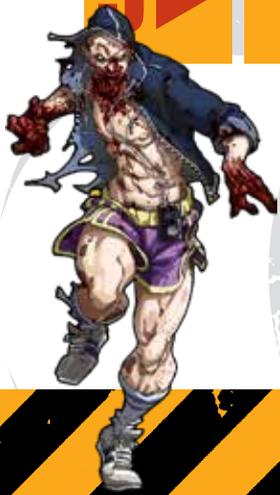




# ZOMBICIDE 2nd Ed.

## Targeting Priority

		Actions	Moves	Health	APs
<b>1 ▶</b>	Brutes	1	1	2	1
	Abominations	1	1	3	5
<b>2 ▶</b>	The Lost	1	1	5	1
<b>3 ▶</b>	Walkers	1	1	1	1
	Crowz	1	3	1	1
<b>4 ▶</b>	Runners	2	1	1	1
<b>5 ▶</b>	Crawlers	1	1	1	1
	Dogz	3	1	1	1



# BERSERKER ZOMBIES

## Prison Outbreak

## Berserker Zombies Rules

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

- 1** ▶ Berserker Zombies are immune to Ranged weapon Damage, except for weapons killing everything in their target Zone (such as a Molotov cocktail). Unless otherwise stated, the only way to kill a Berserker Zombie is in Melee Combat.
- 2** ▶ Berserker Zombies exist in all types: Fatties, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority as their counterparts **but in Ranged Combat and Car Attacks, a Berserker Zombie of a given type is targeted after the Standard and Toxic Zombie of the same type.** Players still choose their targets in Melee Combat.
- 3** ▶ Berserker Zombies do not benefit from the extra activation cards of other Zombie types.
- 4** ▶ Berserker Zombies aren't turned into Toxic Zombies by the Toxic Abomination.
- 5** ▶ The Berserker Abomination has an additional game effect: it moves up to two Zones instead of one.



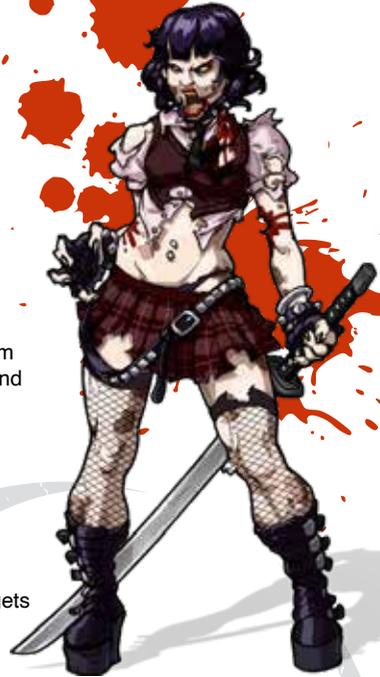


# LOST ZOMBIES

## Lost Zombivors Rules

Zombies lose all empathy, don't need to sleep, and have their own special ways to eat and reproduce. Losing touch with humanity is sometimes too much for a zombivor. When a zombivor forfeits his will to survive, he becomes...lost. The friend is gone, only the incredible body remains. On the upside, it often has useful weapons!

- 1 ► Losts are Zombies for all purposes and don't benefit from extra activation cards. Losts have a single Action to spend during the Zombies' Phase.
- 2 ► Losts come after Brutes in Targeting Priority.
- 3 ► Lost Zombie cards don't go in the Zombie discard pile - once drawn, they never come back in the game.
- 4 ► A Lost can endure five Wounds before getting killed. It gets a Wound per Damage received (for example, a Damage 2 weapon inflicts 2 Wounds).
- 5 ► Killing a Lost earns 1 experience point. As an additional effect, you can go through the Equipment pile and take any one weapon card you want from it (NOT from the discard pile). Give it to the Survivor who scored the kill, and reshuffle the Equipment pile. The Survivor can then immediately and freely reorganize their inventory.  
**NOTE: The Matching set! Skill doesn't apply here, as collecting the card is not a Search Action.**
- 6 ► Losts aren't turned into Toxic Zombies by the Toxic Abomination.





# SEEKER ZOMBIES

Angry Neighbors

## Seeker Walkers Rules

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

- 1 ▶ Seekers have the same Targeting Priority Level as Standard Walkers. Choose your targets among them!
- 2 ▶ Killing a Seeker earns 1 experience point.
- 3 ▶ A Seeker spends a single Action each time it is activated. It gets an extra activation each time a Seeker Zombie card is drawn. Seekers do not benefit from the extra activation cards of other Zombie types.
- 4 ▶ Toxic Abominations can't turn Seekers into Toxic Zombies.





# SHOOTER WALKERS

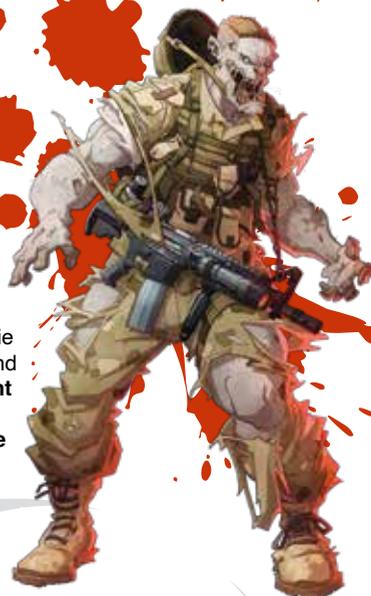
Fort Hendrix

## Shooter Walkers Rules

Zombies are already bad on their own, but armed zombies are a nightmare come true. They now wander around, shooting randomly as their dead finger pulls the trigger, or their weapon hits something they stumble across. Talk about collateral damage!

Whenever you draw a “Zombie Shooter” card proceed as following, in order:

- ▶ Each Shooter Walker already on the board performs a Zombie Attack aimed at each Zone on which it has a Line of Sight, and where 1 or more Survivors stand. **Dark Zone rules and Night rules are ignored. If a single Shooter Walker has Lines of Sight on several Zones with Survivors, it performs one Attack aimed at each of them.**
- ▶ Each Shooter Walker's Attack inflicts 1 Wound, assigned in any way the players want among Survivors in each targeted Zone.
- ▶ Spawn the standard Zombies indicated on the Zombie card with the “Zombie Shooter” symbol. Notice the indicated Zombie type (Walker, Fatty, or Runner), as you will need this information for the next step.
- ▶ Spawn 1 Shooter Walker in each Zone with a Zombie of the indicated type (Walker, Fatty, or Runner), and having a Line of Sight to a Zone where 1 or more Survivors stand. Dark Zone rules and Night rules are ignored. Don't spawn in Zones already featuring Shooter Walkers. If there are not enough Shooter Walker miniatures to perform such a spawn, place the remaining Shooter Walker miniatures in eligible Zones of the player's choosing. Then, all Shooter Walkers on the board perform an extra Activation (they don't shoot!).
- ▶ **IMPORTANT:** Shooter Walkers only shoot when a “Zombie Shooter” card is drawn. On their normal Activations they act just like standard Walkers.
- ▶ Shooter Walkers share the same Priority Level as Walkers. They do not benefit from Walker extra Activation cards.



# SKINNER ZOMBIES

Rue Morgue

## Skinner Zombies Rules

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

- 1 ► Crawlers can appear each time Skinners are eliminated. After removing Skinner Zombies, whatever the type (Walker, Fatty, or Runner), and earning experience points for the kill(s), add a Crawler for each "1" rolled on the attack roll. 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.**
- 2 ► All Crawlers are the same, no matter the Zombie type (Walker, Fatty, or Runner) they were before.
- 3 ► Crawlers are targeted last in the Targeting Priority Order.
- 4 ► Skinner Zombies do not benefit from the extra activation cards of other Zombie types.
- 5 ► The A-Bomb Abomination is Imerpvius and can only be killed by effects that destroy all Actors in the targeted Zone, like a Molotov.
- 6 ► At the end of each it's activations, an A-Bomb Abomination grabs all the Survivors from all adjacent Zones. All eligible Survivors are dragged to the A-Bomb's Zone without penalty. This is not a Move. Grabbing can force a Survivor out of a car.



# TOXIC ZOMBIES

Toxic City Mall

## Toxic Zombies Rules

Maybe it's a side effect of radiation, a mutation, or just something nasty they ate, but Toxic Zombies have something in their blood. Going up close and personal with them isn't a good idea. When you hit them, they release some kind of toxic-stuff. It's in their blood, and it sticks around. Simple exposure irritates skin. Breathing or swallowing it can be lethal. Watch out for your eyes, too. Nobody knows how their blood got so toxic.

- ▶ Upon elimination, a Toxic Zombie inflicts 1 Wound on its assailant if they are both in the same Zone. This is called a **Toxic Blood Spray**. Toxic Blood Sprays are Zombie attacks.
- ▶ Toxic Zombies exist in all types: Fatties, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority as their counterparts **but are removed first in Ranged Combat and Car Attacks**. Players still choose their targets in Melee Combat.
- ▶ Berserker Zombies do not benefit from the extra activation cards of other Zombie types.
- ▶ Eliminating a Toxic Zombie with a car attack does not cause a Toxic Blood Spray.
- ▶ The Toxic Abomination has an additional game effect: all Zombies standing in its Zone at the end of the Zombie's Phase become Toxic Zombies. If there aren't enough Toxic Zombie miniatures, any remaining Zombies are simply not replaced.





# VIP ZOMBIES

## VIP Walkers Rules

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

- 1** ▶ When drawing “VIP Standard Walkers” Zombie cards, don’t choose which VIP Zombies you put on the board—take them at random. If you run out of VIP Standard Walkers miniatures, replace the missing ones with Standard Walkers miniatures.
- 2** ▶ VIP Standard Walkers are Standard Walkers with the special “VIP” status. VIP Standard Walkers have the same Targeting Priority Level as Standard Walkers. Choose your targets among them!
- 3** ▶ Killing a VIP Standard Walker earns 1 experience point.
- 4** ▶ VIP Standard Walkers benefit from Standard Walkers extra activations.
- 5** ▶ VIP Standard Walkers can get replaced by Toxic Walkers by a Toxic Abomination, thus losing their VIP status.
- 6** ▶ Each time a VIP Standard Walker is eliminated, the player can place its miniature on the ID Card of his attacking Survivor instead of returning it to the Zombie miniature reserve. The player can discard collected VIP Zombie miniatures back to the Zombie miniature reserve at anytime (without gaining experience gain).
- 7** ▶ When a Survivor simultaneously discards five different VIP Zombies they have collected, each with a different sculpt, they trigger a special effect. The player can draw a Pimpweapon card and can then immediately and freely reorganize their inventory.





# ZOMBIE DOGZ

## Zombie Dogz Rules

Ever wonder where all the dogs went? Well, now you know the answer. Eating infected cadavers turned them into the most feral zombies imaginable. They roam the streets in wild packs and can easily run down any prey.

- 1** ▶ Zombie Dogz have 3 Actions per turn. After all Zombies (including the Runners and Zombie Dogz) have gone through the Activation step and resolved their first Action, the Runners and Zombie Dogz go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to attack. Then the Zombie Dogz go through the Activation step for a third time, using their third Action to attack a Survivor in their Zone or Move if there is nobody to attack.
- 2** ▶ Zombie Dogz are stunningly agile. They are always targeted last in the Targeting Priority Order.



# ZOMBIE CROWZ

## Murder of Crowz Rules

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

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

