count toward this total. Team Actions [RM] can also be used during this Phase and also does not count toward this total.

An Actor standing on a security Zone [PO] (see [Expanded Mechanics – Special Locations – Security Zones](#)) can't perform any Actions except Move.

The possible Actions are:

Move

A Survivor moves from one Zone to the next but cannot move through external building walls, locked doors, barricades [TCM], rubble [TCM], barbwire fences [PO], or the crashed helicopter [RM] (see [Terms – Zone](#) and [Detailed Mechanics – Movement](#)). If there are Zombies in the Zone the Survivor is attempting to leave, he must spend 1 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: Ned is in a Zone with 2 Walkers. To leave this Zone, he spends 1 Move Action, then 2 more Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Zombies in the Zone, Ned would have needed 4 Actions to move!

EXAMPLE: Wanda is next to a Zone containing a Zombie when she moves. Her Move Action ends in the Zone with the Zombie, even if her 2 Zones per Move Action Skill would normally allow her to move up to 2 Zones.

Actors can't finish their Activation standing in a security Zone [PO]. If they do so, they are pushed back to the Zone they just left.

Search

A Survivor can only Search in building Zones and only if there are no Zombies in that Zone. Survivors can't Search in indoor alleys [PO] [RM] [TCM], prison cells [PO], observation towers [PO], rotating security gates [PO], hospital rooms [RM] that aren't locker rooms, tents [RM] that aren't Administrative or Infirmary tents, and Hole Zones [AN]. See [Expanded Mechanics – Special Locations](#) for a description of these Zones.

To Search, the Survivor draws a card from the Equipment deck. He may then place it in his inventory or immediately discard it (see [Detailed Mechanics – Inventory](#)). After searching, the Survivor may freely reorganize his inventory (but the Survivor cannot trade with other Survivors; that is another Action!).

A Survivor can only perform a single Search Action per turn, even if it's an extra, free Action.

Players may discard non-Wounded cards from their Survivors' inventory to make room for new cards at any time, for free.

If the Equipment deck runs out, reshuffle all the discarded cards, with the exception of cards listed in step 3 of [Setup](#), to make a new deck.

Search a Car

A Survivor can only Search a car in his Zone if there are no Zombies in that Zone. He doesn't have to be in a car to

Search it; he can even be inside another car. There are other rules for car searching (see [Detailed Mechanics – Cars](#)).

Open a Door

Doors are usually locked. In this case, a Survivor can only Open the door if he is in a Zone having that door as part of its edge and has a Melee weapon with an "Open a door" symbol in his hand.



To open a door, flip the door token so that the side with an opening is face up. **No attack roll is needed.** Place a Noise token in the Zone if the Survivor uses a noisy weapon (see [Detailed Mechanics – Noise](#)).

Double doors [PO] [TCM] are opened in the same way as normal doors. They simply allow a car to pass if they give way to alleys.

Spawning in Buildings

Opening a building for the first time reveals all the Zombies inside all accessible (having an opening) 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 the Survivor choose (suggestion: starting from the farthest to the closest, otherwise a Zombie may spawn in the Zone behind the opening and then gain an extra Activation which is very dangerous), 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 the player starting area is inside a building with no opening, do not draw Zombie cards when a Survivor opens that building ³Error! Bookmark not defined.

If there are rooms that are inaccessible when the building is opened (e.g. a Mall shop [TCM] with a locked door), don't draw a Zombie card for that Zone. Instead, draw a card when that room has an opening for the first time.

If he draws an Extra Activation, immediately performs the action indicated on the card. If he draws a Manhole or Bed [RM] card, immediately place the Zombies on the listed locations on the map. In either case, do not add Zombies to the current indicated Zone (see [Zombies' Phase – Activation – Extra Activation](#)).

Trigger tokens [RM] may alter the way Zombies are spawn. See [Expanded Mechanics – Event Triggers](#).

Indoor alleys [PO] [TCM] are street Zones, so if a Survivor opens a building but the door leads into an alley, don't draw a Zombie card for that building.

If a rotating security gate [PO] is turned and made an opening into a closed building for the first time, immediately spawn Zombies inside that building as if a door is opened ⁵.

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.

When the Zombie deck runs out, reshuffle all the discarded cards to make a new deck.

Take or Activate an Objective



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

Reorganize/Trade

A Survivor can reorganize the cards, including Wounded cards, in his inventory in any way he wishes. He can also simultaneously exchange any number of cards (including 0) that isn't a Wounded card with 1 (and only 1) other Survivor currently in the same Zone. This other Survivor may also reorganize his own inventory for free. A Trade Action doesn't have to be equal. Survivors can exchange nothing for nothing just to reorganize 2 inventories ³Error! Bookmark not defined..

Ranged Combat

A Survivor uses a Ranged weapon he is holding in his hands to shoot the Zombies at a single Zone within the range shown on the weapon's card (see [Detailed Mechanics – Combat](#)). **Using a Ranged weapon at Range 0 is still a Ranged Combat Action.**

Melee Combat

A Survivor uses a Melee weapon he is holding in his hands to attack Actors in his Zone.

Reload

Some weapons require reloading between shots in order to fire consecutively. A Survivor spends an Action to reload one of his weapons (see [Detailed Mechanics – Combat – Reloadable Weapons](#)).

Make Some Noise!

A Survivor makes Noise in an attempt to attract Zombies. Place 1 Noise token in his Zone.

Get In or Out of a Car

Some Missions feature cars. A Survivor can get in or out of a car in his Zone. A car has 4 seats: 1 driver's seat and 3 passenger's seats.

To get in a car, the Zone must have no Zombies and either the driver's seat or 1 of the 3 passenger's seats must be empty for the Survivor to occupy.

A Survivor can get out of a car without restrictions.

The *Slippery* Skill has no effect on this Action.

While in a car, you can perform Actions as normal just like when you're standing outside of a car: opening doors, searching other cars, attack Zombies etc.

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 (see [Zombies' Phase – Activation – Attack](#)) or Survivor attacks.

A Survivor has to spend an additional Action to allow a Companion **[AN]** **[DC]** (see [Companions](#)) to get in or out of a vehicle alongside him. A Companion can't get in or out without its Survivor. Human companions **[AN]** occupy seats just like Survivors, but not Dog Companions **[DC]**.

Change Seats in a Car

A Survivor vacates the seat he's currently occupying and takes a different empty seat in the same car. If there are no empty seats in the car, Survivors cannot change seats – swapping seats is not allowed ².

Companions **[AN]** can't change seats.

Drive a Car

Cars can only be driven if the Mission allows it.

A Survivor occupying the driver's seat can move the car 1 or 2 street Zones per Action spent (cars cannot be driven into buildings except for indoor alleys). He doesn't have to drive in a straight line. He can even use these 2 Zones to move the

car back and forth ³. Companions **[AN]** and Dog Companions **[DC]** can't drive cars.

Camp tiles **[RM]** (see [Special Locations – Camp Tiles](#)) can be driven through.

Barricades **[TCM]**, barbwire fences **[PO]**, the helipad's fence on tile 9R **[RM]**, and tents **[RM]** can't be driven through.

Cars can go through opened double doors **[TCM]** and torn barbwire fences **[PO]** into indoor alleys.

This Action is not a Move Action 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 [Detailed Mechanics – Combat – Car Attack](#)).

Stash Equipment in a Car **[TCM]**

This is an Action added in the **[TCM]** expansion. A Survivor can store and take Equipment cards, even Companions **[AN]** **[DC]** ⁷, in a car in the same Zone as him.

To store Equipment, remove the Equipment cards from the Survivor's inventory and put them under the car token. To take Equipment, look at the Equipment cards stored in the car and move any amount of them from the car to the Survivor's inventory.

Storing and taking Equipment are different Actions. You can't both store and take Equipment with just 1 Action. ⁶

Both of these Actions can be accomplished by Survivors outside the car, the car's driver, and passengers.

Any Companion not stashed but is left inside the car must occupy a vacant seat with its miniature.

EXAMPLE: Elsa owns Glass bottles and Raoul, standing a few Zones away, has Gasoline. Meeting and exchanging stuff would allow the mixing of a delicious Molotov cocktail. Unfortunately, the body count is getting very high in the block, and the Survivors can't afford to lose any turns. A police car is parked in Elsa's Zone. She spends an Action to move the Glass bottles Equipment card from her inventory to the police car before moving on. Later, Raoul gets into the police car's Zone. He spends an Action and takes the Glass bottles Equipment card into his inventory. The Molotov's ready!

Get In or Out of a Helicopter **[RM]**

Some Missions feature helicopters **[RM]**. A Survivor can get in or out of a helicopter in his Zone. A helicopter has 4 seats: 1 pilot's seat and 3 passenger's seats. A Survivor can't get in or out of a crashed helicopter (see [Expanded Mechanics – Crashed Helicopter](#)).

To get in a helicopter, the Zone must have no Zombies and either the pilot's seat or 1 of the 3 passenger's seats must be empty for the Survivor to occupy.

A Survivor can get out of a landed helicopter without restriction. No one can get out of a flying helicopter.

The *Slippery* Skill has no effect on this Action ²Error! Bookmark not defined..

A Survivor has to spend an additional Action to allow a Companion **[AN]** **[DC]** (see [Companions](#)) to get in or out of a vehicle alongside him. A Companion can't get in or out without its Survivor. Human companions **[AN]** occupy a seat just like Survivors, but not Dog Companions **[DC]**.

Change Seats in a Helicopter **[RM]**

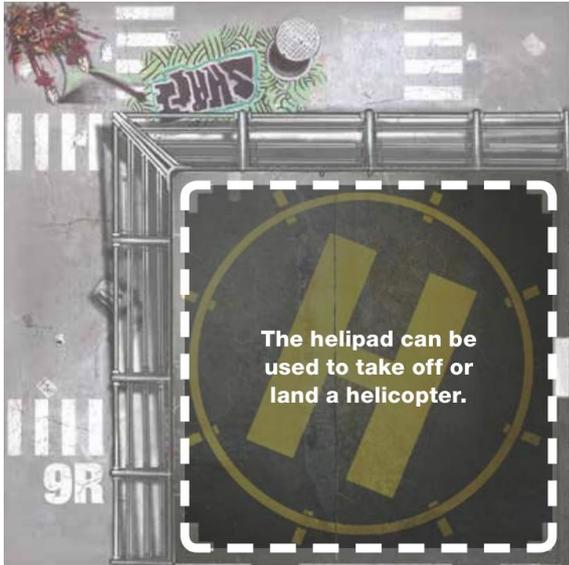
A Survivor vacates the seat he's currently occupying and takes a different empty seat in the same helicopter. If there

are no empty seats in the helicopter, Survivors cannot change seats – swapping seats is not allowed².

The pilot can't change seats when the helicopter is flying. Companions **[AN]** can't change seats.

Take Off or Land a Helicopter **[RM]**

A helicopter can be flown only if the Mission allows it. The *Helicopter pilot* Skill is required to take off or land a helicopter. Two Zones can be used to take off or land a helicopter: the helipad (tile 9R **[RM]**) and the wasteland (tile 7V **[RM]**). Some Missions can include other Zones as well.



To take off or land the helicopter, place or remove the special helicopter base token to simulate the flying (the helicopter doesn't leave its Zone after takeoff yet).



Helicopter base

Companions **[AN]** **[DC]** can't pilot a helicopter.

A flying helicopter is always considered to be the last to use the *Loud Skill* each round.

Fly a Helicopter **[RM]**

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

A Survivor occupying the pilot's seat can move the flying helicopter 1 or 2 Zones per Action spent.

Companions **[AN]** **[DC]** can't pilot a helicopter.

A helicopter flies from Zone to Zone using straight lines that run parallel to the edges of the board. Ignore all obstacles, including walls, barbed wire fences **[PO]**, doors, and Zombies. It can fly over a building by moving from room to room (it is not considered to be inside the rooms).

This Action 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.

A flying helicopter is always considered to be the last to use the *Loud Skill* each round.

Stash Equipment Cards in a Helicopter **[RM]**

A Survivor can store and take Equipment cards, even Companions **[AN]** and Dog Companions **[DC]**⁷, in a landed helicopter in the same Zone as him, or in a flying helicopter he's in.

To store Equipment, remove the Equipment cards from the Survivor's inventory and put them on the helicopter token. To take Equipment, look at the Equipment cards stored in the helicopter and move any amount of them from the helicopter to the Survivor's inventory.

Both storing and taking Equipment can be accomplished by Survivors outside the helicopter, the helicopter's pilot, and passengers.

EXAMPLE: Terry owns Glass Bottles and Laurie, standing a few Zones away, has Gasoline. Meeting and exchanging stuff would allow the brewing of a Molotov Cocktail. The Zombicide rages on, however, and the Survivors can't afford to lose any turns. Terry stands in the landed helicopter's Zone. He spends an Action to move the Glass Bottles Equipment card from his inventory to the helicopter before moving on. Later, Laurie gets into the helicopter's Zone. She spends an Action and takes the Glass Bottles Equipment card into her inventory. The Molotov's ready!

Build a Barricade **[TCM]**

Barricades can only be built in specified locations, indicated on a Mission's map.

A Survivor can only build a barricade if there are no Zombies in the Zone.

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 2 facings indicating their 2 states, "incomplete" and "complete". On his Activation, any Survivor can spend **3 Actions** at once to start or finish building a barricade in the Zone he stands in. **"Free" Actions can't be**

spent to build or finish a barricade. Normal extra Actions, like one given by the *Born leader* Skill or the +1 Action Skill, are not "Free" Actions and can be spent ³.



Complete barricade

Incomplete barricade

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.

To complete a barricade, a 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 2 Survivors spend 3 Actions each. The first Survivor spends 3 Actions to start it, and then the second Survivor spends 3 Actions to complete it.

Destroy a Barricade [TCM]

A Survivor can entirely destroy a barricade [TCM] 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.

Pull a Switch [PO]



Switch token

The Survivor pulls a Switch [PO] 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. If a door is opened by a Switch, it can't be opened by other means unless stated otherwise ⁵.

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.

Give an Instruction to a Companion [AN] [DC]

At the cost of 1 Action from his Leader or Handler, a Companion can execute 1 of these Instructions:

- Use an active effect
- Get in or out of a car/helicopter

Do Nothing

A Survivor does nothing and prematurely ends his Activation.

His remaining Actions are lost.

Zombies' Phase

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

Activation

Each Zombie activates and spends its Action on either an Attack or a Move, depending on its situation. First resolve all the Attacks, then all the Moves. Each Zombie performs either an Attack **OR** a Move with a single Action. Most Zombies have only 1 Action with some exceptions noted at the bottom of this section. If a Zombie can't perform an Action, for example due to having no targetable Survivors or it is already in the noisiest Zone, then it does nothing^{3 4}.

Attack

Each Zombie in the same Zone as a Survivor performs an Attack, causing the Survivor to be wounded and lose an Equipment (see [Wounded](#)). A Zombie's Attack is always successful and does not require any dice rolls.

If different Survivors are in the same Zone, the players distributed the Wounded cards in any way they prefer.

A standard Survivor with 2 Wounded cards is eliminated – his miniature is removed and his Equipment discarded. A Zombivor **[TCM]** however is only eliminated with 5 Wounded cards. Additional Wounds are dealt to other Survivors in the same Zone in any way players prefer. If there are no Survivors left in the same Zone, these additional Wounds are ignored.

EXAMPLE: A Walker in a Zone with 2 Survivors inflicts 1 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.

EXAMPLE: A group of 7 Walkers is in the same Zone as 2 Survivors. The first 4 Walkers are enough to kill the hapless victims, but all 7 spend their Action attacking. Chow time!

Move

The Zombies that have not attacked use their Action to move 1 Zone toward their target (see [Movement](#)), according to the following parameters:

- If they can see a Survivor, they move toward him (see [Line of Sight](#)). If they can 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. If there are no open paths to the noisiest Zone, they move toward it as if all doors were open, though locked doors still stop them. The impassible boundaries of rotating security gates **[PO]** count as doors when determining routes³.

EXAMPLE: A Zombie is in a building and a Survivor is in a Zone next to it in the street. The 2 Zones are separated by a locked door. If the building has an opened door, the Zombie will move towards that door, but if the building has no opened door, the Zombie will try to move directly towards the Survivor (and failed to move because of the locked door!).

The target of the Move is determined right before the movement is resolved²². For example, if at the start of the Zombies' Phase there is a Zone with 3 Zombies and 1 Survivor, and the adjacent Zone has 1 Zone, the 3 Zombies will first attack and kill the Survivor, then the Zombie in the adjacent Zone will determine its target and move towards that instead of moving towards the Zone with the now-eliminated Survivor.

In FAQ 1.0, there is a clarification that if there are no open paths to the noisiest Zone and a Zombie has an open path to a Survivor in a less noisy Zone, it will move towards the Survivor in the less noisy Zone instead. This is not stated in the FAQ 2.0 or any of the rulebooks after.

Determining routes: Zombies always take the shortest possible route to their target Zone.

When determining possible routes, Zombies don't consider barricades **[TCM]** and barbwire fences **[PO]** as blocking the routes even though Zombies (except Abominations in the case of barbwire fences) can't cross them: if the shortest route lead the Zombies through them, the Zombies will pile up at them until a shorter route is defined or they are destroyed.

The same can be said of Hole Zones **[AN]**. Each Hole Zone counts as a single Zone for determining Zombie routes to Survivors, and Zombies don't consider them as blocking the routes even though they will be trapped after moving in.

Splitting: If there is more than one route of the same length, the Zombies split into groups of equal numbers to follow all possible routes. They also split up if different target Zones contain the same number of Noise tokens (including Survivors). If necessary, add Zombies so that all new groups resulting from a splitting group contain the same number of each Zombie type (see [Zombie Types](#))! You can think of splitting as a new Zombie comes out of a trashcan, from under a bed, from a car, or just rise from the concrete, as everyone previously believed it was only a cadaver...⁹

Even if there is only 1 Zombie having multiple shortest routes, splitting will still happen with each route having 1 Zombie following along it.

Splitting doesn't happen if there are multiple routes of the same length but with overlapping Zones and the Zombies would only move through those Zones. Same with having multiple noisiest Zones but the shortest possible routes to them overlap. In summary, Zombies only split when they must in order to cover all shortest routes to all noisiest groups within Line of Sight.⁴

Splitting special cases:

- Abomination of any species never splits:
 - o **[RM]:** The first player decides which direction they go
 - o **Older seasons:** Players as a group decide.
- If there aren't enough Zombies for a split:
 - o **[RM]:** The first player decides which Zombie groups get the final reinforcements for an even split, and which direction the uneven split groups go.
 - o **Older seasons:** Each Zombie of the designated type immediately gains an extra Activation (see [Running Out of Miniatures](#)).

- Fatties don't get extra Walker escorts when splitting.

EXAMPLE: A group of 4 Walkers, 1 Fatty, and 3 Runners move toward a group of Survivors. The Zombies can take 2 routes of the same length, so they split into 2 groups. 2 Walkers go one way, the other 2 take the other route. The Fatty joins one group of Walkers, and a second Fatty is added to the other group (this new Fatty does not come with extra Walkers)! The 3 Runners also split, 2 joining the first group, and the other joining the second group; another Runner is added to the latter group so that the groups remain identical.

Runners

Runners have 2 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: At the beginning of the Zombies' Phase, a group of 3 Runners and 1 Fatty is 1 Zone away from a Survivor. For their first Action, since they have nobody they can Attack in their Zone, the Zombies Move into the Zone with the Survivor. The Runners then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each of the Runners inflicts 1 Wound, killing the Survivor.

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

EXAMPLE: A Survivor stands in the same Zone as 3 Walkers, 2 Fatties, and 2 Runners. All the Zombies attack and inflict 7 Wounds (2 Wounds are enough to kill the Survivor; the 5 remaining Wounds are ignored). None of the Zombies Move, as they all Attacked. Then, the Runners resolve their second Action. They have no one to Attack, so they Move 1 Zone toward the noisiest Zone.

Zombie Dogz [ZD]

Zombie Dogz [ZD] have 3 Actions per Activation. 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.

Berserker Abominations [PO]

Berserk Abominations move up to 2 Zones instead of 1 with 1 Action to reach their target Zone. When moving, if after the first Zone they stand in a Zone with Survivors, they may still move past that Zone without stopping with their second Zone to try to get to the Survivors with the highest priority ^{5Error!}

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Murders of Crows [MC]

Murders of Crows move up to 3 Zones instead of 1 with 1 Action 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 ignore ALL obstacles hindering or preventing movement when they move (including barricades, locked doors, Hole Zones, observation towers, and walls). They also ignore game effects preventing them from staying in a Zone, like Rubble or Security Zones.

A-Bomb Abominations [RM]

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. See [A-Bomb Abominations \[RM\] – Characteristics](#).

Extra Activation

Normally extra Activations are no different from normal ones, but there are some exceptions.

Whenever Zombies get an extra Activation, remove all barricades tokens [TCM], both complete and incomplete ⁶, from Zones where at least 1 Zombie of the indicated type stands. These Zombies spend their entire Activation to destroy the barricade, even if they have several Actions to spend, and even if they don't have to cross the barricade to their target ⁶. If a Runner gets an extra Activation that moves it into a Zone with a barricade on his first Action, it'll use his second Action to destroy the barricade.

Spawn

The Mission maps show where Zombies appear at the end of each Zombies' Phase: any Zone with a Zombie Spawn token. These are the Spawn Zones.



Zombie Spawn token

[RM] introduced a spawn system based on dice mechanic that produces a fixed number of Zombie cards drawn based on the number of Survivors regardless of how many Spawn Zones are in a Mission, but the placement of the cards is randomized based on the dice result, meaning players might see a Spawn Zone having multiple cards drawn and many more Zombies spawn compared to other Zones.

Older seasons used a simple 1-card-per-Zone system, meaning the number of cards drawn are based on the number of Spawn Zones and not Survivors, and the draw order is fixed throughout the game.

[RM]'s Spawn System

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



Spawn Locators

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 [DC], 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 i.e. all "1" dice are assigned to the Zone with locator #1, all "2" to #2, and so on. 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, 1 Zombie card per die.

Each time you draw a Zombie card, read the line on the card that corresponds to the color of the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange, or Red). Place the number and type of Zombies shown (see [Zombie Types](#)) in the corresponding Spawn Zone.

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

Four Spawn Zones are displayed on the board. The first is labeled with Spawn locator #1. Going clockwise, 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: 1, 2, 5, 5, 6. The die showing 1 is allocated to the first Spawn Zone (Spawn locator #1). The 2 goes to the second Spawn Zone. No die goes to the third Spawn Zone. Both 5 and the 6 go to the fourth Spawn Zone.

A first card is drawn for the 1. 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 2: 1 Skinner Fatty is put on Spawn Zone #2 with 2 Skinner Walker escorts.

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

Three cards (corresponding to 5, 5, and 6) 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, in which case follow the older seasons' spawn system below.

Older Seasons' Spawn System

Point to a Spawn Zone and draw a Zombie card. Read the line on the card that corresponds to the color of the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange, or Red). Place the number and type of Zombies shown (see [Zombie Types](#)). Repeat this for each Spawn Zone. **Always begin with the same Spawn Zone and continue clockwise.**

EXAMPLE: Wanda has 5 experience points, placing her in the Blue Danger Level. Doug has 12, which puts him in the Yellow. In order to determine how many Zombies spawn each game round, read the Yellow line, which corresponds to Doug, the most experienced Survivor.

If a Spawn Zone has more than 1 Zombie Spawn token, draw and resolve a Zombie card for each Spawn token in that Zone [TCM].

Zombie Cards

Zombie cards with red background at the bottom spawn standard Zombies. Cards with background and additional logo of another color spawns the corresponding Zombie species. See [Zombie Species](#) for more info and [Zombie Type Summary](#) for a list of icons.

- Black: Seekers [AN]
- Brown: Berserker Zombies [PO]
- Green: Toxic Zombies [TCM]
- Magenta: Losses [LZ]

- Yellow: Skinner Zombies [RM]

Whenever you draw a Seeker Zombie card, all Seekers on board get an extra Activation. That extra Activation is resolved before the newly drawn card is resolved.

Whenever you draw a "Lost" Zombie card, spawns a single Zombivor miniature of the players' choosing; they all have the same game effects. "Lost" Zombie cards don't go in the Zombie discard pile – once drawn, they never come back in the game.

Whenever you draw a Gozer Zombie card [G2], choose 2 different Abominations among those you possess. Gozer gains the chosen Abominations' abilities.

There are 3 types of special Zombie cards: Extra Activation, Manhole, and Bed [RM]. They are indicated by the card title and the logo in the upper left corner. In all cases, no Zombies appear in the designated Zone when a card is drawn.

When you reveal an Extra Activation card, all Zombies of the indicated type and species (based on color and icon as mentioned above) get an extra Activation (see [Zombies' Phase – Extra Activation](#)). VIP Standard Walkers [VIP1] [VIP2] are standard Walkers and benefit from their extra Activation. Notice that these cards have no effect at the Blue Danger Level!

When you draw a Manhole card, place the indicated number, types and species of Zombies in every Zone where the map shows a manhole, on every tile that has at least 1 Survivor. Manhole invasions never happen on tiles devoid of Survivors. Place the indicated Zombies for each valid manhole, so if a Zone has 2 manholes for example then it will have twice the Zombies!

Bed cards come in 2 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, place a single Crawler [RM] on every bed of the matching color, on every tile that has at least 1 Survivor. Bed invasions never happen on tiles devoid of Survivors.

Special Cases

Each Fatty has 2 Walkers of the same species as escorts when it spawns. Toxic Fatties [TCM] have Toxic Walker escorts instead of standard Walkers, Berserker Fatties [PO] have Berserker Walkers, and Skinner Fatties [RM] have Skinner Walkers.

Complete barricades [TCM] aren't considered doors for spawning. They don't isolate rooms from the rest of the building.

Don't spawn Zombies in indoor alleys [PO] [RM] [TCM], observation towers [PO], rotating security gates [PO], security Zones [PO], Zones covered by rubble [TCM] or made inaccessible by it, Zones covered by the crashed helicopter [RM] or made inaccessible by it, and Hole Zones [AN].

Trigger tokens [RM] may alter the way Zombies are spawn. If you see one on a tile, see [Event Triggers \[RM\]](#).

Running Out of Zombies

If there aren't enough Zombies to spawn, each Zombie of the designated type immediately gains an extra Activation with some exceptions (see [Running Out of Miniatures](#)).

Whenever a Zuul [G1] or Vinz Clortho [G2] Zombie card is drawn and the corresponding Abomination is already on the board, spawn an Abomination of your choice instead. If there is no Abomination available, **all** Abominations on the board get an extra Activation.

[RM]: For Manhole and Bed cards, resolve only 1 extra Activation if you don't have enough Zombies to fill all manholes or beds, even if some are in different Zones. In

this case, the first player chooses the manholes or beds where the remaining Zombies appear. **On older seasons**, there are no special treatment for any Zombie cards.

Running Out of Zombie Cards

When the Zombie deck runs out, reshuffle all the discarded cards to make a new deck. **Remember:** "Lost" Zombie cards are removed from the game after drawn, so don't shuffle them in the new deck.

Colored Spawn Zones



Colored Zombie Spawn token

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 only spawn Zombies in each Spawn Step after those Zones are activated.

"End of the Zombies' Phase"

At the end of the Zombies' Phase, Toxic Abominations **[TCM]** transform all **standard** Zombies standing in their Zones into Toxic Zombies (see [Toxic Zombies \[TCM\] – Characteristics](#)).

Anytime Actions

There are actions that Survivors can perform anytime (even during another player's turn or during the Zombies' Phase) and don't cost anything to perform:

- A Survivor discards non-Wounded cards from his inventory to make room for new cards. If the Survivor discards a Bag of Rice, Canned Food, or Water, roll a die to check whether he would gain Slimer **[G1]** (see [Companions – Slimer](#)).
- A Dog Companion **[DC]** gives the Equipment card it holds to its Handler when they are in the same Zone.
- A Dog Companion **[DC]** discards the Equipment card it holds.
- A Survivor discards his collected VIP Zombie **[VIP1]** **[VIP2]** miniatures to the reserve.

Detailed Mechanics

Movement

Actors can move from one Zone to the next if the origin Zone shares at least one edge with the destination Zone. Corners do not count; this means Actors cannot make diagonal movements (except when moving across planks **[AN]**).

Actors must go through an opened door to move from a building to the street and vice versa (see [Streets & Buildings](#)).

Inside a building, Actors can move from one Zone to another 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.

Barricades **[TCM]**, barbwire fences **[PO]**, and the helipad's fence on tile 9R **[RM]** block movement.

Adjacent Zones are set apart if their common border is fully blocked by any combination of walls and barricades **[TCM]**. Half street Zones (Zones that are only as wide as a standard door token) and doors only need 1 complete barricade to be blocked, but a mall double door **[TCM]** and standard street Zones need 2 complete barricades to be blocked. A single barricade in a Zone that needs 2 has no effect.

A Zone even partially covered with one or more Rubble tokens **[TCM]** or the crashed helicopter **[RM]** can't be entered or crossed.

Barbwire fences **[PO]** can't stop Abominations, and are destroyed when an Abomination passes through them (see [Barbwire Fences \[PO\]](#)). The helipad's fence on tile 9R **[RM]** is not a barbwire fence.

To get out of a Hole Zone **[AN]**, 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). Hole Zones make great Zombie traps, as they can't get out on their own.

Zones linked by both ends of a plank **[AN]** are considered adjacent for Movement purpose, meaning you can move diagonally! The Zones are at Range 1 of each other.

Observation towers **[PO]** features ladders in their artwork instead of doors. Only Survivors can move through ladders just like crossing an open door. Zombies can never get in an observation tower. If Zombies try to reach a Survivor inside an observation tower, it will stop at the foot of the ladder, in the Zone leading to the tower³.

Actors can't finish their Activation standing in a security Zone **[PO]**. If they do so, they are pushed back to the Zone they just left.

Noise



Firing a gun or smashing through a door makes noise, and noise attracts Zombies. Each Action that has a Noise icon produces a Noise token. Each Survivor also counts as a Noise token.

Cars do not produce Noise tokens even while moving³.

A flying helicopter is always considered to be the last to use the *Loud* Skill each round and therefore having the highest number of Noise tokens on the entire board.

When resolving an Action that has a Noise icon, place a Noise token in the Zone where the Survivor resolved the Action. It stays in the Zone where it was produced, even if the Survivor moves. A single Action can only produce a single Noise token, no matter how many dice are rolled, how many

hits are obtained, or if Dual weapons are used. If you run out of Noise tokens to place, ignore the placement³.

Noise tokens are always removed from the board in the End Phase (see [Game Round Structure – End Phase](#)).

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 Melee Combat Actions. The Fire Axe is a silent killing weapon, so these Actions produces no noise. There remain 2 "noises" in this Zone, however: the token produced by opening the door and Ned himself.

EXAMPLE: Amy executes 3 Ranged Combat Actions with her 2 Dual Sub MGs. Although she rolled 6 dice for each Action, she gets only 3 Noise tokens in her Zone, 1 for each Ranged Action. The tokens remain on the square where she produced them; they don't follow Amy when she moves.

Noisy Weapons

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

Equipment that allows Survivors to open doors has this symbol.

Equipment that allows Survivors to kill Zombies has this symbol. Combat characteristics are written at the bottom.

The association of these symbols with one of the following symbols determines whether the Equipment produces a Noise token when it is used for that action:



This Action is noisy and produces a Noise token.



This Action is silent and does not produce a Noise token.

Line of Sight

On street Zones, Actors see in straight lines that run parallel to the edges of the board. Actors cannot see diagonally (except when seeing across planks **[AN]**). Their Line of Sight covers as many Zones as the line can pass through before reaching a wall or an edge of the board.

Inside building Zones, an Actor sees into all Zones that share an opening (as depicted in the artwork of the tiles or tokens) with the Zone the Actor currently occupies. If there is an opening, the walls do not block Line of Sight between 2 Zones. An Actor's Line of Sight, however, is limited to the distance of 1 Zone: even if there are 2 consecutive Zones in front of an Actor having openings in a straight line, an Actor would not be able to see into the further Zone.

If an Actor is looking out from a building 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 1 Zone inside the building. An Actor can look from a Zone in the building that share an opening with the street through street Zones in a straight line into another building's 1 Zone that share an opening with the street and also in that straight line.

Barricades **[TCM]**, barbwire fences **[PO]**, and the helipad's fence on tile 9R **[RM]** don't block Line of Sight.

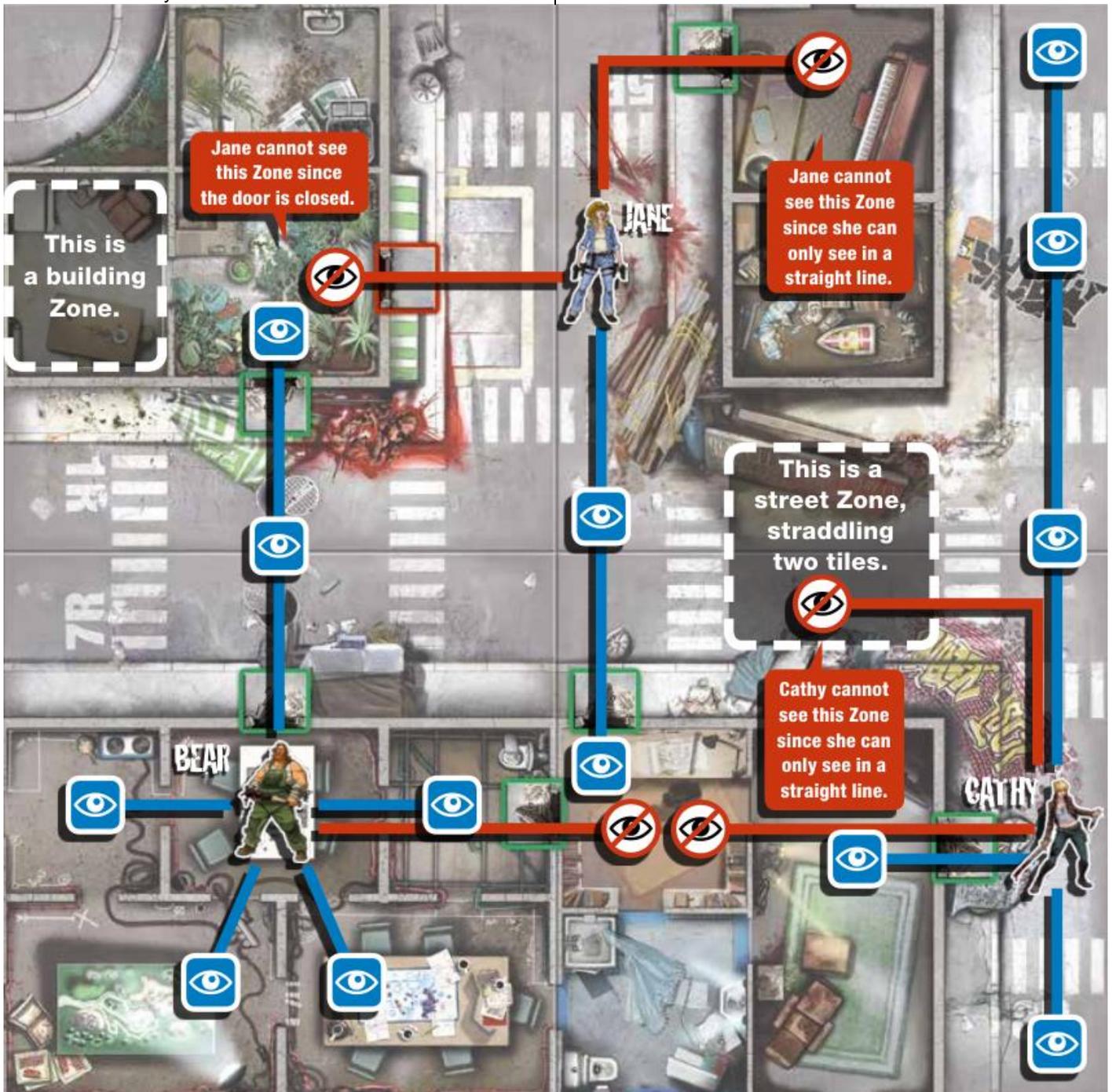
Hole Zones **[AN]** are considered street Zones for Lines of Sight.

Zones linked by both ends of a plank **[AN]** share a Line of Sight to each other, meaning you can shoot diagonally! The Zones are at Range 1 of each other.

Observation towers [PO] don't have walls and so don't block Line of Sight coming in or out of the towers but do block Line of Sight going through them ^{3,5}. Survivors gain the +1 max Range Skill as long as they stand in an observation tower. This effect can be stacked with the +1 max Range Skill the Survivor already has ³.

Rubble [TCM] and the crashed helicopter [RM], even if only partially covers a Zone, block Line of Sight.

Tents [RM] block Line of Sight. No Line of Sight can be traced through a tent or between tents and other Zones.



Line of Sight example

Experience & Danger Level



On a Survivor's Identity card, at the top of each card is the Danger Bar. For each Zombie killed, a Survivor gains 1 experience point and moves up a notch on his Danger Bar. Some Mission objectives provide more experience, as does eliminating Abominations.

There are 4 Danger Levels: Blue, Yellow, Orange, and Red. At each Danger Level, the Survivor gains 1 new Skill to help him on his mission (see [Skills](#)). Skills add to each other

across Danger Levels: at the Red Level, a Survivor will have 4 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 1 of the 2 Skills indicated on his Identity Card of his own choosing.

At 43 experience points, his Danger Level moves to Red. He gains 1 of the 3 Skills indicated on his Identity Card of his own choosing.

This experience has a side effect, however. When a player draws a Zombie card to spawn a Zone, read the line that corresponds to the Survivor with the highest Danger Level! **The stronger the Survivor is, the more Zombies appear.**

Inventory

Each Survivor can carry up to 5 pieces of Equipment but can only have 2 equipped and ready to use (one in each hand) at any given time. While 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 Goalie Mask, Flashlight and Plenty Of Ammo cards, are always in effect, even while in the reserve slots.

If a Survivor has more than 5 Equipment cards, discard cards until he has 5.

A Survivor may discard non-Wounded cards from his 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). If the Survivor discards a Bag of Rice, Canned Food, or Water, roll a die to check whether he would gain Slimer **[G1]** (see [Slimer](#)).

When discarding a card, each discard can only be linked to a single condition: an inventory overflow, an experience gain, a Wound received, etc. You do not gain 5 experience point when discarding an Ultrared card due to receiving a Wound for example. ³

Cars

There are multiple types of cars, each with its own rules. Different types can be substituted with one another to make the game more interesting. See [Car Substitution](#) for more info.

A car has 4 seats: 1 driver's seat and 3 passenger's seats.

Police Car

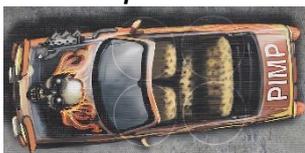


To Search a police car, a Survivor draws cards from the Equipment deck until he finds a weapon, then either place it in his inventory or immediately discard it. Discard the other drawn cards.

The Aaahh!! cards (both for standard and Skinner Zombies) trigger the appearance of a Walker as usual and interrupts the Search.

If the Equipment deck runs out, reshuffle all the discarded cards, with the exception of cards listed in step 3 of [Setup](#), to make a new deck, then continue searching if you haven't found a weapon yet.

Pimpmobile



A Survivor can Search a pimpmobile only **once per game**. To Search a pimpmobile, a Survivor gain 1 random card from the Pimpweapon deck. 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 **[PO]**



They have the same rules as pimpmobiles. Ignore car attacks made by them. They are harmless.

Muscle Car **[PO]**



Muscle cars can't be Searched.

They can move up to 3 Zones instead of 2 when driven.

Taxi **[PO]**



Taxis are Searched just like a building Zone but **Flashlight** cards have no effect. The Aaahh!! cards (both for standard and Skinner Zombies) trigger the appearance of a Walker as usual and interrupts the Search.

Running Out of Miniatures

Players may run out of miniatures of the indicated type when required to place a Zombie on the board (when spawning, populating a building, or due to splitting on older seasons). In this case, the remaining Zombies are placed (if there are any), and then all Zombies of the requested type **and** species, with some exceptions listed below, immediately gain an extra Activation (see [Zombies' Phase – Extra Activation](#)). A shortage of standard Fatties causes all standard Fatties on board to gain an extra Activation, a shortage of Berserker Abominations only reactivates all Berserker Abominations, and so on ³⁵. Multiple Activations may occur in a row if bad circumstances arise.

When running out of Abomination miniatures, place a Fatty and its 2 Walkers of the same species as the Abomination instead. If you also can't place a Walker due to running out as well, resolve the situation just like when you run out of Walkers: place the remaining Walkers, then all Walkers of the indicated type and species gain an extra Activation. Same as with running out of Fatties.

When Zuul **[G1]** is on the board and a Zuul Zombie card is drawn, or when Vinz Clortho **[G2]** is on the board and a Vinz Clortho Zombie card is drawn, instead of spawning a Fatty and 2 Walkers, spawn an Abomination of your choice. If there is no Abomination available, **all** Abominations on the board get an extra Activation.

When running out of VIP Standard Walkers **[VIP1]** **[VIP2]** miniatures, spawn standard Walkers instead. If running out of standard Walkers as well, resolve running out just like normal.

Older seasons: Splitting can also cause multiple extra Activations. The easiest way to resolve this is to finish all Moves, then resolve the additional Activations one after another ³.

Running Out of Cards

Discarded Equipment cards are put into a discard pile over the course of the game. Whenever the Equipment deck is

empty, either by drawing or searching, reshuffle all the discarded cards, with the exception of cards listed in step 3 of [Setup](#), to make a new deck and continue what you're doing. Zombie cards work the same way: whenever the deck runs out, shuffle discard cards and continue.

Zombie Types

There are many types of Zombies. Their special features are mentioned in various mechanic sections, but below is an overview of them. **Check the summary table near the bottom of this rulebook for each type's icon.**

- **Walker**: Killing a Walker provides 1 experience point.
 - o **VIP Standard Walker [VIP1] [VIP2]**: A standard walker with "VIP" status, killing a VIP Standard Walker provides 1 experience point. See [VIP Standard Walkers](#).
- **Fatty**: Only weapons dealing Damage 2 (or more) can kill them. Each Fatty spawns with 2 Walkers alongside him, except when its group is splitting (see [Zombies' Phase](#)). Killing a Fatty provides 1 experience point.
- **Runner**: Each Runner has 2 Actions per Activation. Killing a Runner provides 1 experience point.
- **Abomination**: Only weapons dealing Damage 3 (or more) can kill them. Weapons with Damage 3 or more by default are: Concrete Saw **[PO]**, Flamethrower **[TCM]**, Molotov, Ross' Bowling Ball **[ZSR]**, and Will's Comet Launcher **[ZSW]**. Killing an Abomination provides 5 experience points. Note that while Abomination usually uses a Fatty's icon with a plus inside, they are NOT considered the same: Abominations don't spawn with escorts, don't get an extra Activation if you draw a "All Fatties get an extra Activation" card, etc.¹⁵
 - o **A-Bomb Abomination [RM]**: Abominations that can only be killed by Molotov. Killing an A-Bomb Abomination provides 5 experience points. See [A-Bomb Abominations \[RM\]](#).
 - o **Zuul [G1]**: Abomination that can trigger extra Activations for Abominations. See [Zuul](#).
 - o **Gozer [G2]**: Abomination that can copy abilities of another Abomination. See [Gozer](#).
 - o **Vinz Clortho [G2]**: Abomination that can trigger extra Activations for Abominations. See [Vinz Clortho](#).
 - o **Stay Puft [G3]**: Abomination that can only be killed by crossing the streams. See [Stay Puft](#).
- **Crawler [RM]**: Zombies that are hard to aim at. Killing a Crawler provides 1 experience point. See [Crawlers \[RM\]](#).
- **Zombie Dogz [ZD]**: Each Zombie Dog has 3 Actions per Activation. Killing a Zombie Dog provides 1 experience point. See [Zombie Dogz](#).
- **Murder of Crows [MC]**: Each Murder of Crows moves up to 3 Zones with 1 Action. Killing a Murder of Crows provides 1 experience point. See [Murders of Crows](#).

Zombie Species

The boxes and expansions introduced different species of Zombies, with each species barring the standard one having specific characteristics. The species are as follow:

- **Standard**: Zombies without special ability and featured with grey Zombie miniatures. See [Zombie Types](#).
- **Toxic [TCM]**: Zombies with the Toxic Blood Spray ability and are featured with green Zombie miniatures. See [Toxic Zombies \[TCM\]](#).
- **Berserker [PO]**: Zombies that are immune to almost all Ranged weapon and are featured with brown Zombie miniatures. See [Berserker Zombies \[PO\]](#).
- **Skinner [RM]**: Zombies that can turn into half-zombie if not killed correctly and are featured with yellow Zombie miniatures. See [Skinner Zombies \[RM\]](#).

- **Seeker [AN]**: Zombies that get stronger the more they appear and are featured with black Zombie miniatures. See [Seekers](#).

Combat

Card Composition

At the top of an Equipment is its name. If it has a red "dual" icon next to its name, that means a Survivor can dual wield it: if a Survivor has a pistol in each hand, he may use them both in a single Action to aim at a single Zone.



Right under the name of some Equipment is a special text that give the Equipment additional effect. Remember to read it well!

On the upper right of the card is the "Open a door" icon if the Equipment has any, and a Silent or Noise icon.



In the middle of the card is the art, then on the lower left is the "Kill Zombie" icon if the Equipment has any, and a Silent or Noise icon. **The "Kill Zombie" icon indicates that this Equipment is a weapon.**



At the bottom of the Equipment is either a textbox with the Equipment's effect if it's not a weapon, or 4 stat boxes if it is. The 4 boxes from left to right indicate:



Range: Min and max number of Zones the weapon can reach. "0" means 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. Lower results are failures



Damage: Damage inflicted for each success. A "2" value is required to eliminate Fatties. A "3" value is required to eliminate Abominations

General Rules

When a Survivor executes a Combat Action, roll as many dice as the Dice number of the equipped weapon being used. If the active Survivor has 2 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. He can choose to use just 1 weapon out of the 2 if he wants.^{Error! Bookmark not defined.}³

EXAMPLE: Doug has 2 Sub MGs in his hands. The Sub MG has the Dual symbol, so Doug can shoot them both with a single Action. This allows him to roll 6 dice in a single roll, as the Sub MG has a Dice number of 3!

EXAMPLE: Louise is holding 2 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 (1 for each Knife). However, each Knife has a special effect that 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. Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. **All hits have to be assigned to an enemy target** (a Zombie or a rival Survivor – see [Additional Game Modes – Competitive](#)). One cannot refrain from killing!

- Walkers and Runners are killed with a 1 Damage hit or more.

- Fatties are killed with a Damage 2 (or more) hit.

- Abominations except A-Bomb Abominations **[RM]** and Stay Puft **[G3]** are killed with a Damage 3 (or more) hit.

- A-Bomb Abominations can only be killed by effects that destroy all Actors in the targeted Zone, like a Molotov (or a Flamethrower **[TCM]**). 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 Equipment card **[AN]**) have no effect.

- Stay Puft can only be killed by crossing the streams (see [Stay Puft](#)).

It does not matter how many hits you obtain with a weapon that inflicts 1 Damage, a Fatty or Abomination will absorb the hits without flinching.

Most Zombies are killed with 1 hit with 1 exception: Losts **[LZ]**. A Lost can endure 5 Wounds before getting killed. It gets a Wound per Damage received (for example, a Damage 2 weapon inflicts 2 Wounds).

EXAMPLE: Doug unloads his 2 Sub MGs on 3 Walkers who are guarding a Fatty and scores 5 hits. The first 3 shots easily blow away the Walkers. However, the Fatty takes the 2 remaining hits with no consequence, as the Sub MG inflicts only 1 Damage.

Wanda arrives to finish the job with her machete. She hits once, but the machete inflicts 2 Damage, which is enough to chop that Fatty down! If there had been 2 Runners instead of a Fatty, a single hit with the machete would not have eliminated the 2 Runners. Each successful hit can only take out 1 target, and remaining Damage is overkill and wasted.

In special situations, like shooting into a desperate melee where a teammate is stuck, or in Competitive mode, a Survivor may hit another Survivor. In that case, the latter is wounded just like being attacked by a Zombie (see [Wounded](#)). Equipment preventing Damage, like a Goalie Mask or a Bulletproof Vest, may be used to prevent Survivor-inflicted Damage.

Zombie Elimination Effects

Upon elimination:

- A Toxic Zombie **[TCM]** inflicts 1 Wound on its assailant if they are both in the same Zone and the Toxic Zombie is not eliminated via a car attack (see [Toxic Blood Spray](#)).

- A Skinner Zombie **[RM]** might spawn a Crawler **[RM]** on its space. 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. 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 the number of Skinners it kills.** See [Crawlers \[RM\]](#).

- The Survivor who scores a kill against a Lost **[LZ]** can go through the Equipment pile and take any 1 weapon card he wants from it (NOT from the discard pile). Afterwards, shuffle the Equipment pile. The card taken can be an Ultrared

Equipment card **[AN]** **[TCM]**. The Survivor can then immediately and freely reorganize his inventory. The Matching set! Skill doesn't apply here, as collecting the card is not a Search Action.

- The Survivor who scores a kill against a VIP Standard Walker **[VIP1]** **[VIP2]** can place its miniature on his ID Card. See [VIP Standard Walkers – Characteristics](#).

Melee Combat Action

A Survivor equipped with a Melee weapon (a weapon with a max Range of "0") can attack a Zombie or a rival Survivor in his own Zone.

The player divides his hits as desired among the possible targets in the Zone.

EXAMPLE: Wanda attacks a Walker, a Runner, and a Fatty with her dual machetes. She rolls a 5 and 6, which means 2 hits. She decides to decapitate the Runner and to butcher the Fatty, leaving the Walker, the least dangerous of the 3, for her next Action. Though Ned is also in the same Zone, he is safe from Wanda's slashes.

Ranged Combat Action

A Survivor equipped with a Ranged weapon (a weapon with a max Range of "1" or more) can shoot at a single Zone that he can see (see [Line of Sight](#)) and within the weapon's Range. Barricades **[TCM]**, barbed wire fences **[PO]**, and the helipad's fence on tile 9R **[RM]** can be shot through.

A Survivor can target another Zone even if there are Zombies in his Zone. Any Zombies in a Zone between him and the target Zone are also irrelevant.

REMEMBER: Inside a building, the Line of Sight is limited to the Zones that share an opening and just 1 Zone away. Indoor alleys are an exception as they count as street Zones.

A weapon cannot fire at Zones closer than the minimum Range. In most cases this is 0, meaning the Survivor can shoot at the Zone he currently occupies. Attacking at Range 0 with a Ranged weapon is still a Ranged Combat Action.

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 3 Zones away but can't be used in the same Zone as the Survivor pulling the trigger. The Sub MG has a Range of 0-1, which means it can shoot in its owner's current Zone or at an adjacent Zone.

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

Survivors shoot at Zones, not Actors. 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 following the Targeting Priority Order below.

If a Survivor receives a hit from a Damage 2 weapon, he suffers 2 Wounds, and so on.

Berserker Zombies **[PO]** are immune to Ranged weapon Damage except for weapons killing everything in their target Zone (such as a Molotov cocktail).

Targeting Priority Order

1. Survivors (except shooter), Companions or Losts **[LZ]**
2. Walkers or Seekers **[AN]**
3. Fatties or Abominations (shooter chooses)
4. Runners
5. Crawlers **[RM]** or Zombie Dogz **[ZD]**

Toxic Zombies [TCM], Berserker Zombies [PO], and Skinner Zombies [RM] get the same targeting priority level as their standard counterparts, with a few caveats:

- Toxic Zombies are removed first before other species.
- Berserker Zombies are removed last after other species.

Murders of Crows [MC] have the same targeting priority level as Toxic Walkers.

VIP Standard Walkers [VIP1] [VIP2] have the same targeting priority level as standard Walkers.

Remember that Survivors with the *Low profile* Skill (including Dog Companions [DC]) can't be targeted by Ranged Attacks and car attacks.

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 have the same priority, players choose which ones to hit.

You can find a detailed Targeting Priority Order table at the end of this rulebook.

EXAMPLE: In Doug's Zone there is another Survivor, Ned, 4 Walkers, 1 Fatty, and 2 Runners. Knowing he's Zombie chow, Doug is going to take as many of them with him as possible! He rolls 6 dice (3 for each Sub MG). He obtains 6, 6, 5, 5, 5 and 1. The Sub MG hits on 6 or 5, which means 5 hits. Ned takes two, which kills him (with friends like these...), and the remaining hits eliminate the Walkers.

Doug shoots again and gets 6, 5, 5, 3, 1, 1, which means 3 more hits. The last Walker is down but the 2 remaining shots do no harm to the Fatty, which shields the 2 Runners. The only way to target the Runners first would have been with a Melee weapon, which can freely assign hits, or with a Sniper Rifle.

Reloadable Weapons



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 round. **Weapons that require reloading will be noted with "1 Action to reload"**. When equipped with 2 identical Dual weapons that require reloading, a single Action reloads both.

At the End Phase of the round, all such weapons are freely reloaded, so that they always start the round ready to fire. If such a weapon is fired and passed to another Survivor without reloading, it must still be reloaded before the new owner can use it in the same round.

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.

EXAMPLE: Travis holds 2 Sawed-Offs at the beginning of his Activation. He unloads them both with his first Action, reloads them with his second Action, then fires them off again with the third. The Sawed-Offs are empty. At the End Phase, both Sawed-Offs are reloaded for free.

Car Attack

When a 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. If a Survivor uses the Drive a Car Action to move from Zone A to Zone B then back to Zone A, resolve a car attack on Actors in Zone A first, follow by a car attack in Zone B, then finally another car attack in Zone A ³.

A Car Attack is neither a Ranged Combat Action nor a Melee Combat Action ³. It's a... Car Attack!

The player who controls the driver rolls 1 die for each Actor in the Zone the car leaves, every Zone it moves through, and the Zone it reaches (except for Survivors inside any car). Each 4, 5 or 6 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 inside cars), then Walkers, then Fatties and Abominations, and finally Runners. The driver gains all the experience points from the killed Zombies.

In season 1, players don't roll dice for Survivors in the attacking car only, not all cars. This has been changed since FAQ 1.0 and [PO].

Even though Zombies with a damage threshold of 2 or more can't be killed by car attacks, players still roll and assign dice for them ².

EXAMPLE: Phil is driving the police car with Amy in the passenger's seat. The same Zone (Zone 1) contains 1 Walker, 3 Runners, and an unharmed Josh, who could not get in the car because of the Zombies in the Zone. In the next Zone (Zone 2) there's 1 Walker, 1 Fatty, and 2 Runners. In the Zone after that (Zone 3) lurk 6 Walkers.

Phil spends 1 Action to move the car out of Zone 1, through Zone 2, and end up in Zone 3. For Zone 1 he rolls 5 dice, getting 4 hits. Josh takes 2 hits and dies. 1 Walker and 1 Runner are killed. For Zone 2 he rolls 4 dice, getting 3 hits. The Walker is killed, but the Fatty absorbs the remaining hits. For Zone 3 he rolls 6 dice, getting 3 hits. 3 Walkers are killed.

Phil then spends another Action to move the car back and forth between Zones 2 and 3. For Zone 3 he rolls 3 dice, getting 2 hits and killing 2 Walkers. For Zone 2 he would roll 3 dice, but it's pointless since the Fatty will absorb any hits, keeping the Runners safe. For Zone 3 he rolls another 1 die, getting 1 hit and clearing the Zone.

Wounded

Whenever a Survivor is attacked, either by a Zombie, another Survivor, a car, or any other method that wound him, that Survivor loses, if possible, an Equipment card the Survivor is carrying. The Survivor chooses an Equipment to discard and receives a Wounded card, which replaces the lost Equipment and reduces the amount of Equipment the Survivor can carry.

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

Improved Weaponry

Specific Equipment cards can be combined to build improved weaponry. Whenever a Survivor wants (even when suffering a Wound), he takes the 2 appropriate cards, which he must already have in his inventory, and combines them into the new weapon. This does not cost an Action, and the new weapon takes only a single slot in the inventory. [RM] When he builds an improved weapon, he may immediately and freely reorganize his inventory; **on older seasons**, he may only equip improved weapons to his hands.

A combined weapon is considered a single card and cannot be disassembled ³.

If a Survivor's inventory has no empty space for more Equipment and he receives one that can be combined, he can't combine it without first discard another card to make space for that card. As noted above, to combine cards, they must be already stored in the inventory first ³.

Molotov: Discard a Glass Bottle and a Gasoline card, then take a Molotov card from the put aside Equipment deck. 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. The Molotov card must be equipped to use and is discarded after a single use, leaving its hand slot empty ². The used card is not put in the Equipment discard pile; put it aside.

Nailbat [PO]: Discard a Baseball Bat and a Nails card, then take a Nailbat from the put aside Equipment cards. Do not take the Nailbat [RM] from the Pimpweapon deck.

Sniper Rifle: Combine a Rifle and a Scope to get a sniper rifle. Put the Scope card under the Rifle card. Now the Survivor can choose your targets when firing with this Rifle. He can even choose to assign hits to no target at all ³. The Rifle and the Scope can't be separated again until the Sniper Rifle is discarded. If the Sniper Rifle is discarded, the Rifle and Scope cards go to the Equipment discard pile.

Non-Standard Actors

Zombivors [AN] [LZ] [PO] [TCM]

Zombie Survivors called "Zombivors" are featured with the biohazard icon.



All Survivor rules apply to them. The killer feature about Zombivors is their incredible endurance: **a Zombivor is only eliminated by 5 Wounded Cards in his Inventory** (instead of 2 for a standard Survivor).

Berserker Zombies [PO]

Berserker Zombies are featured with brown Zombie miniatures.

Ranged Weapon Immunity

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 or through car attacks.

Targeting Priority

Berserker Zombies exist in all types: Fatties, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority levels as their Standard counterparts but are removed last in Ranged Combat and car attacks after other Zombies of the same types. Players still choose their targets in Melee Combat.

EXAMPLE: Watts fires a Shotgun into a Zone where a Walker, a Berserker Walker, a Fatty, and a Runner stand. He scores 2 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 2 hits. Melee Combat allows the choosing of targets and the killing of Berserkers: Watts removes the Berserker Walker and the Runner. The Fatty remains for Watts' team to pick off.

Characteristics

Berserker Zombies do not benefit from the extra Activation cards of other Zombie species.

Berserker Fatties are spawned with an escort of 2 Berserker Walkers except when splitting.

Berserker Abominations moves up to 2 Zones instead of 1 for its Move Action during Activation. When moving, if after the first Zone they stand in a Zone with Survivors, they may still move past that Zone without stopping with their second Zone to try to get to the Survivors with the highest priority

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Seekers [AN]

Seekers are featured with black Zombie miniatures.

Targeting Priority

All Seekers are the same; they don't have types like Walker, Fatty, etc. They have the same targeting priority level as Standard Walkers. Players still choose their targets in Melee Combat.

Killing a Seeker provides 1 experience point.

Characteristics

Seekers do not benefit from the extra Activation cards of other Zombie species.

A Seeker spends a single Action each time it is activated. It gets an extra Activation each time a Seeker Zombie card is drawn. That extra Activation is resolved before the newly drawn card is resolved.

EXAMPLE: At Blue Level, players draw their first Zombie card during Spawn Step. It's a Seeker Zombie 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.

Skinner Zombies [RM]

Skinner Zombies are featured with yellow Zombie miniatures. A-Bomb Abominations are **NOT** Skinner Zombies.

Spawning Crawlers

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. 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.

EXAMPLE: Bear fires his MP5 at a Zone containing a single Skinner Walker, rolling 6, 1, and 1. The 6 is a success and kills the Skinner Walker. However, as there are two 2, 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: Swinging his Chainsaw, Joe attacks 3 Skinner Walkers standing in his Zone. He rolls 6, 5, 4, 2, and 1. Each result of 5 or more eliminates a Walker. Thus, 2 Skinner Walkers are killed and removed, and Joe earns 2 experience points.

However, because Joe killed at least 1 Skinner, the players check the roll and find a single 1. 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!

Targeting Priority

Skinner Zombies exist in 3 types: Fatties, Runners, and Walkers. They have the same characteristics and get the same targeting priority levels as their Standard counterparts.

Characteristics

Skinner Zombies do not benefit from the extra Activation cards of other Zombie species.

Skinner Fatties are spawned with an escort of 2 Skinner Walkers except when splitting.

Crawlers [RM]

Crawlers are featured with yellow Zombie miniatures. All Crawlers are the same, no matter the Zombie type they were before.

Targeting Priority

Crawlers are removed last in Ranged Combat and car attacks after other Zombies, though they have the same priority as Zombie Dogz [ZD]. Players still choose the targets in Melee Combat.

Crawlers are killed with a 1 Damage hit or more.

Killing a Crawler provides 1 experience point.

EXAMPLE: Cathy fires her Shotgun in a Zone containing a Skinner Walker and a Standard Walker, rolling 5 and 1. As both are Walkers, they have the same targeting priority level. Cathy achieved 1 hit and kills either of them. If she chooses the Skinner Walker, however, it will turn into a Crawler as there is a 1!

EXAMPLE: Cathy fires her Shotgun in a Zone containing a Skinner Walker and a Standard Fatty, rolling 6 and 3. Walkers are targeted before Fatties in Ranged Combat, so she kills the Skinner Walker. Fortunately, it doesn't turn into a Crawler, as no 1 was rolled.

EXAMPLE: Cathy blasts her Shotgun in a Zone containing a Skinner Walker, a Standard Walker, and a Toxic Walker, rolling 5 and 4. Two hits! Toxic Zombies are targeted before Skinner and Standard Zombies, so the Toxic Walker is removed first. The second hit can kill either the Skinner Walker or the Standard Walker, as they have the same targeting priority level.

Losses [LZ]

Take unused Zombivor miniatures to represent Losses. They are Zombies for all purposes (including ignoring Survivors with the Rotten Skill) and have 1 Action to spend during the Zombies' Phase. All Losses are the same, no matter the Zombivor used.

Spawning Losses

Each "Lost" Zombie card spawns a single Zombivor miniature of the players' choosing; they all have the same game effects. "Lost" Zombie cards don't go in the Zombie discard pile – once drawn, they never come back in the game.

Targeting Priority

Losses have the same targeting priority level as Survivors.

A Lost can endure 5 Wounds before getting killed. It gets a Wound per Damage received (for example, a Damage 2 weapon inflicts 2 Wounds). Use small counters, or a die, or even the Zombivor ID Card and Wounded cards to track a Lost's Wounds.

Killing a Lost provides 1 experience point.

Characteristics

Losses don't benefit from extra Activation cards.

After a Lost is killed, the Survivor who scores the kill can go through the Equipment pile and take any 1 weapon card he wants from it (NOT from the discard pile). Afterwards, shuffle the Equipment pile. The card taken can be an Ultrared Equipment card **[AN] [TCM]**. The Survivor can then immediately and freely reorganize his inventory.

The *Matching set!* Skill doesn't apply here, as collecting the card is not a Search Action.

Losses aren't turned into Toxic Zombies by Toxic Abominations **[TCM]**.

Murders of Crows [MC]

Murders of Crows follow all standard rules for Zombies.

Triple Movement

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.

Targeting Priority

Murders of Crows have the same targeting priority level as Toxic Walker (see [Toxic Zombies – Targeting Priority](#)).

Murders of Crows are killed with a 1 Damage hit or more.

Killing a Murders of Crows provides 1 experience point.

Characteristics

Murders of Crows ignore ALL obstacles hindering or preventing movement when they move (including barricades, locked doors, Hole Zones, observation towers, and walls).

They also ignore game effects preventing them from staying in a Zone, like Rubble or Security Zones.

Toxic Zombies [TCM]

Toxic Zombies are featured with green Zombie miniatures.

Toxic Blood Spray

Upon elimination, a Toxic Zombie inflicts 1 Wound on its assailant if they are both in the same Zone and the Toxic Zombie is not eliminated via a car attack. Performing attacks from inside a car does not negate Toxic Blood Spray ⁶.

Toxic Blood Sprays are considered Zombie attacks.

EXAMPLE: 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: While standing in an adjacent Zone, Neema shoots a Toxic Runner with her sniper rifle before 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.

A Survivor may not refrain from killing Toxic Zombies. In other words, during Melee Combat, 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.

Targeting Priority

Toxic Zombies exist in all types: Fatties, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority level as their standard counterparts but are removed first in Ranged Combat and car attacks before other Zombies of the same types. Players still choose the targets in Melee Combat.

EXAMPLE: Derek shoots with an Assault Rifle in a Zone where 2 Walkers, a Toxic Walker, a Runner, and a Toxic Runner stand. He scores 2 hits with his first Ranged Combat Action. A Toxic Walker and a Walker are removed. Derek scores 2 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!

Characteristics

Toxic Zombies do not benefit from the extra Activation cards of other Zombie species.

Toxic Fatties are spawned with an escort of 2 Toxic Walkers except when splitting.

Toxic Abominations turn all **standard** Zombies standing in its Zone at the end of the Zombies' Phase to 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.

VIP Standard Walkers **[VIP1] [VIP2]** are standard Walkers and therefore are turned into Toxic Zombies by this effect, **thus losing their VIP status.**

***EXAMPLE:** 3 Walkers, 2 Runners, and 1 Fatty are joined by a Toxic Abomination. The players' Zombie stock contains 4 Toxic Walkers, a single Toxic Runner, and a single Toxic Fatty. The players replace all the Walkers and the Fatty with their Toxic counterparts, but they can only replace a single Runner. The last Runner remains the same.*

Unique Abominations

A-Bomb Abominations [RM]

A-Bomb Abominations are featured with yellow Zombie miniatures.

Weapon Immunity

Impervious. A special type of Abomination, A-Bomb Abominations have no "minimum damage to destroy" value and are immune to all damage except for effects that destroy all Actors in their target Zone (such as a Molotov cocktail or a Flamethrower [TCM]). As they have no Damage threshold, game effects allowing to change or ignore a Zombie type (like the *Point-blank* Skill or the Nico Special Ultrared Equipment card [AN]) have no effect.

Characteristics

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 [TCM], barbed wire fences [PO], and the helipad's fence on tile 9R [RM], as well as getting out of a car, a hole [AN], or an observation tower [PO]. If a Survivor is subject to multiple Grabblings at once, the controlling player chooses the A-Bomb to grab the Survivor.

Killing an A-Bomb Abomination provides 5 experience points.

Zuul [G1]

Zuul has the general Abominations rules, with an additional special rule. Whenever a Zuul Zombie card is drawn and Zuul is already on the board, spawn an Abomination of your choice. If there is no Abomination available, **all** Abominations on the board get an extra Activation.

Gozer [G2]

Gozer has the general Abominations rules, with an additional special rule. When Gozer spawns, choose 2 different Abominations among those you possess. Gozer gains the chosen Abominations' abilities.

Vinz Clortho [G2]

Vinz Clortho has the general Abominations rules, with an additional special rule. Whenever a Vinz Clortho Zombie card is drawn and Vinz Clortho is already on the board, spawn an Abomination of your choice. If there is no Abomination available, **all** Abominations on the board get an extra Activation.

Stay Puft [G3]

Stay Puft has the general Abominations rules, with an additional special rule. The only way to eliminate Stay Puft is to cross the streams. To cross the streams, 2 different Survivors must deal 1 or more Damage 3 hits with a Proton Pack (using the *Roll 6: +1 Damage: Ranged* Skill) in the same game round. 5 experience points are provided to each Survivor that score the kill.

VIP Standard Walkers [VIP1] [VIP2]

VIP Standard Walkers are standard Walkers with the special "VIP" status.

Spawning VIP

When a VIP Standard Walker is spawned by a Zombie card, players don't choose which VIP Zombies to 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.

Characteristics

VIP Standard Walkers are standard Walkers and follow the same rules as Standard Walkers, including:

- Targeting Priority Level: VIP Standard Walkers have the same Targeting Priority Level as standard Walkers.
- Experience points: Killing a VIP Standard Walker provides 1 experience point.
- Extra Activations: VIP Standard Walkers benefit from Standard Walkers extra Activations.
- Toxic transformation: VIP Standard Walkers can get replaced by Toxic Walkers by a Toxic Abomination (see [Toxic Zombies – Characteristics](#)), **thus losing their VIP status.**

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 any time (he does not gain experience for this discard).

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

Zombie Dogz [ZD]

Zombie Dogz follow all standard rules for Zombies.

Triple Actions

Zombie Dogz have 3 Actions per Activation. 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.

Targeting Priority

Zombie Dogz are removed last in Ranged Combat and car attacks after other Zombies, though they have the same priority as Crawlers [RM]. Players still choose the targets in Melee Combat.

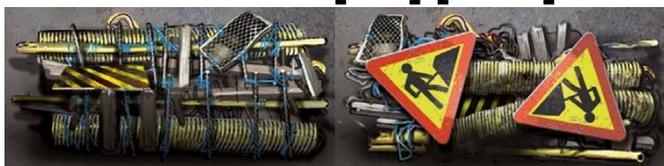
Zombie Dogz are killed with a 1 Damage hit or more.

Killing a Zombie Dog provides 1 experience point.

Expanded Mechanics

This section features mechanics only available in later boxes and expansions. If you don't want to read about them for now, skip to the [Skills](#) section.

Barricades [AN] [TCM]



Complete barricade

Incomplete barricade

Survivors build barricades to keep Zombies at bay. Note that **an incomplete barricade doesn't have any effect**.

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 1 complete barricade to be blocked, but a double door [TCM] and standard street Zones need 2 complete barricades to be blocked. A single barricade in a Zone that needs 2 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, insufficient miniatures, or another game effect), remove all barricades tokens, both complete and incomplete ⁶, from Zones where at least 1 Zombie of the indicated type stands. These Zombies spend their entire Activation to destroy the barricade, even if they have several Actions to spend, and even if they don't have to cross the barricade to their target ⁶. 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.

7. Barricades can't be destroyed by other means not listed above, such as Molotov ⁶.

To build a barricade, see [Players' Phase - Build a Barricade \[TCM\]](#).

Crashed Helicopter [RM]



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.

Game effects affecting rubble [TCM] affect the crashed helicopter as well.

Event Triggers [RM]



Nonactivated event trigger



Activated event trigger

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

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.

See the Rue Morgue rulebook's Event Triggers section on P.32 and P.33 for examples.

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

Extra Zones [PO]



Extra Zones share the same rules as building Zones.

Observation Towers [PO]



Observation Towers are neither street Zones nor building Zones ³.

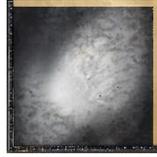
- Movement: Observation towers can only be entered by Survivors through ladders (drawn on the token artwork). Dog Companions [DC] are also Survivors and therefore can climb ladders ⁷. Using a ladder is done in the same way as crossing an open door. Zombies can never get inside an observation tower. If Zombies try to reach a Survivor inside an observation tower, it will stop at the foot of the ladder, in the Zone leading to the tower ³. Actors can't move through an observation tower ³.

- Line of Sight: Observation tower Zones **don't have walls**. Actors can see into or out of observation towers, but can't see through them ³ ⁵ **Error! Bookmark not defined.** Towers can be shot at normally. Survivors gain the +1 max Range Skill as long as they stand in an observation tower. This effect can be stacked with the +1 max Range Skill the Survivor already has ³.

- Search: Observation tower can't be Searched.

- Zombie spawning: Zombies don't Spawn in observation towers.

Rotating Security Gate [PO]



Rotating security gates allow Survivors to open, change, or block the way with a simple trigger, usually a Switch token. 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.

- Search: Rotating security gates can't be Searched.
- Zombie spawning: Zombies don't Spawn in rotating security gates. If a sealed off building is opened for the first time by a rotating security gate, spawn Zombies in the building just like when a building is first opened by a door ⁵.
- Zombie moving: The impassible boundaries of rotating security gates count as doors, not walls, when resolving Zombie movement ^{3 5}. That means they should be disregarded when determining paths if no open path is available for Zombies to get to the target.

Rubble [TCM]



A Zone even partially covered with one or more Rubble tokens 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.

Tents [RM]



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.

- Movement: Cars can't cross tents.
- Search: Tents can't be Searched except for the Administrative and Infirmary cards).



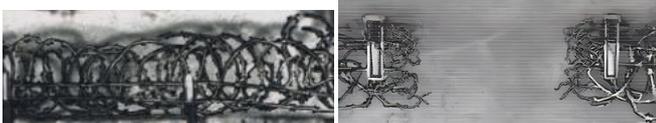
Administrative tent

Infirmary tent

- Line of Sight: No Line of Sight can be traced through a tent or between tents and other Zones.

Special Locations

Barbwire Fences [PO]



Barbwire fence on tile 1P [PO]

"Torn barbwire" token

Barbwire fences are part of walls on some of the tiles. When a part of them is torn down, put a "torn barbwire" token over that part.

Barbwire fences can't be crossed but don't block Line of Sight. They can be shot through.

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.

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. Actors (and cars ⁵) can now cross the Zones. Then proceed with moving all Zombies (as the Zombies' route may be redefined by the fence's destruction).

The helipad's fence on tile 9R [RM] is not a barbwire fence. (see [Special Locations – Helipad and Stairs](#)).

Camp Tiles [RM]



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.

Cells [PO]



Cells are separated by walls.

- Movement: Cells can only be entered through an opened door.

- Lines of Sight: Cells are building Zones.

- Search: Cells can't be Searched.

- 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.

Helipad and Stairs [RM]



Tile 9R [RM] features a helipad bordered with a fence (not a barbwire 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!

If a stair token is placed over part of the fence, Actors can Move through it.



Stair token

Hole Zones [AN]



The damaged building tiles feature some big holes as Zones.

Hole Zones have the following rules:

- 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 all Zombies except Murders of Crows [MC] and Zombie Dogz [ZD] can't get out on their own.
- 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.
- 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 Rooms [RM]

Hospital rooms are all building rooms featured on hospital tiles, which are 1V, 2V, 3V, 4V, 5V, and 6V. They count as building Zones for all purposes, and share these rules:

- Search: Hospital rooms can't be Searched except for locker rooms. Locker rooms are rooms with a "Locker room" yellow box at the door and "Locker room" text inside.



- 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.

Indoor Alleys [PO] [RM] [TCM]

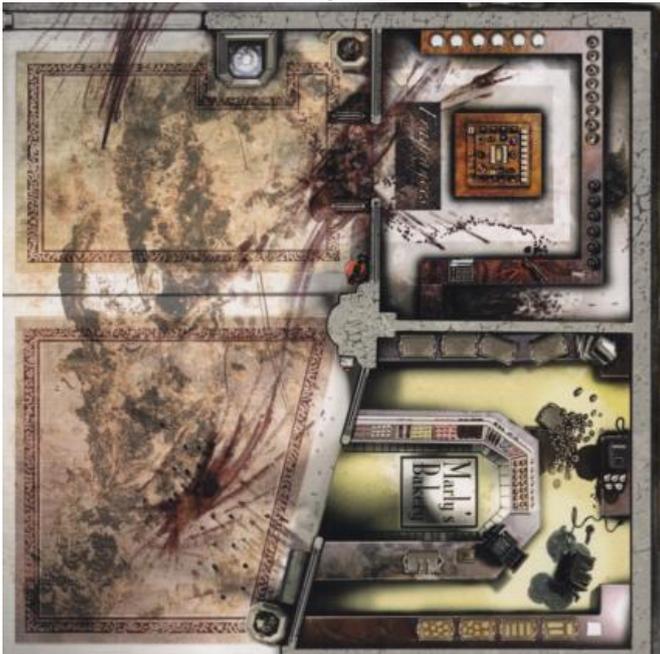


Indoor alleys count as street Zones for all purposes. Cars can be driven inside the indoor alleys, as long as they got in by an opened double door. Yes, cars can get inside buildings!

- 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: Indoor Alleys can't be Searched.
- Zombie spawning: Don't spawn Zombies in indoor alleys unless there is a Spawn Zone.

Mall Shops [TCM]



- Shops are separated by walls.
- Movement: Shops can only be entered through an opened door.
- Lines of Sight: Shops are building Zones.
- 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.

Security Zones [PO]



Security Zone on tile 9P and 10P

The only Action allowed while standing on a security Zone is Moving.

Actors can't finish their Activation standing in a security Zone. If they do so, they are pushed back to the Zone they just left.

- Movement: Cars can't cross security Zones.
- Line of Sight: Security Zones are building Zones.
- Zombie spawning: Zombies don't Spawn in security Zones.

EXAMPLE: On the Zombies' Phase, a Fatty, a Walker, a Runner, and a Berserker Abomination stand before 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 resolves its second action and exits the security Zone on the other side.



EXAMPLE: Belle starts her Activation 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 security Zone.

Team Actions [RM]

During **Setup**, at Step 6, each team can choose up to 2 Team Action cards (each team must have the same number of them). **They are kept through the game, not discarded after usage.** 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 1 Team Action card in each Players' Phase.**

To use the Team Action, these conditions **must** be met:

- Select the Survivor using the Team Action and at least 1 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 the players' 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).

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 miniatures are first moved to the destination Zone, containing 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.

See Rue Morgue's rulebook's Team Actions section from P.35 to P.38 for various examples.

The possible Team Actions are:

Charge!

The Charge! Team Action card can be used in 2 ways:

1) Select a Zone each chosen team member can reach in a Move Action, and containing at least 1 Zombie (or rival team member). It can be a Zone where at least 1 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

2) 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.

Move!

The Move! Team Action card can be used in 2 ways:

1) 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

2) 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.

Shoot!

The Shoot! Team Action card can be used in 2 ways:

1) Select a Zone all chosen team members can fire at with a Ranged Action. They all execute a free Ranged Action aimed at the selected Zone.

OR

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

Companions

Companions [AN]

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

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.

This section applies to human companions only. Dog companions have different rules and are listed in the [Dog Companions](#) section.

Acquiring a Companion

Some Missions feature Companion tokens.



Hidden Companion



Revealed Companion

- 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 tokens inside. Flip each Companion token to its "revealed" side, draw a card from the Companion deck for each activated Companion token, and place the corresponding Companion miniature on it.

Companion tokens are taken in the same way as Objective tokens. A Companion can't do anything until his token has been taken.

When a Survivor take a Companion, he becomes his **Leader**. Place the Companion card in his inventory. A Companion card doesn't have to be equipped in hand to be effective.

Companion cards are Equipment cards. A Companion recognizes the Survivor who has his card in his inventory as his Leader.

A Survivor can have up to 2 Companion cards in his inventory and thus may lead up to 2 Companions. 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.

Companions General Traits

A Companion:

- Is both a Survivor and an Equipment.
- 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 of the Leader (like *the 2 Zones per Move Action Skill*) also apply to the Companion.
- Does not have an inventory.
- Can have 1 or more passive effect(s) on his Leader. The passive effects are always in use and cumulative.
- Can have 1 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

Vehicles

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, except for Dog Companions [DC], occupy a seat and can't change seats.

Companions can't drive a car or pilot a helicopter.

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

Companion Information

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 1 Noise token for each shooter.

Passive effect: The Leader gets the +1 *die: Ranged Skill*.

Name	Noisy?	Range	Dice	Accuracy	Damage
Pistol	Yes	0-1	1	4+	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 fewer Action to build with the Leader (to a minimum of 1). Moreover, the Leader can build barricades anywhere.

Searcher

The Searcher has 2 passive effects and no active effect.

Passive effect #1: The Leader gets the *Search: +1 card Skill*.

Passive effect #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 1 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.

Name	Noisy?	Range	Dice	Accuracy	Damage
Sniper Rifle	Yes	1-3	1	4+	1

Dog Companions [DC]

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

This section applies to dog companions only. Human companions have different rules and are listed in the [Companions](#) section.

Acquiring a Companion

Each Survivor can begin the game with a single Dog Companion. Before the game begins, his player chooses a Dog Companion and put its card in his inventory. A Companion 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 the Survivor.

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.

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.

When a Survivor take a Dog Companion, he becomes his **Handler**. Place the Companion card in his inventory.

Dog Companion cards are Equipment cards. A Dog Companion recognizes the Survivor who has his card in his inventory as his Handler.

Dog Companion cards can be traded, stashed, 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.

Dog Companions General Traits

A Dog Companion:

- Is both a Survivor and a weapon Equipment ⁷.
- Is defeated and removed by the first Wound it receives (discard the corresponding Companion card).
- Can Move freely with its Handler as long as they're both in the Same Zone. In that cases, all special rules and Move-related Skills of the Handler (like the *2 Zones per Move Action Skill*) also apply to the Dog Companion. This free Move can't happen in the middle of an Action, for example if Wanda is in an adjacent Zone to her Dog Companion, she cannot use 1 Action with her *2 Zones per Move Action Skill* to move to the Zone with her Dog Companion and then have it moves along with her to her next Zone ⁷.

- Does not have an inventory.
- Has the *Low Profile*, *Slippery*, and *3 Zones per Move Action Skills* (*3 Zones per Move Action* is the same as *2 Zones per Move Action*, for 3 Zones).
- Gives the +1 die: *Melee Skill* (except the American Bulldogs) to its Handler **as long as they're both in the same Zone**. American Bulldogs give the +2 dice: *Melee Skill* instead, which is the same as +1 die: *Melee* but with 2 bonus dice instead of 1. These bonuses are cumulative if the Handler has several Dog Companions.

Dog Companions do not have any Actions. A Handler can spend his own Actions to give Instructions to his Dog Companion(s). They act only when given standard Actions, not "free" additional Actions: a Handler can't use his +1 *free Search Action Skill* to make his dog Search instead ³.

At the cost of 1 Action from his Handler, a Dog Companion can execute one of these Instructions:

- Move (up to 3 Zones)
- Melee Attack (see the Dog Companion card for Melee characteristics)
- Make some Noise
- Get in or out of a car/helicopter
- Search (except the American Bulldogs). A Dog Companion can hold a single Equipment card it has found this way (but not use it). Put the Equipment card under the Dog Companion card. This Search Action can be performed in addition to one performed by its Handler in the same turn (because a dog is considered a Survivor) ³. This Action can be performed even if the Dog Companion already holds an Equipment, in which case its Handler decides which Equipment to keep ⁷.

A Dog Companion can freely give the Equipment card it holds to its Handler anytime they are in the same Zone. It can also freely discard the Equipment card at any time. A Handler cannot spend an Action to give an Equipment to a Dog Companion ⁷. A Dog Companion can only give Equipment to its own Handler ⁷.

The experience gained by killing Zombies with a Dog Companion is given to the Handler.

Dog Companions are considered weapon Equipment and therefore can be found while Searching police cars if they are shuffled in the Equipment deck. They are also Survivors and therefore can climb ladders into observation towers **[PO]**. Missions that require all Survivors to exit the board automatically fails if a Dog Companion is lost. ⁷

Vehicles

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

Dog Companions don't occupy a seat.

Dog Companions can't drive a car or pilot a helicopter.

Dog Companions can be stashed in a vehicle. Any Dog Companion left in the vehicle, however, must occupy a vacant seat with its miniature.

Slimer [G1]

When playing with the Ghostbuster Pack #1, roll a die each time a Survivor discards a Bag of Rice, Canned Food, or Water.

1-3: No effect.

4-6: The Survivor gains Slimer (another Survivor may lose Slimer this way). Place Slimer's miniature in the Survivor's Zone. Slimer may go from one Survivor to the next whenever Bag of Rice, Canned Food, or Water cards are discarded.

Slimer always stays in its Survivor's Zone. The ghost is a Companion but acts like a marker: it does not count as a Survivor, cannot perform any Actions, and is ignored by Zombies. If the Survivor is eliminated, remove Slimer from the board.

Slimer grants the *Steady hand* Skill to its Survivor.

Skills

On a Survivor's Identity card, under the Danger Bar are the Skills. Each Survivor starts the game with 1 Skill and as the Danger Bar increases more Skills will be available (see [Experience & Danger Level](#)).

Skill effects are described in this section.

In case of conflict with the general rules, the Skill rules have priority.

Skill effects are immediate and may be used the turn in which they are acquired. This means that if one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill may grant).

+1 Action: The Survivor has an extra Action he may use as he pleases.

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

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

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

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

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

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

+1 free Dog Action: The Survivor has 1 extra free Action to use with Dog Companions. This Action may only be used with Dog Companions.

+1 free Melee Action: The Survivor has 1 extra free Melee Combat Action. This Action can only be used for Melee Combat.

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

+1 free Ranged Action: The Survivor has 1 extra free Ranged Combat Action. This Action can only be used for Ranged Combat.

+1 free Search Action: The Survivor has 1 extra free Search Action. This Action may only be used to Search and the Survivor can still only Search once per turn.

+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 max Range: The Survivor's Ranged weapons' maximum Range is increased by 1.

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

+1 Zone per Move: The Survivor can move through 1 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 effects that allow re-rolls.

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

2 Zones per Move Action: When the Survivor spends 1 Action to Move, he can move 1 or 2 Zones instead of just 1. 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.

B.I.A. [game effect]: See *Brothers in arms*: [game effect].

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 your Survivor kills the last Zombie in a Zone, he gets 1 free Move Action to use immediately.

Bloodlust: Combat: Spend 1 Action with the Survivor: He moves up to 2 Zones to a Zone containing at least 1 Zombie (or rival Survivor). He then gains 1 free Combat Action. If he can't end his movement in a Zone containing Zombies or rival Survivor, he can't use this Skill⁵. Normal Movement rules still apply, for example he must spend additional Actions to leave a Zone containing Zombies ³Error! Bookmark not defined..

Bloodlust: Melee: Spend 1 Action with the Survivor: He moves up to 2 Zones to a Zone containing at least 1 Zombie (or rival Survivor). He then gains 1 free Melee Action. If he can't end his movement in a Zone containing Zombies or rival Survivor, he can't use this Skill⁵. Normal Movement rules still apply, for example he must spend additional Actions to leave a Zone containing Zombies³.

Bloodlust: Ranged: Spend 1 Action with the Survivor: He moves up to 2 Zones to a Zone containing at least 1 Zombie (or rival Survivor). He then gains 1 free Ranged Action. If he can't end his movement in a Zone containing Zombies or rival Survivor, he can't use this Skill⁵. Normal Movement rules still apply, for example he must spend additional Actions to leave a Zone containing Zombies³.

Born leader: During the Survivor's Activation, he may give 1 free Action to another Survivor to use as he pleases (marked with the Born leader token). This Action must be used during the recipient's next Activation or it is lost. This Skill does not cost an Action to use¹².



Break-in: The Survivor doesn't need any Equipment to open doors. He doesn't make Noise while using this Skill. However, other prerequisites are still mandatory (such as taking a designated Objective before a door can be opened). Moreover, the Survivor gain 1 extra free Action that can only be used to open doors. This Skill doesn't apply to removing barricades.

Brother in arms: [game effect]: The Survivor can use this Skill whenever they are standing in the same Zone as at least 1 other Survivor. As long as *Brother in arms* is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect. Companions do not benefit from this Skill. This Skill does not cost an Action but all cost related to the attached [game effect] still apply¹¹.

Note: Brother in arms may be shortened to B.I.A.

Can Search more than once: The Survivor can Search multiple times per turn, spending 1 Action for each Search Action.

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 2 Zones to a Zone containing at least 1 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 Survivor 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 (even Aaahh!!¹⁶) and draw another Equipment card.

Distributor:

- **[RM]:** When resolving the Spawn Step during the Zombies' Phase, draw as many Zombie cards as Spawn dice rolled (plus 1 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 1 Zombie card. If rival teams possess this Skill, the first player chooses the team that can use it. The others can't use it until the next game round.

- **Older seasons:** Using this Skill alters the Spawn step during the Zombies' Phase. When resolving the Spawn step during the Zombies' Phase, draw as many Zombie cards as there are Spawn Zones. Assign each of them freely to a Spawn Zone, then spawn Zombies as indicated.

Dreadnought: [Zombie type]:

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

- **Older seasons:** The Survivor ignores all Wounds coming from *Standard* Zombies of the specified type.

Escalation: Proton Pack: The Survivor gains 1 extra die to roll for consecutive Ranged Attacks performed with a Proton Pack. The bonus is cumulative and applies until the end of the Survivor's Activation. The bonus is lost whenever the Survivor performs another kind of Action.

EXAMPLE: A Survivor with the Escalation: Proton Pack Skill spends his first Action performing a Ranged Attack with a Proton Pack (Dice 3). Their second Action is spent for a Ranged Attack with a Proton Pack, adding an additional die as a result of the Escalation Skill (Dice 3 + 1 = 4). The third Action is spent for a Move Action: the Escalation bonus is lost.

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 1 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 1 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 1 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.

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 1 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 very same turn. This Action may only be used to Search, and the Survivor can still only Search once per turn. This Skill works even if the he eliminates a Zombie from a distance, the effect is immediately resolved in the Zone he is in, and he doesn't need to go to the place he killed that Zombie¹⁸ (this is based on an email answer for **Black Plague** and therefore might or might not apply to classic *Zombicide*, though the version of this Skill in *Black Plague* and *Classic* is functionally identical, and a literal reading of the Skill description would result in the same answer).

Is that all you've got?: You can use this Skill any time the Survivor is about to get Wounded cards. Discard 1 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 1 Action: He moves 2 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 1 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, fences, locked doors, holes, or walls. Lifesaver can't be used by a Survivor in a car, helicopter, or in an observation tower, nor can it be used to drag Survivors out of a car, helicopter, or an observation tower.

Lock it down: At the cost of 1 Action, the Survivor can close an open door on his Zone. Opening it again later does not trigger a new Zombie Spawn.

Loud: Once per Activation, the Survivor can make a huge amount of noise! Until this Survivor's next Activation, the Zone he used this Skill in is considered to have the highest number of Noise tokens on the entire map. 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 this 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 cases, 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.

Lucky: The Survivor can re-roll once all the dice of each Action he takes. The new result takes the place of the previous one. This Skill stacks with effects 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. This can be combined with Skills that treat weapons as if they have the Dual symbol like *Ambidextrous*, *Gunslinger* or *Swordmaster* so that whenever a weapon is drawn the Survivor can immediately take a second weapon regardless of whether the weapon has a Dual symbol on the card or not²¹. The matching card cannot come from the discard pile. Do not shuffle Equipment from the discard pile back into the Equipment deck.¹³

Medic: Once per turn, the Survivor can freely remove 1 Wounded card from a Survivor in his Zone. That Survivor can be himself⁴. The usage does not cost an Action⁴.

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. Experience points from this additional kill is assigned to the Survivor⁵.

EXAMPLE: *Armed with an Automatic Shotgun, Zombivor Kim shoots in a Zone where 2 Standard Fatties and 1 Berserker Fatty are standing. She scores 1 success, allowing her to kill a Standard Fatty. Her Reaper: Combat Skill allows her to kill the other Standard Fatty (identical Zombie) but not the Berserker Fatty (different Zombie and immune to Ranged attacks).*

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 additional Zombie can be killed per Action when using this Skill. Experience points from this additional kill is assigned to the Survivor⁵.

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. Experience points from this additional kill is assigned to the Survivor⁵.

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. This Skill stacks with effects that modifies dice result (+1 to dice roll: *Combat*, for example)⁶.

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 rerolls (the *1 re-roll per turn* Skill, for example) must be used before rolling any additional dice for this Skill. This Skill stacks with effects that modifies dice result (+1 to dice roll: *Combat*, for example)⁶.

Roll 6: +1 die Ranged: You may roll an additional die for each "6" rolled on a Ranged 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 or the Plenty Of Ammo Equipment card, for example) must be used before rolling any additional dice for this Skill. This Skill stacks with effects that modifies dice result (+1 to dice roll: *Combat*, for example)⁶.

Rotten: At the end of his Activation, if the Survivor has not taken a Combat Action, driven a car or piloted a helicopter (passengers 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) 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, fences, locked 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. In FAQ 1.0, there is a clarification that Slippery allows Survivors to pass through a Zone containing Zombies without ending a Move Action, but this Skill has its wording changed later to disallow this.

Sniper: The Survivor may freely choose the targets of all his Ranged Combat Actions. He can even choose to assign hits to no target at all³.

Sprint: The Survivor can use this Skill once during each of his Activations. Spend 1 Move Action with the Survivor: He may move 1, 2, or 3 Zones instead of 1. Entering a Zone containing Zombies ends the Survivor's Move Action.

Starts with a [Equipment]: The Survivor begins the game with the indicated Equipment; its card is automatically assigned to him during Setup. The Equipment can come from the Equipment deck or the discard pile (so look at the discard pile first!)⁴.

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. Do not roll dice for ignored

Survivors when performing a car attack³. The Skill does not apply to a Ranged weapon killing everything in the targeted Zone (such as a Molotov cocktail, for example).

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

Swordmaster: The Survivor treats all Melee weapons as if they had the Dual symbol.

Tactician: The Survivor's Activation can be resolved anytime during the Players' Phase, before or after any other Survivor's Activation. If several teammates benefit from this Skill at the same time, the team's players choose their Activation order. If rival teams 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 all 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. He receives no Wound and does not discard an Equipment³. If he has 2 sources from which this Skill is gained (e.g. Survivor Skill, Riot Shield), he still only ignores the first Attack, not 1 Attack per source; however, this Skill can be combined with effects that prevents damage such as the Goalie Mask^{3,5}. This Skill has no effect on attacks suffered during the Players' Phase².

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 considered 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 teammates benefit from this Skill at the same time, the team's players choose their Activation order. If rival teams possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise). This extra turn is a full turn and the Survivor can perform all possible Actions, even the Search Action if he has Searched during his normal turn³.

Semi-Official Skills

If you find yourself wanting even more Skills than what listed above, then here's a list of all Skills (and in the case of *Undead or Alive*, class abilities as well) new or updated (marked as **[U]**) taken from other games in the Zombicide brand. Terminology and wording changes are mapped back to Classic, but Skills that use components not available in Classic and thus are not usable are left out.

A different kind of semi-official Skills are Skills taken from Dog Companions, like *3 Zones per Move Action*. They are listed as granted by Dog Companions to Survivors but are not in the Skills section to be chosen from.

Skills with multiple versions are tagged with [2], [3], etc.

[Action Type]: Damage 2: Weapons of the indicated type (Combat, Melee, or Ranged) used by the Survivor and having a Damage value of 1 are considered to have a Damage value of 2.

+1 [Skill] per Turn: The Survivor has 1 extra use of the indicated Skill each time they activate. This allows a Survivor to use a Skill that is usually limited to once per turn more!

+2 dice: Melee: The Survivor's Melee weapons rolls 2 extra dice in Combat. Dual melee weapons gain 2 dice each, for a total of +4 dice per Dual Melee Combat Action.

2 cocktails are better than 1 [U]: Roll a die each time the Survivor discards a Molotov to perform a Ranged Action. On a result of 4 or more, the Molotov Equipment card may be put in the Survivor's Backpack instead, for free. The die result may not be altered or re-rolled in any way.

3 Zones per Move Action: When the Survivor spends 1 Action to Move, he can move 1, 2, or 3 Zones instead of just 1. Entering a Zone containing Zombies ends the Survivor's Move Action.

Auto repair: During each End Phase, the Survivor discards all Wound cards.

Barbarian [U]: When resolving a Melee Action, the Survivor may substitute the Dice number of the Melee weapon(s) he uses with the number of **Zombies** standing in the targeted Zone. Skills affecting the dice value, like *+1 die: Melee*, still apply.

Battle rage: The Survivor gains an extra die to roll for subsequent Melee Actions whenever they kill at least 1 Zombie with a Melee Action. The bonus is cumulative if the Survivor gets at least 1 Zombie kill in the subsequent Melee Actions and applies until the end of the Survivor's Activation.

Bird's-eye view: The Survivor may trace Lines of Sight over buildings to Zones beyond them. Line of Sight cannot be traced into a building through walls or closed doors. The Survivor can use this special Line of Sight to perform Attacks.

Blessed: All other Survivors in the same Zone as this Survivor can re-roll 1 of their dice once during the Player Phase. This Skill stacks with the *Lucky* Skill, so any Survivor with *Blessed* and *Lucky* can re-roll the same die twice.

Blitz [U]: The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move up to 2 Zones, to a Zone where Zombies are within Range of one of their equipped Ranged weapons. They then gain 1 free Ranged Action. Normal Movement rules apply.

Bloodlust: [Action] [U]: The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move up to 2 Zones to a Zone containing at least 1 Zombie (or rival Survivor). They then gain 1 free Action of the specified type (Combat, Melee, or Ranged). Normal Movement rules still apply.

Born leader [U]: During the Survivor's Turn, the Survivor may give 1 free Action to another Survivor to use as they please. **This Action is used immediately, then the Born leader Survivor resumes their Turn.**

Can I Play with Madness: Once per turn, you may discard an Equipment Card to perform a free Ranged Combat Action. This attack gains +1 die per additional Danger Level you unlock (+1 at Yellow to +3 at Red – maximum of +3).

Noisy?	Range	Dice	Accuracy	Damage
Yes	0-2	5	5+	2

Capoeira fighter: The Survivor is always considered equipped with the following Melee weapon:

Noisy?	Range	Dice	Accuracy	Damage
No	0	2	4+	1

The Survivor doesn't need Equipment to open doors and gains 1 free Open Door Action once per Turn.

Charge [U]: The Survivor can use this Skill for free **once** during each of his Activations – He moves up to 2 Zones to a Zone containing at least 1 Zombie (or rival Survivor). Normal Movement rules still apply. Entering a Zone containing Zombies ends the Survivor's Move Action.

Charge [U] [2]: Once per Activation, the Survivor may spend 1 Action to Move up to 2 Zones to a Zone containing at least 1 Zombie (or rival Survivor), then, he performs 1 free Melee Action. Normal Movement rules still apply. Entering a Zone containing Zombies ends the Survivor's Move Action.

Charge [Game Effect]: The Survivor can use this Skill or game effect when using the Skill *Charge*.

Charge: +1 Damage: The Survivor gets a +1 Damage bonus with the free Melee Action given by the Skill *Charge*.

Charge: +1 to dice roll: The Survivor adds 1 to the result of each die they roll on the free Melee Action given by the Skill *Charge*. The maximum result is always 6

Charge: +1 die: The Survivor rolls an extra die with the free Melee Action given by the Skill *Charge*. Dual weapons each gain a die, for a total of +2 dice per Dual Action.

Charge: +1 Zone: When the Survivor uses the Skill *Charge*, they can move 1 Zone further. Movement limitations still apply.

Charge: Re-roll: The Survivor can re-roll all the dice for each Melee Action given by the Skill *Charge*, once. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

Chest Blast: This Skill can be used once during each of your turns, for free. 4 other Actors in your Zone suffer 1 Damage each (assign to any Survivor first). Then, move all Zombies there to an adjacent Zone.

Combat reflexes: Whenever any Zombies spawn within their Line of Sight, the Survivor may immediately perform a free Combat Action against them. This Action may eliminate more Zombies than have spawned. Ranged Actions must still be aimed at the Zone where the Zombies spawned. This Skill may be used once per Zombie card drawn.

Combat reflexes [2]: Whenever any Zombies spawn within Range 0-1, the Survivor may immediately perform a free Combat Action against them. This Action may eliminate more Zombies than have spawned. Ranged Actions must still be aimed at the Zone where the Zombies spawned. This Skill may be used once per Zombie card drawn.

Concentrated Attack expert: Whenever the Survivor makes a Concentrated Attack (see [Rules from Other Games - Combat](#)) with 2 dice (or more), the base Damage value of the weapon gets +1, and the Attack can't hit any teammate Survivor.

Danny Trejo: The Survivor rolls extra dices with Melee Actions performed with Machetes. The extra dice amount scales with the Survivor's Danger Level. Dual Machetes each gain these additional dice.

- **Blue Level:** +1 die
- **Yellow Level:** +2 dice
- **Orange Level:** +3 dice
- **Red Level:** +4 dice

Death Dealer: May roll +2 dice to any Combat Actions. Melee Attacks with this bonus can cause Friendly Fire.

Death or Glory: You can use this Skill once during each of your Turns, for free. Choose another Survivor in your Zone to suffer 1 Wound. You perform 1 free Action, then the other Survivor may immediately perform 1 free Action.

Die with Your Boots On: Each time an Extra Activation card is drawn from the Zombie pile, you may immediately perform 2 free Combat Actions before the activated Zombies.

Distributor [U]: When resolving the Spawn step during the Zombies' Phase, draw as many Zombie cards as there are active Spawn Zones. Assign 1 of them to each active Spawn Zone, then spawn Zombies as indicated.

Double strike: The Survivor gets 1 free Ranged Action whenever they perform a successful Melee Attack.

Dual expert: The Survivor has a free Combat Action as long as they have Dual weapons equipped. This Action may only be used with the Dual equipped weapons.

Enhanced senses: The Survivor can trace Line of Sight 1 Zone farther in room Zones.

Escalation: [Action]: The Survivor gains 1 extra die to roll for subsequent Actions of the specified type (Combat, Melee, or Ranged). The bonus is cumulative and applies until the end of the Survivor's Activation. The bonus is lost whenever the Survivor performs another kind of Action.

EXAMPLE: A Survivor with the Escalation: Ranged Skill spends his first Action performing a Ranged Combat Action with an SMG (Dice 2). Their second Action is spent for a Ranged Combat Action, adding an additional die as a result of the Escalation Skill (Dice 2 + 1 = 3). The third Action is spent for a Move Action: the Escalation bonus is lost.

Fanning: The Survivor uses a single Pistol equipped in Hand to perform a Ranged Combat Action, unloading the weapon at amazing speed. For this Action, the Pistol's characteristics are altered as follows:

Noisy?	Range	Dice	Accuracy	Damage
Yes	Unchanged	6	5+	Unchanged

After Fanning, the Pistol can't be fired again until the Survivor spend 1 Action to reload it, or until the End Phase where it is reloaded automatically just like other reloadable weapons. Afterwards, the Pistol returns to normal.

EXAMPLE: Meg performs a Ranged Combat Action to Fan with the Pistol. The weapon cannot be used until an Action has been spent to reload it. Meg uses an Action to reload her Pistol. She then fires as usual, without using her Fanning Skill. This Ranged Combat Action doesn't suffer from the Reload effect. She can fire several times without having to reload.

NOTE: Fanning is performed with a single Pistol, even if the Survivor has Dual-equipped Pistols. Having enough Actions, such a Survivor could Fan with their first Pistol, then Fan with their second Pistol.

Fanning [Game Effect]: The Survivor can use this Skill or game effect when using the Skill *Fanning*.

Fanning: +1 Damage: The Survivor gets a +1 Damage bonus when using the Skill *Fanning*.

Fanning: +1 free Reload: The Survivor has 1 extra free Action to reload Pistols when using the Skill *Fanning*.

Fanning: +1 max Range: The maximum Range of Ranged weapons the Survivor uses when using the Skill *Fanning* is increased by 1.

Fanning: +1 to dice roll: The Survivor adds 1 to the result of each die they roll when using the Skill *Fanning*. The maximum result is always 6.

Fanning: +1 die: The Survivor rolls an extra die when using the Skill *Fanning*.

Fanning: Reaper: This Skill can be used when assigning hits while resolving a Ranged Action using the Skill *Fanning*. 1 of these hits can freely eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

Fanning: Re-roll: The Survivor can re-roll all the dice when using the Skill *Fanning*, once. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

Fastest F*ing Man Alive: Once during each of your Turns, you may spend 1 Action to Move exactly 3 Zones (no U-Turns!). 2 others Actors in each Zone you enter suffer 2 Damage each (assign to any Survivors first).

Field medic: The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move

up to 2 Zones to a Zone containing at least 1 Survivor. Then, they may discard 1 Wound card from any Survivor in the destination Zone, including themselves. Normal Movement rules apply. *Field Medic* may be used even if all Survivors in the destination Zone have no Wounds.

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

Giant: The Survivor may trace Lines Of Sight over buildings and all obstacles to Zones beyond them (but not into a building through walls or closed doors). Likewise, Actors in these Zones can trace Lines of Sight to the Survivor. The Survivor can use this special Line of Sight to perform Attacks (and vice-versa).

Good eye: When performing a Search Action, draw 3 cards and choose 1, discarding the others. Aaahh!! cards are applied even when they are not chosen.

Heat Vision: The Survivor is always considered equipped with the following Ranged weapon:

Noisy?	Range	Dice	Accuracy	Damage
No	0-2	5	4+	2

Friendly Fire hits using this weapon eliminate the affected Survivor.

Hoard [U]: The Survivor can carry up to 2 extra Equipment cards. They are placed near their Dashboard and are considered to be in their Backpack.

Hold your nose [U]: 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) **in the same game round**. This Action may only be used to Search, and the Survivor can still only Search once per turn.

Hold your nose [U] [2]: The Survivor draws an Equipment card from the Equipment deck whenever **the last Zombie standing in their Zone is eliminated** (by the Survivor themselves, another Survivor, or any game effect). This Skill works in any Zone, even a street Zone, and can be used **multiple** times in the same Turn. **This is NOT considered a Search Action.**

Home defender: The Survivor is not limited to Range 0-1 when tracing Lines of Sight through building Zones.

Hunter: [Zombie Type]: This Skill can be used when the Survivor assigns their hits while resolving a Combat Action. If any 1 Zombie in that Zone is eliminated, the Survivor may eliminate 1 extra Zombie of the specified type in the same Zone. The Survivor gains the experience for the additional Zombie.

Improvised weapon: Melee: The Survivor can use this Skill once during each of their Turns. They perform a free Melee Attack using these characteristics. Melee modifiers (other Skills, for example) apply.

Noisy?	Range	Dice	Accuracy	Damage
No	0	2	4+	1

Improvised weapon: Ranged: The Survivor can use this Skill once during each of their Turns. They perform a free Ranged Attack using these characteristics. Ranged modifiers (other Skills, for example) apply.

Noisy?	Range	Dice	Accuracy	Damage
Yes	1-1	2	4+	1

Improvised weapon: Ranged [2]: The Survivor can use this Skill once during each of their Turns. They perform a free Ranged Attack using these characteristics. Ranged modifiers (other Skills, for example) apply.

Noisy?	Range	Dice	Accuracy	Damage
No	0-1	2	4+	1

Infinite Dreams: All your Ranged Attacks have infinite range and are not limited to Range 0-1 when tracing Lines of Sight through building Zones.

Iron Maiden: Once during each of your Turns, you may spend 1 Action to Move up to 3 Zones, ignoring Zombies, and perform a free Melee Attack.

Judged by the Raw Chicken: Once per Player Phase, if a Survivor in your Line of Sight rolls no hits when performing a Combat Action, you immediately move to that Survivor's Zone (Ignoring enemies) and deal 1 Wound to that Survivor, unless they discard 1 Equipment card.

Jump [U]: Called *Zero-G Run* in *Invader* – The Survivor can use this Skill once during each Activation. The Survivor spends 1 Action: He moves 2 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.

Kimiko's Rage: The Survivor is always considered equipped with the following Melee weapon:

Noisy?	Range	Dice	Accuracy	Damage
No	0	2	3+	2

Once per turn, if you kill any Zombies with this Skill, you may immediately move up to 2 Zones (ignoring Zombies) to a Zone containing any Zombies and perform a free Melee Attack.

Lifesaver [U]: The Survivor can use this Skill for free, once during each of his Activations. Select a Zone containing at least 1 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, fences, locked doors, holes, or walls. **Lifesaver can't be used by a Survivor in a car, helicopter**, or in an observation tower, nor can it be used to drag Survivors **out of a car, helicopter**, or an observation tower.

Lifesaver [U] [2]: The Survivor can use this Skill for free, once during each of his Activations. Select a Zone containing at least 1 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 **Line of Sight**. A Survivor can't cross barricades, fences, locked doors, holes, or walls. **Lifesaver can't be used by a Survivor in a car, helicopter**, or in an observation tower, nor can it be used to drag Survivors **out of a car, helicopter**, or an observation tower.

Light Pulse: The Survivor is always considered equipped with the following Ranged weapon:

Noisy?	Range	Dice	Accuracy	Damage
No	0-1	2	3+	1

Lord of the Seven Seas: The Survivor may spend 2 Actions to perform a Melee Combat Action with the following characteristics:

Noisy?	Range	Dice	Accuracy	Damage
No	0	2	4+	3

This Melee Combat Action can cause Friendly Fire.

Lumberjack Song: Once during the Survivor's Activation, after performing an Action, his controller may sing "*I'm a Lumberjack and I'm ok, I sleep all night and I work all day!*", inviting another player to sing back "*He's a Lumberjack and*

he's ok, he sleeps all night and he works all day!". If they do, one of their Survivor can immediately perform the same Action for free. Then, the Survivor resumes his Activation.

Master planner: This Survivor always selects who receives the First Player token in the End Phase.

Medic [U]: This Skill is used for free **during each End Phase. The Survivor, and all other Survivors standing in the same Zone,** may discard 1 Wound card.

Medic [U][2]: This Skill is used for free **during each End Phase. The Survivor, and all other Survivors standing in the same Zone,** may discard 1 Wound card (min. 0 Wound). **The Survivor earns 1 XP for each Wound discarded this way.**

Nudge Nudge: Once during your Turn, the Survivor may nudge a player next to you, winking and asking them knowingly "Know what I mean? Know what I mean?". Then, insinuate any Action. That player may have one of his Survivors immediately perform that Action. Then, the Survivor resumes his Activation.

Point-blank [U]: The Survivor can resolve Ranged Actions in his own Zone, no matter the minimum Range. When resolving a Ranged Action at Range 0, the Survivor freely chooses the targets and can kill any type of Zombies. His Ranged weapons still need to inflict enough Damage to kill his targets.

Powerslave: Once during each of his turns, the Survivor may spend 1 Action to move all Zombies at Range 1 and in Line of Sight to 1 Zone away.

Proud Fury: The Survivor is always considered equipped with the following Melee weapon:

Noisy?	Range	Dice	Accuracy	Damage
No	0	4	3+	2

This Melee Combat Action can cause Friendly Fire.

Range 2+: [Skill]: The Survivor benefits of the indicated Skill when performing a Ranged Action at Range 2 or more.

Reach: The Survivor may perform Melee Actions at Range 0-1.

Roll 6: +1 Damage: Add 1 to the Damage value of the weapon the Survivor uses for each 6 rolled during any Attack. Game effects that allow re-rolls must be used before determining the Damage bonus granted by this Skill.

Roll 6: +1 Damage [Action]: Add 1 to the Damage value of the weapon the Survivor uses for each 6 rolled during an Action of the specified type (Combat, Melee, or Ranged). Game effects that allow re-rolls must be used before determining the Damage bonus granted by this Skill.

Ronald's Ray Gun: The Survivor can use this Skill once during each of their Turns with a Ranged Action, for free. For this Ranged Action, the weapon's max Range becomes 40, and obstacles blocking Lines of Sight (closed door, or walls, for example) are ignored.

Rotten [U]: Called *Camouflage* in *Invader* – At the **start** of his Activation, **if no Zombie has Line of Sight on the Survivor,** 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) 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.

Run to the Hills: Whenever you enter a Zone, roll 1 die. On a 4+, eliminate 1 Walker there. If there are none, eliminate 1 Runner there.

Safe Search: This Skill may be used once per turn, right after the Survivor gets an Aaahh!! card while Searching. The

Aaahh!! card is discarded without effect and another card is drawn.

Scavenger (Debatable whether this is a clarification or an updated): The Survivor can Search in **any building or street** Zones. **Normal Search rules apply (no Search in Zones with Zombies, for example).**

Search: 2 cards: Draw 2 cards when Searching with the Survivor.

Sidestep: Whenever any Zombies spawn within Range 0-1 (and before any extra Activations), the Survivor may immediately perform a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone. Entering a Zone containing Zombies still ends a Survivor's Move Action. The Survivor may use this Skill once per Zombie card drawn.

Shove [U]: The Survivor can use this Skill, for free, once during each of his Activations. Select a Zone at Range 1 from your Survivor **and within Line of Sight.** All Zombies standing in your Survivor's Zone are pushed to the selected Zone. This is not a **Move.** ~~Both Zones need to share a clear path. A Zombie can't cross barricades, fences, locked doors, or walls but can be shoved out of a hole.~~ Shove can't be used by Survivors in a car or helicopter.

Slippery [U]: The Survivor does not spend extra Actions when they perform a Move Action out of a Zone containing Zombies. **The Survivor also ignores Zombies when performing Move Actions** (including those allowing them to cross several Zones, with the *Sprint* Skill for example).

Star Blast: The Survivor is always considered equipped with the following Ranged weapon:

Noisy?	Range	Dice	Accuracy	Damage
Yes	0-1	3	3+	2

All other Survivors in your Zone are laid down. Survivors must spend their first available Action to get up.

Starts with Health [X]: The Survivor can receive the indicated number of Wound cards before he is eliminated.

Starts with 2 XP: The Survivor begins the game with 2 experience point.

Taunt [U]: The Survivor can use this Skill, for free, once during each of his Activations. **Select a Zone up to 2 Zones away from the Survivor, and having a clear path to the Survivor (no wall or closed door). No Line of Sight is needed.** All Zombies standing in the selected Zone immediately gain an extra Activation – they try to reach the taunting Survivor by all 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.

The Gallop: While in your Zone, other Survivors choose: +1 Damage OR +1 to Dice Roll for all Combat Actions.

The Mercenary: Before the game starts, choose a Zombie type. You gain double experience points and +1 die when performing Combat Actions against that specific type of Zombie.

This is Silly: Once per Zombie Phase, you may yell "Stop it! This is silly". Then, choose a Zombie within Range 1, it cannot perform Move Actions during this Zombie Phase.

Throw: The Survivor can use this Skill, for free, once during each of their Turns. Choose an Actor in the same Zone. The Actor's miniature is removed from the Zone, then placed in a target Zone within Range 1-2 and Line of Sight of the thrower. A Ranged Attack is then performed in the target Zone: it automatically hits a **Zombie,** ignoring the thrown Actor. The Attack inflicts as much Damage as an equipped weapon of the thrown Survivor or the Damage value of the thrown Zombie.

To the Rescue: At the end of the Zombie Phase, the Survivor gains 1 free Action if at least 1 Survivor suffered any Wounds this Round.

Tough [U]: The Survivor ignores the first Wound he receives **during each Zombies' Phase and during any Survivor's Ranged Combat Actions.** He receives no Wound and does not discard an Equipment. If he has 2 sources from which this Skill is gained (e.g. Survivor Skill, Riot Shield), he still only ignores the first Attack, not 1 Attack per source; however, this Skill can be combined with effects that prevents damage such as the Goalie Mask.

Transmutation: The Survivor can use this Skill as often as they please, during each of their Turns. Spend 1 Action and discard an Equipment card from your inventory: draw a new Equipment card. The Survivor can reorganize their Inventory for free. This is not a Search Action. Aaahh!! cards are resolved as usual.

Transmutation [2]: Called *Inventor* in 2E – The Survivor may spend an Action and discard an Equipment card from their inventory to draw a new Equipment card. This is not a Search Action. A Survivor may use Inventor multiple times during their turn. ~~The Survivor can reorganize their Inventory for free.~~

Trump card: The Survivor can use this Skill once during each of their Turns, for free, before or after resolving an Action. Look at the top card of the Equipment deck. If it's a Melee or Ranged weapon, the Survivor may immediately perform a free Combat Action with it. Other card types have no effect. Then, the card is discarded.

Well-equipped: The Survivor starts with 1 Plenty Of Ammo card from the Equipment deck.

Wrathchild: At the end of the Player Phase, 1 other Survivor standing in your Zone may take 1 Wound to allow you to take an extra Turn.

Clarifications

Equipment

Flashlight: The Survivor gains all Equipment cards drawn.¹⁴ He draws all cards at once, so Aaahh!! cards (both for standard and Skinner Zombies) do not interrupt his draw.² Aaahh!! cards drawn are resolved after the Survivor has gained the Equipment drawn if any.³ Flashlight has no effect when a Survivor Search a car.⁴ Flashlight's effect can be stacked with another Flashlight.⁴ If a Flashlight is used along with the Skill *Destiny*, the Survivor draws 2 cards simultaneously, and can discard 1 to draw another to keep.¹⁷

Hollow-Point Rounds: Its effect can stack with Plenty Of Ammo.³

Plenty Of Ammo: 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 ones. You get 1 re-roll per Plenty Of Ammo card in your possession.²

Rifle: The new Rifle card in [RM] has a text effect that says it can be combined to make a Sniper Rifle, but the old Rifle can do so as well. The 2 versions are considered identical.

Scope: The new Scope card in [RM] has its text effect changed from "Rifle" to "Scope-friendly weapons" compared to the old Scope, but this change applies to the old one as well. The 2 versions are considered identical.

Wakizachi: If a Survivor has both *Ambidextrous* and *Webbing* Skills and with an inventory having 2 Katana and 1 or 2 Wakizachi, when he attacks using both Katana he will roll 8 dice regardless of whether he has 1 or 2 Wakizachi.⁵

Missions

To leave the board through the Exit Zone, a Survivor needs to stand in the Exit Zone at the end of his Activation, after he has performed all Actions. This is done automatically and requires no Action. After leaving, he is out of the game.³



If a Mission says "all Survivors" must do something, usually reaching the Exit, and not "all remaining Survivors", "after {Condition}, all Survivors" or any other variant, then that means "all starting Survivors", and that the Mission isn't lost yet if a Survivor turns into his Zombivor version. This is based on an email answer for **Black Plague** and therefore might or might not apply to Classic, though the fact that the email mentions Zombivors which don't exist in Black Plague suggests that the designer described a general principle¹⁸.

M02 "Y-Zone": The door located on tile 3C should lead to the Zone to the left containing the manhole.²

M08 "Zombie Police": The door located on tile 3C should lead to the Zone containing the police car.²

[GMK] #1, M02 "Food!": On setup, put the Exit token on the starting area of the Survivors.⁸

[PO] M02 "Finding the Keys": The last sentence of the special rule "From bad to worse" should read "If a Berserker Abomination is already in the game, spawn a Berserker Fatty and its 2 Berserker Walker escorts instead."⁵

[PO] M03 "Concrete Saw": The third objective's last sentence should read "Take all Objectives inside the prison and clear these 3 areas from Zombies at the end of a Player's Phase to win the game."⁵

[PO] M10 "Prison Is Hell (An Alternative Ending)": The long prison hallway formed by tile 7P, 8P and 12P have yellow lines that don't connect precisely with each other, but should be considered so (meaning you can't shoot

"diagonally" from a left zone to a right one because of the small mismatch border for example)⁵

[TCM] M05 "Mall Raid":

- The token list having "Mall door" is a mistake; Mall doors are not used in this Mission.⁶

- The 2 opened doors inside the Mall (between tile 3C and 7M and between 3B and 5M) being placed over existing doorway openings is intentional, because it felt more natural for a mall interior.⁶

Official Missions Not in Rulebooks

These Missions are not from the rulebooks but are released elsewhere (e.g. in a Compendium or on Zombicide.com), but are still official and therefore worth having clarifications.

A5 "Phil's Birthday": Spawn Zones inside closed buildings spawn Zombies like normal. You don't stop spawning Zombies just because a building is closed.¹⁰

C8 "Belly of the Beast": The green Objective can be used to open the green door as well, not just close it.²⁴

C13 "Sanctuary": According to the original author, do not spawn Zombies in the building with the green door when that door is opened. Even though Survivors initially can't enter the building, because with the crawl spaces the building is already considered "opened".²⁰

C35 "Wake-Up Call": According to the original author, survivors have to bring the Objective token with the corresponding color to a door, then use the token as the key to open that door. Door-opening Equipment is not needed, and can't be used to open the doors at any time.²³

C53 "Crazy Eddie": Eddie's shots should be treated the same as zombie attacks for skill and effect purposes (e.g. can be stopped by Tough or the Nightsticks). If Eddie shoots a Survivor, that Survivor loses an Equipment as normal.²⁵

Switch City Campaign: When choosing an Equipment to keep from the previous Mission, Survivors can choose to keep a pimpweapon. If that would mean there is no card left in the Pimpweapon deck, then Searching a pimpmobile would gain nothing.⁴

Switch City Campaign – The Skyscraper: The setup should not list police cars as part of the map (corrected in Compendium #1).

Tiles

[PO] 1P, 2P: The basketball court Zones are considered street Zones.⁵

[PO] 9P, 10P: The Zones beyond the Security Zone in the corner of the tiles featuring 2 walls are building Zones.³

[TCM] 8M: The central area, with 1 empty car slot and 1 taken car slot, counts as a single Zone.

[TCM] 8M: You can only see in straight lines even in an open field like this parking lot (TCM Rulebook P.27).

Additional Game Modes

Car Substitution [PO]

You may want to substitute some cars for others to add flavor to your games, suit your 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.

Companions [AN]

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.

Competitive [RM]

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.

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.

Rule Changes

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.

Bulletproof Vests

On setup, rival Teams receive an equal number of free Bulletproof Vests Equipment cards in addition to the classic Equipment endowment. If there are not enough Bulletproof Vest cards to distribute an equal number among teams, return the excess cards to the box.

A Survivor can have several Bulletproof Vests in his inventory.

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.

At the start, a Bulletproof Vest is upright with the name on top. When a Survivor suffers the first Wound inflicted by another Survivor, turn the Bulletproof Vest upside down so that the word "Damage" is on top. The Wound is ignored, and don't discard an Equipment card due to that wound.

Upon suffering a second Wound from a Survivor, the Bulletproof Vest card is discarded and put aside (not in the discard pile). The Wound and the Equipment lost are ignored once again.

Every Wound suffered afterward is played normally.

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 (Damage 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.

Experience [US1]

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).

A Survivor earns an Experience card of the player's choice each time he reaches a Danger Level he never reached before, including 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 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: 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.

EXAMPLE: Phil has the Starts with a Pistol Skill at the Blue Level. He reaches the Yellow Danger Level and get the Pistol / Starts with a Pistol Experience card. In the next game, Phil will start with two Pistols!

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: 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: 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.

Whenever a Survivor possess an Experience card in a Mission not featuring the corresponding Equipment (because

that Equipment is from another game set or expansion that isn't mixed in before starting for example), put all corresponding Equipment cards you own in the Equipment pile (even if it involves starting Equipment, like Nightsticks [PO], for example). Survivors with the *Starts with [Equipment] Skill* still receive a free copy of such a card, if required.

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 Equipment pile.

Gaming Night [GM]

The Gaming Night Mode allows you to play all night long without being bothered by sudden death.

Gaming Night rules replace Resurrection rules.

When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he were removed from the board.

At the beginning of any subsequent Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well.

Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.
 - Equipment: Draw Equipment cards until you find 2 weapons. Discard the other cards (including Aaahh! cards).
- Ongoing game effects previously applied to the Survivor no longer apply. And remember: getting killed intentionally is for wimps.

If odds seem too steep after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*

Playing With 7+ Survivors [TCM]

Zombicide wasn't originally designed to play with 7+ Survivors or players, but playing with a lot of friends can be fun! Be mindful of the increasing play time. 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.).

Resurrection

[AN] [LZ] [PO] [TCM]

The Resurrection mode is great for beginners, campaign-driven players, and super-heroic Missions!

This mode is only usable when playing with Survivors having both a "standard" version and a "Zombivor" version.

The Resurrection mode lets you to 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!

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 2 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, with one exception: if he is in the driver's seat, the seat is still considered occupied and can't be taken³⁵.

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 by his standing Zombivor miniature. Flip his Survivor's Identity Card to its Zombivor version side, or if the Zombivor Identity Card is separated from its standard one, trade the standard 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 (e.g. extra Action granted by another Survivor's Born leader Skill) 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 4 Walkers.

Tiff is unharmed, has 21 experience points and 2

Equipment cards: a Fire Axe and a Shotgun. Neema just gave her an additional Action thanks to her Born leader Skill. Julien has a single Wound, 27 experience points, and 4 Equipment cards: a Saber, Plenty Of Ammo, a Rifle, and some Gasoline.

An unexpected extra Activation allows the 4 Walkers to attack, inflicting 4 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 2 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.

Ultrared [AN] [TCM]

The Ultrared mode is great to reach amazing body counts and complete very large boards!

This 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**. They are Equipment with blood-dripping background at the top of the cards.

Ultrared 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 Activation to gain 5 experience points immediately.** Cards discarded due to receiving Wounds or inventory overflow don't give experience points however, because each discard can only be linked to a single condition³.

On Setup, 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. This means there might be levels where you gain no Skills due to all having already been taken previously. When **all** the Survivor's Skills have been selected, choose a Skill among any Zombicide Skills (except those featuring brackets, such as **Start with [Equipment]**, for example) upon reaching Orange and then Red Level.

EXAMPLE: Elsa (standard version) just earned her fourth experience point, getting to the Red Level. She has the following Skills: Break-in (Blue), +1 Action (Yellow), Slippery (Orange), and +1 free Combat Action (Red). The player puts the experience tracker back to the start as the zombicide continues. Elsa is still at Red Level.

Elsa 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 "+1 free Ranged Action", her second Orange Level Skill. Reaching the next Red Level again, the player chooses a new Skill among the 2 remaining ones for this Level and goes for "+1 free Move Action". The experience counter returns to the start.

During her third run on the experience bar, Elsa doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "2 Zones per Move Action". The experience counter goes to the start again.

From now on, Elsa 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.

Rules from Other Games

There are other games that also used the Zombicide systems but are not compatible with Zombicide Classics. The most obvious example is Zombicide 2nd Edition which is a newer version of Zombicide Classic and have a different, more action feeling to it. There are also games in different settings such as fantasy (Zombicide: Black Plague), Sci-Fi (Zombicide: Invader), etc.

While these games are not compatible, they share enough rules (or lack thereof) such that some can be brought from one game into another without needing any additional items. If players want to houserule aspects of Zombicide Classic, using one of these could be a good place to start. Below is a collection of rules that can be used in Zombicide Classic along with the first game in release order in which they are mentioned.

Tags for the games mentioned:

- **[2E]**: Second Edition
- **[AotD]**: Army of the Dead
- **[BP]**: Black Plague
- **[GH]**: Green Horde
- **[MZ]**: Marvel Zombies
- **[NOTLD]**: Night of the Living Dead
- **[I]**: Invader
- **[WD]**: White Death
- **[UoA]**: Undead or Alive

Car

1. Swapping seats requires no empty seats and only take 1 Action from one of the swapping Survivors **[NOTLD]**.

2. Car Attacks only occur when a car enters a Zone (thus excluding the starting Zone) **[NOTLD]**.

3. Car Attacks only occur when a car enters a Zone with Zombies (but will still hit all Actors when entering a Zone with both Zombies and Survivors) **[NOTLD]**.

4. Cars have 2 driving Mode **[2E]**:

a. **Slow Drive**: The car drives 1 Zone. No Car Attack is performed.

b. **Fast Drive**: The car drives 2 consecutive Zones (no U-turns!). Instead of rolling dice based on the number of Actors in the Zone, perform Car Attack with these characteristics:

Noisy?	Range	Dice	Accuracy	Damage
No	0	3	4+	2

Combat

1. Targeting Priority Order: hits are not assigned to Survivors in the target Zone. Instead, each miss is considered a hit to a Survivor in the Zone that isn't the shooter. **[BP]**

2. Targeting Priority Order: Fatty/Abomination > Walker > Runner **[I]**.

3. Targeting Priority Order: Abomination > Fatty > Walker > Runner **[MZ]**.

4. **Concentrated Attack**: A Survivor performing a Melee or Ranged Action may concentrate their Attack toward a single target to increase their chance of overcoming its defenses and eliminating it. To perform a Concentrated Attack, designate a single specific target among those the Attack may hit, following the Targeting Priority Order in case of Range Attacks, before rolling dice. Multiply the Damage value of the weapon by the amount of hits obtained (1 success: Damage x1; 2 successes: Damage x2; 3 successes: Damage x3; etc.). Only the designated target may be hit by successful rolls. Leftover Damage is lost. If playing with the "miss=Survivor hit" rule, only give Wound cards equal to the weapon's base Damage **[I]**.

5. The minimum Accuracy is always 2+, no matter how game effects stack **[2E]**.

6. Target Zone must be chosen before rolling dice when performing a Ranged Combat Action (in the rulebooks choosing the target Zone before or after rolling dice is left unmentioned) **[MZ]**.

7. Remove friendly fire: Survivors can't be hit by Ranged Combat Actions of other Survivors **[MZ]**.

8. Melee also follow Targeting Priority Order **[MZ]**.

Doors

1. Doors behave like barricades instead: they can be closed and open with Actions, Zombies don't take them into account when determining paths, Zombies break them (but by spending all their Actions instead of auto breaking them at the start of their Action), buildings don't spawn Zombies when a door is open **[I]**.

Equipment & Inventory

1. A Survivor can carry up to 5 Equipment in reserve **[BP]**.

2. Improved weapons can be disassembled **[I]**.

3. Equipment that destroy everything in a Zone (Molotov, Flamethrower) also remove Objective tokens in that Zone **[I]**.

4. Equipment that destroy everything in a Zone (Molotov, Flamethrower) also allows any Zombie Spawn token in that Zone to be moved to another Spawn Zone **[NOTLD]**.

5. The Equipment deck is split into Melee, Ranged, and Item decks. When a Survivor is asked to draw from the

Equipment deck, he chooses which of the split deck to draw from **[NOTLD]**.

6. Remove weapon improvement mechanics. Improved weapons are shuffled in the Equipment deck. **[2E]**

7. Useless items (Water, Rice, Canned Food) can be discarded at any time to gain 3 XP each **[2E]**.

Missions

1. **Campaign rules:** Download the Campaign Sheet and the PDF rulebook for an appropriate game box or expansion to acquire a simple campaign system. Some elements specific to 2E can't be used (rolling to keep Equipment), but most can be used as is. Boxes and expansions that feature Campaign rules are Fort Hendrix, Washington Z.C., Rio Z Janeiro (all 3 are 2E expansions and have the same Campaign rules), Gears & Guns (Undead or Alive expansion). They have slightly different rules.

Noise

1. Use only 1 Noise token for the entire game **[AotD]**.

a. The Noise token starts the game in the Survivor Starting Zone and is moved around the board every time a new noise is emitted.

b. Every time an Action produces Noise, move the Noise token to the Zone where the Survivor resolved the Action. It stays in the Zone where it was produced, even if the Survivor later moves during their turn.

c. During the End Phase, set the Noise token in the Zone containing the most Survivors. If several Zones are eligible, the player with the First Player token chooses.

d. The Make Some Noise Action doesn't produce new Noise tokens but instead move the Noise token to the Survivor's Zone.

e. When Zombies resolve their Move Action during the Zombies' Phase:

i. The first Zone the Zombies select is the one with Survivors in Line of Sight that has the Noise token.

ii. If no Survivors in sight have the Noise token, they select the Zone in Line of Sight with the most Survivors. In case of ties, the player with the First Player token chooses the destination Zone.

iii. If no Survivors are visible, they Move towards the Noise token.

Setup

1. When playing with fewer than 6 Survivors, each Survivor only gets 1 starting weapon, and the remaining ones are not played **[BP]**

(<https://boardgamegeek.com/thread/1507018/quillotine-games-official-answers>).

2. Starting weapons are distributed as players see fit **[BP]**.

3. The first player is given randomly instead of chosen based on who receives a particular starting equipment, such as the Fire Axe **[NOTLD]**.

4. When playing with fewer than 6 Survivors, besides the 3 starting strong weapons, take 3 Nightsticks/Pans and then deal all 6 randomly and as evenly as possible among the Survivors. If needed, players choose the Survivors who receive more than 1 card. **[2E]**

Running Out of Miniatures

1. When running out of miniatures of a Zombie type, instead of giving an extra Activation to all Zombies of that type, gives an extra Activation to all Abominations on board and then spawn an Abomination in a Spawn Zone instead **[I]**.

2. When running out of miniatures of a Zombie type, instead of giving an extra Activation to all Zombies of that type, spawn an Abomination in a Spawn Zone instead. If running out of Abominations, all Abominations on board gain an extra Activation. **[UoA]**

Survivors

1. A Survivor is eliminated when he receives 3 Wound cards **[BP]**.

2. A Survivor does not discard 1 Equipment when he receives a Wound card **[BP]**.

3. Wound cards don't reduce the amount of Equipment the Survivor can carry **[BP]**.

4. A Survivor receives 1 fewer Wound before being eliminated (so without any other rule changes he dies immediately upon being attacked) in exchange for the ability to use the *Slippery* Skill once per turn with a single Move Action **[2E]**.

5. Survivors can be used as Companions to be given to Survivors on Setup or placed in some Zones of your choice for a Survivor to **rally** (gain) at the cost of 1 Action **[2E]**. Survivors with the *Starts with [X] Health*, *Starts with 2 XP*, or *Starts with [Equipment] Skill* cannot be used as Companions (or if you still want to use them, the listed Skills above will be considered to have no effect). The Survivor who gains a Companion gains that Companion's Survivor ID card and is called the Companion's **Leader**. This ID Card doesn't take up an Inventory slot. Place the Companion's miniature in the same Zone as his Leader. A Survivor may be the Leader of several Companions. As a Companion, a Survivor follows these rules:

a. Is still a Survivor.

b. Gives his Leader his **first** Blue Danger Level Skill listed on his ID card.

c. Can be given to another Survivor when using a Trade Action. That Survivor becomes the Companion's Leader and gains the Companion's benefit.

d. Can be hit by Friendly Fire.

e. Is eliminated upon receiving any Wound. If a Mission requires all starting Survivors to survive and the Companion is gained on Setup, the game is lost if he is eliminated.

f. Always stays together with their Leader. All special rules, Move-related Skills, and vehicle-related Actions also apply to the Companion.

g. Takes a Passenger seat in a car.

h. Does not have an Inventory.

i. Does not have any Actions.

6. **KO Rules:** If a Mission requires all Survivors to survive and a Survivor dies in the middle of the Mission, these rules can be used to save a fallen comrade before they die for good **[2E]**. **A Survivor losing his last Health point is considered KOed but not dead.** Lay down his miniature in the Zone he currently occupies and discard all Equipment cards he may have. The Survivor is now considered as an Objective token until the End Phase of the **subsequent** Game Round (not the current one). He can be taken by another Survivor using a Take an Objective Action: when taken, his miniature is removed from the game, he is not considered dead but cannot be played until the Mission is completed. If he is not taken by the deadline, he's dead for good.

Winning & Losing

1. The game is lost whenever a starting Survivor has been eliminated **[I]**.

2. The game is lost in the End Phase of any game round in which a Survivor has been eliminated **[MZ]**.

Zombies

1. Fatties don't spawn with 2 Walker escorts **[BP]**.
2. Fatties and Abominations deal 2 / 3 Damage (only used with the increased Wound capacity rule) **[GH]**.
3. Runners can only be killed by Damage 2 (or above) weapons **[WD]**.
4. Abominations can only be killed by Damage 4 (or above) weapons **[AotD]**.
5. When an Abomination Zombie Spawn card is drawn, all Abominations on the board gain an extra Activation first, then resolve the spawning as usual **[!]**.
6. When splitting while Zombies resolve their Move Actions, if a group of Zombies can't be split evenly, players decide which splitting group get the extra Zombie and which direction the uneven split groups go. In the case of a single Zombie being offered multiple routes, players decide which direction it goes. **[!]**
7. Zombies don't split while resolving their Move Actions; players choose which way the group go **[WD]**.
8. Zombies not Attacking or Moving during the Zombies' Phase spend their Action breaking down doors and barricades **[NOTLD]**.
9. When a Zombie tries to move towards a Survivor during the Zombies' Phase, if there are no open paths to the destination Zone, it doesn't move (instead of considering all closed door as open for determining paths) **[2E]**.

10. **Favoring distance:** During the Zombies' Phase, if there are multiple Survivors in different Zones in a Zombie's Line of Sight and their Zones are equally loudest, the Zombie will move towards the Zone that is closest **[MZ]**.

11. **Favoring open path:** During the Zombies' Phase, when choosing a destination to resolve a Move Action, first Zone Zombies select is the one with Survivors within Line of Sight **and to which they have an open path**. If several Zones are eligible, Zombies choose the one that has the most Noise tokens (remember, each Survivor counts as a Noise token) **[WD]**.

a. If Zombies have a Line of Sight on one or more Zones with Survivors, but no open path to any of them, they choose the one with the most Noise tokens.

b. If no Survivors are visible, Zombies select the noisiest Zone **to which they have an open path**.

c. If Zombies have no Line of Sight or an open path to a Zone with Survivors, they choose the Zone with the most Noise tokens. In all cases, distance doesn't matter. **A Zombie always goes for the noisiest target they can see or hear, favoring open paths.**

Zones

1. **Adjacent Zones:** all Zones in Line of Sight and at a distance of 1 Zone are considered adjacent **[AotD]**. *Adjacent has never been defined in older rulebooks, though it shouldn't matter much since rules and Skills rarely use this term.*

Zombie Type Summary

Icon	Name	Characteristics	Icon	Name	Characteristics
	Walker	Min. Damage to destroy: 1 Experience provided: 1 point		Toxic Walker 	Min. Damage to destroy: 1 Experience provided: 1 point Toxic Blood Spray. Inflict Wound upon elimination. High Priority. Attacked before other Zombies of the same types.
	Fatty	Min. Damage to destroy: 2 Experience provided: 1 point Escorted. Spawns with 2 Walker escorts except when splitting.		Toxic Fatty 	Min. Damage to destroy: 2 Experience provided: 1 point Escorted. Spawns with 2 Toxic Walker escorts except when splitting. Toxic Blood Spray. Inflict Wound upon elimination. High Priority. Attacked before other Zombies of the same types.
	Abomination	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn a Fatty instead.		Toxic Abomination 	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn a Toxic Fatty instead. Toxic Blood Spray. Inflict Wound upon elimination. High Priority. Attacked before other Zombies of the same types. Toxic. Turns standard Zombies into Toxic Zombies.
	Runner	Min. Damage to destroy: 1 Experience provided: 1 point Quick. 2 Actions per Activation.		Toxic Runner 	Min. Damage to destroy: 1 Experience provided: 1 point Quick. 2 Actions per Activation. Toxic Blood Spray. Inflict Wound upon elimination. High Priority. Attacked before other Zombies of the same types.
	Berserker Walker 	Min. Damage to destroy: 1 Experience provided: 1 point Ranged Immunity. Immune to Ranged weapon Damage. Low Priority. Removed after other Zombies of the same types.		Skinner Walker 	Min. Damage to destroy: 1 Experience provided: 1 point Spawning Crawlers. When killed, becomes a Crawler if "1" is rolled.
	Berserker Fatty 	Min. Damage to destroy: 2 Experience provided: 1 point Escorted. Spawns with 2 Berserker Walker escorts except when splitting. Ranged Immunity. Immune to Ranged weapon Damage. Low Priority. Removed after other Zombies of the same types.		Skinner Fatty 	Min. Damage to destroy: 2 Experience provided: 1 point Escorted. Spawns with 2 Skinner Walker escorts except when splitting. Spawning Crawlers. When killed, becomes a Crawler if "1" is rolled.
	Berserker Abomination 	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn a Berserker Fatty instead. Ranged Immunity. Immune to Ranged weapon Damage. Low Priority. Removed after other Zombies of the same types. Berserker. 2 Zones per Move.		A-Bomb Abomination 	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn a Skinner Fatty instead. Impervious. Immune to all damage except for effects that destroy all Actors in their target Zone. Grabbing. Pull all the Survivors from all adjacent Zones to its Zone.
	Berserker Runner 	Min. Damage to destroy: 1 Experience provided: 1 point Quick. 2 Actions per Activation. Ranged Immunity. Immune to Ranged weapon Damage. Low Priority. Removed after other Zombies of the same types.		Skinner Runner 	Min. Damage to destroy: 1 Experience provided: 1 point Quick. 2 Actions per Activation. Spawning Crawlers. When killed, becomes a Crawler if "1" is rolled.

Icon	Name	Characteristics	Icon	Name	Characteristics
	Crawler	Min. Damage to destroy: 1 Experience provided: 1 point Bottom Priority. Removed after other Zombies.		Seeker 	Min. Damage to destroy: 1 Experience provided: 1 point Standard Walker Priority. Strength in numbers. 1 Activation per Seeker Zombie Spawn card drawn.
	Zombie Dog	Min. Damage to destroy: 1 Experience provided: 1 point Relentless. 3 Actions per Activation. Bottom Priority. Removed after other Zombies.		Lost 	Min. Damage to destroy: 1 Experience provided: 1 point Unique. Drawn Zombie cards are removed from the game. Survivor Priority. Resilient. Take 5 Wounds to die. Loot. Drop weapons when eliminated.
	VIP 	Min. Damage to destroy: 1 Experience provided: 1 point Replacement. If lacking miniatures, spawn a Standard Walker instead. Standard Walker. Are Standard Walkers and follow all their rules. Collector. Kill 5 different VIP to gain a Pimpweapon.		Murder of Crows 	Min. Damage to destroy: 1 Experience provided: 1 point Swift. 3 Zones per Move. Toxic Walker Priority. Fly. Ignore obstacles.
	Zuul	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn an Abomination instead. If lacking Abomination too, activate all Abominations on board.		Vinz Clortho	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn an Abomination instead. If lacking Abomination too, activate all Abominations on board.
	Gozer	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn a Fatty instead. Gozer. Gain 2 Abominations' abilities.		Stay Puft	Min. Damage to destroy: 3 Experience provided: 5 point Replacement. If lacking miniatures, spawn a Fatty instead. Marshmallow. Can only be eliminated by crossing the streams.

Targeting Priority Order Table

Priority (Lowest First)	Name	# of Actions	Min Damage to Destroy	Experience Points
1	Survivor (except shooter and ones with <i>Low profile</i> Skill)	-	-	-
	Zombivor	-	-	-
	Companion (except Dog Companion and Slimer)	-	-	-
	Lost (1)	1	1*	1
2	Toxic Walker	1	1	1
	Murder of Crows	1	1	1
3	Standard Walker	1	1	1
	Skinner Walker	1	1	1
	Seeker	1	1	1
	VIP Standard Walker	1	1	1
4	Berserker Walker	1	1	1
5	Toxic Fatty	1	2	1
	Toxic Abomination	1	3	5
6	Standard Fatty	1	2	1
	Standard Abomination	1	3	5
	Skinner Fatty	1	2	1
	A-Bomb Abomination	1	A lot	5
	Zuul	1	3	5
	Gozer (2)	1	3/A lot*	5
	Vinz Clortho	1	3	5
	Stay Puft (3)	1	3*	5*
7	Berserker Fatty	1	2	1
	Berserker Abomination	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	Zombie Dog	3	1	1
	Crawler	1	1	1

(1) A Lost can take 5 Wounds before getting killed. It gets a Wound per Damage received.

(2) When Gozer spawns, choose 2 different Abominations among those you possess. Gozer gains the chosen Abominations' abilities. If it gains the A-Bomb Abomination's abilities **Impervious**, it will have no damage threshold.

(3) The only way to eliminate Stay Puft is to cross the streams. To cross the streams, 2 different Survivors must deal 1 or more Damage 3 hits with a Proton Pack (using the *Roll 6: +1 Damage: Ranged* Skill) in the same game round. 5 experience points are provided to each Survivors that score the kill.

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