

ZOMBICIDE

BLACK PLAGUE



RULES AND QUESTS



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GAME COMPONENTS

9 GAME TILES (DOUBLE-SIDED)



65 ZOMBIE MINIATURES



35 walkers



14 Fatties

14 Runners



1 Abomination



1 Necromancer

6 SURVIVOR MINIATURES AND ID CARDS



Nelly

Ann

Silas



Clovis

Baldric

Samson

6 SURVIVOR DASHBOARDS



6 DICE



6 SURVIVOR COLOR BASES



48 TRACKERS



60 TOKENS

Doors

Blue.....x1
Green.....x1
Neutral.....x12

Dragon Bile.....x4

Exit point.....x1

First player.....x1

Noise.....x18

Free Action.....x1

Rotten.....x1

Objectives

Red/Blue.....x1
Red/Green.....x1
Red/Red.....x8

Zombie Spawn

Red/Blue.....x1
Red/Green.....x1
Red/Necromancer.....x3
Red/Red.....x4

Vault doors

Violet.....x2
Yellow.....x2

Vault Zone

Violet.....x1
Yellow.....x1

125 MINI-CARDS

71 Equipment cards

Aaahh!!.....x4
Apples.....x2
Axe.....x2
Chainmail Armor.....x2
Crossbow.....x2
Dagger.....x4
Death Strike.....x2
Dragon Bile.....x4
Fireball.....x2
Great Sword.....x2
Hammer.....x1
Hammer (starting weapon).....x1
Hand Crossbow.....x2
Healing.....x1
Inferno.....x1
Invisibility.....x1
Leather Armor.....x2
Lightning Bolt.....x2
Long Bow.....x2
Mana Blast.....x1
Mana Blast (starting weapon).....x1
Orcish Crossbow.....x1
Plate Armor.....x1
Plenty Of Arrows.....x3
Plenty Of Bolts.....x3
Repeating Crossbow.....x2
Repulse.....x1
Salted Meat.....x2
Shield.....x2
Short Bow.....x1
Short Bow (starting weapon).....x1
Short Sword.....x1
Short Sword (starting weapon).....x3
Speed.....x1
Sword.....x2
Torch.....x4
Water.....x2

54 Zombie cards (#01 to #54)



GET MEDIEVAL!



Death, injustice, plague, and war are common things these days, but nothing prepared us for... Zombies!

They emerged from the deep forests, through the mists, themselves pawns for the necromancers who pointed their fingers at villages and farmholds, designating their prey. The zombies swarmed all around us, biting, ripping, tearing the people to pieces. And then we could do little but watch, horrified, as our dead friends rose as yet more zombies.

The invasion could have worked, spreading chaos and death, until they had enough to menace the great cities. With enough zombies, even mighty walls could be torn down. But the necromancers didn't take us into account. The rabble. The peasantry.

The necromancers fell victim to the same hubris that our 'mighty lords' often do. They forget that we're tough. We're hardy. And we know how to fight. The necromancers thought us a ready supply of fresh corpses.

They were wrong.

Now is the time to take arms, to make our stand for our lives and freedom! Now is the time for **Zombicide!**

WHAT ABOUT THE MODERN-ERA ZOMBICIDE?



Zombicide: Black Plague uses some core mechanics born from its older, modern-era *Zombicide* brother. You could even mix some material among them to create your own setting (boomstick, anyone?). There are many rules twists, however, giving *Zombicide: Black Plague* a unique flavor!

Zombicide: Black Plague is a cooperative game where one to six players face hordes of Zombies controlled by the game itself. Each player controls one to six Survivors in a fantasy world invaded by Zombies. The goal is simply to complete the Quest objectives, survive, and kill as many Zombies as possible! Zombies are slow and predictable, but there are a lot of them. Watch out for their Abomination and Necromancer bosses, too! Survivors use whatever they can get their hands on to kill Zombies. The better the weapon, the highest the body count, and the more Zombies appear, attracted by the onslaught! Survivors can trade equipment, and players can share tactics. Only through cooperation can you achieve the Quest objectives and survive. Battling Zombies is fun, but you will also need to rescue other Survivors, find food and weapons, uncover the Necromancers' secrets, and much more. After experiencing *Zombicide: Black Plague*, your gaming group will be the ultimate monster hunters!



SETUP

1. Choose a Quest.
2. Place the tiles.
3. Place the doors, Objectives, and all tokens as indicated by the Quest.

A Zombicide: Black Plague game always features 6 Survivors, distributed in any way you see fit among players. We recommend new players to join the game with a single Survivor, to get a quick grasp on the game mechanics. A veteran player can easily control a whole team of 6 Survivors and clean Zombie pests on his own!



4. Each player gathers 1 to 6 Survivors for him to play. Players sit around the table in any order they choose. As they cooperate against the game, all players form a single team.

5. Players take one Dashboard for each of their Survivors, placing the Survivor's ID Card on it. They take a colored plastic base and attach it to the Survivor's miniature to help identify it. They also take the 5 plastic trackers in the same color.

6. Put aside all Equipment cards with the "Starting Equipment" keyword: a Hammer, a Mana Blast, a Short Bow and three Short Swords.



These are your team's Starting Equipment cards

Also set aside the Equipment cards with the "Vault" keyword: Inferno and Orcish Crossbow.



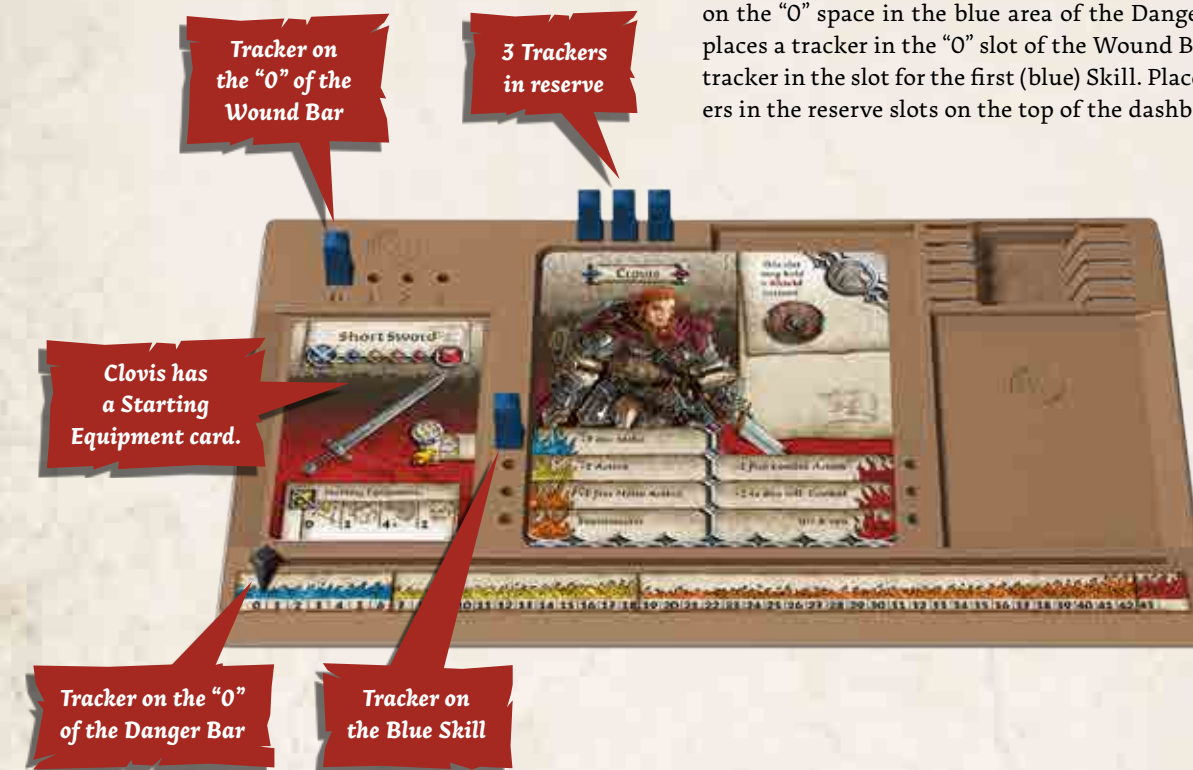
The potent Vault cards are usually hidden on the board as treasures.

7. Deal the starting Equipment as you see fit amongst Survivors. Zombicide: Black Plague is a cooperative game, so decide as a team. Each Survivor starts the game with at least one card. If a Survivor's starting Skill lists any starting weapons, he receives those cards now, independent of the starting Equipment you've just distributed.

8. Shuffle the Zombie cards into one deck and the Equipment cards into another. Place both decks face down close to the board.

9. Place the miniatures representing the chosen Survivors on the starting Zone(s) indicated by the Quest.

10. Each player places his Survivors' Dashboard(s) in front of him. He makes sure the sliding arrow is on the "0" space in the blue area of the Danger Bar. He then places a tracker in the "0" slot of the Wound Bar and another tracker in the slot for the first (blue) Skill. Place 3 more trackers in the reserve slots on the top of the dashboard.



11. Decide who will be the first player, and give him the first player token.



GAME OVERVIEW

Zombicide: Black Plague is played over a series of Game Rounds, which go as follows:

PLAYERS' PHASE

The player with the first player token takes his Turn, activating his Survivors one at a time, in the order of his choice. Each Survivor can initially perform three Actions per Turn, though Skills may allow him to perform extra Actions as the game progresses. The Survivor uses his Actions to kill Zombies, move around the map, and performs other tasks to accomplish the various Quest objectives. Some Actions make noise, and noise attracts Zombies!

Once a player has activated all his Survivors, the player to his left takes his Turn, activating his Survivors in the same manner.

When all the players have completed their Turns, the Players' Phase ends.

The Players' Phase is explained in depth in page 19.

ZOMBIES' PHASE

All of the Zombies on the board activate and spend one Action either attacking a Survivor next to them or, if they have nobody to attack, moving toward the Survivors or noisy Zones. Some Zombies, called Runners, get two Actions, so they can attack twice, attack and move, move and attack, or move twice.

Once all Zombies have performed their Actions, new Zombies appear in all of the active Spawn Zones on the board. The Zombies' Phase is explained in depth in page 23.



END PHASE

All Noise tokens are removed from the board, and the first player hands the first player token to the player to his left. Another Game Round then begins.

WINNING AND LOSING

The game is lost when all Survivors have been eliminated. Some Quests can be lost when certain conditions are met (losing a single Survivor or letting too many Necromancers escape, for example).

The game is won immediately when all of the Quest objectives have been accomplished. *Zombicide: Black Plague* is a cooperative game, so all players win if the Quest objectives are fulfilled.

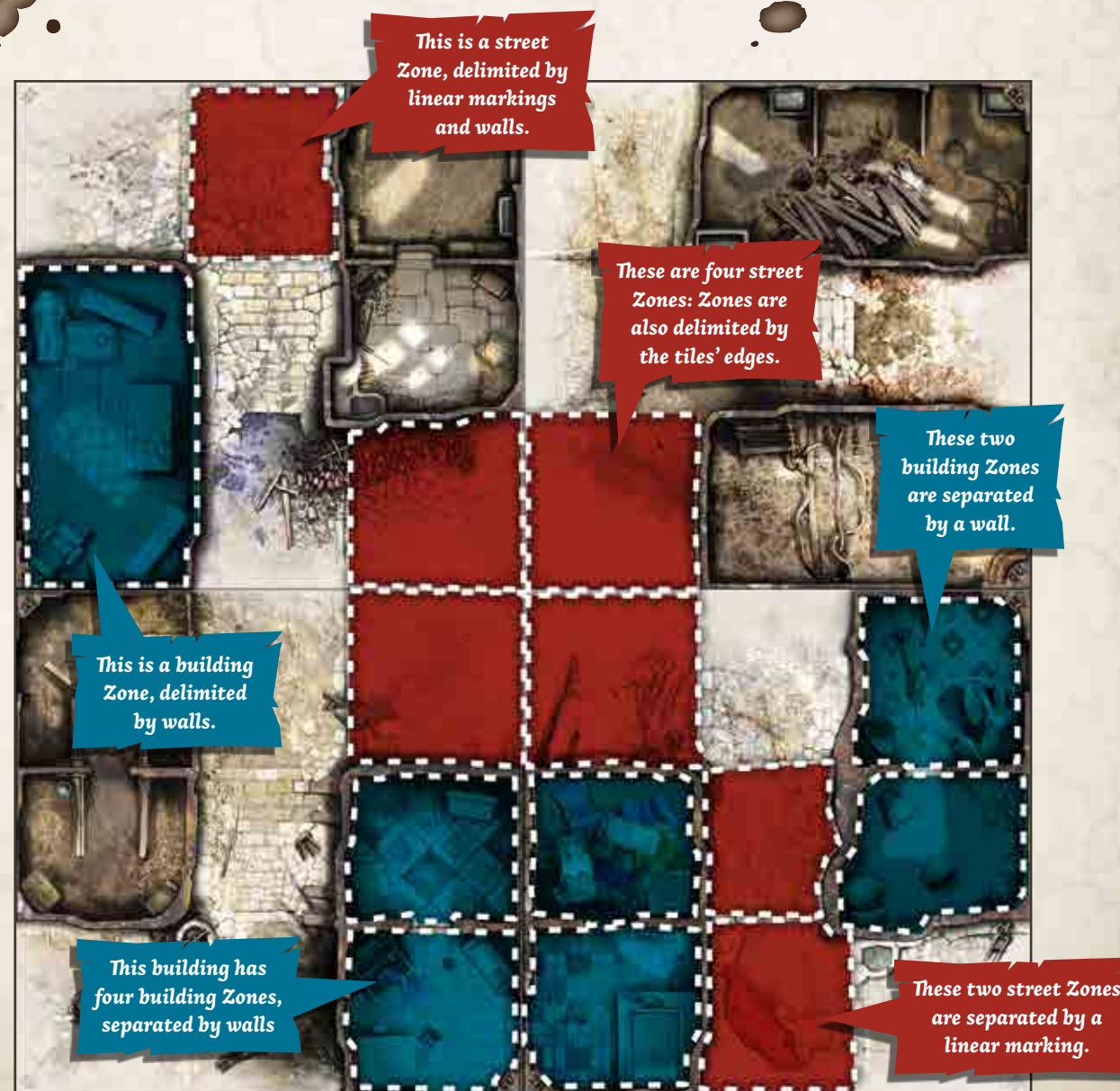


THE BASICS

USEFUL DEFINITIONS

Actor: A Survivor or Zombie.

Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between two linear markings (or a linear marking and a tile's edge) and the walls of buildings along the street.

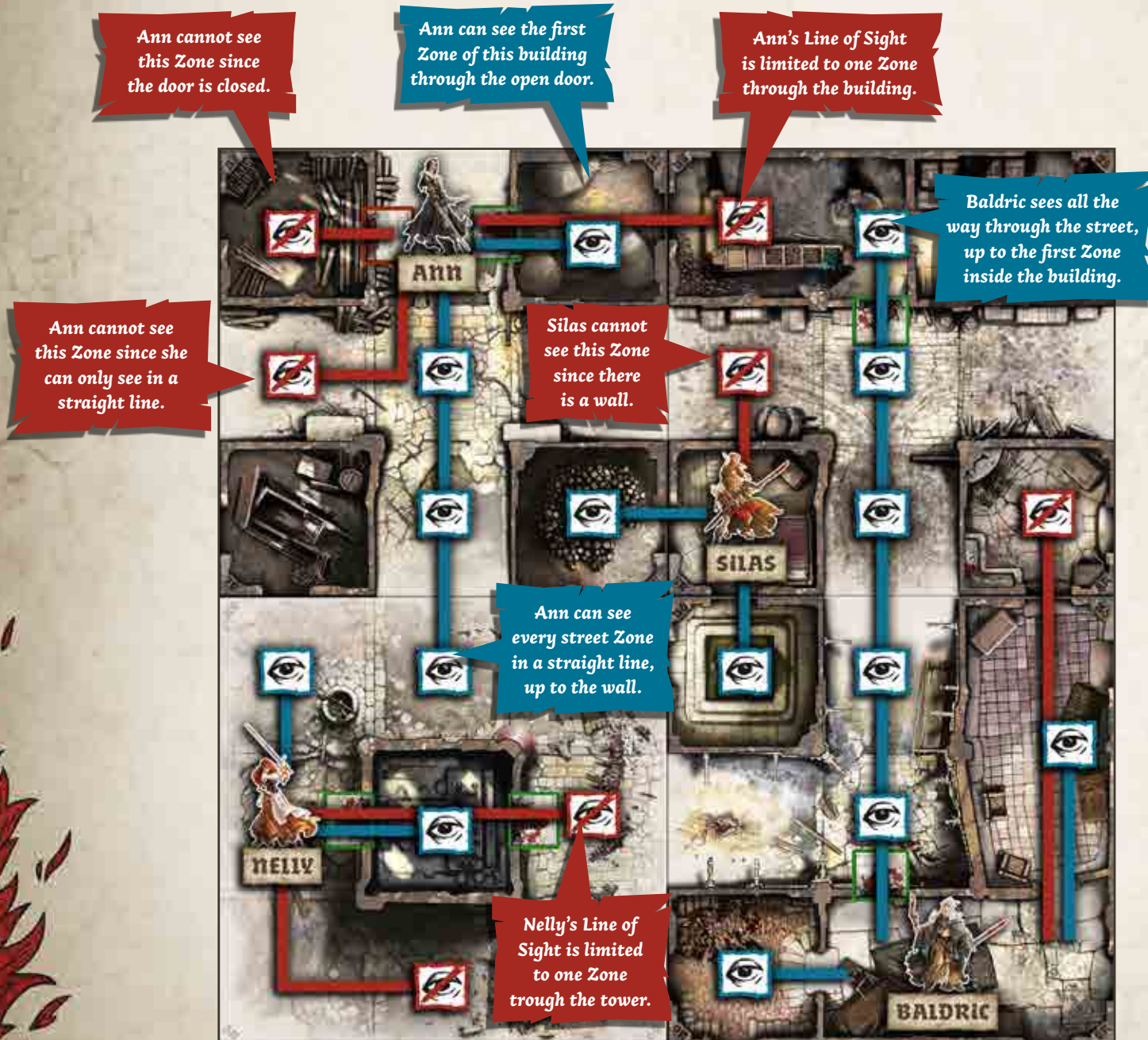


◆ LINE OF SIGHT

How do I know if a Zombie sees me or if I see it?

On the streets, Actors see in straight lines that run parallel to the edges of the board. Actors cannot see diagonally. Their Line of Sight covers as many Zones as the line can pass through before reaching a wall or the edge of the board.

Inside a building, an Actor sees into all Zones that share an opening with the Zone the Actor currently occupies. If there is an opening, the walls do not block Line of Sight between two Zones. An Actor's Line of Sight, however, is limited to the distance of one Zone.



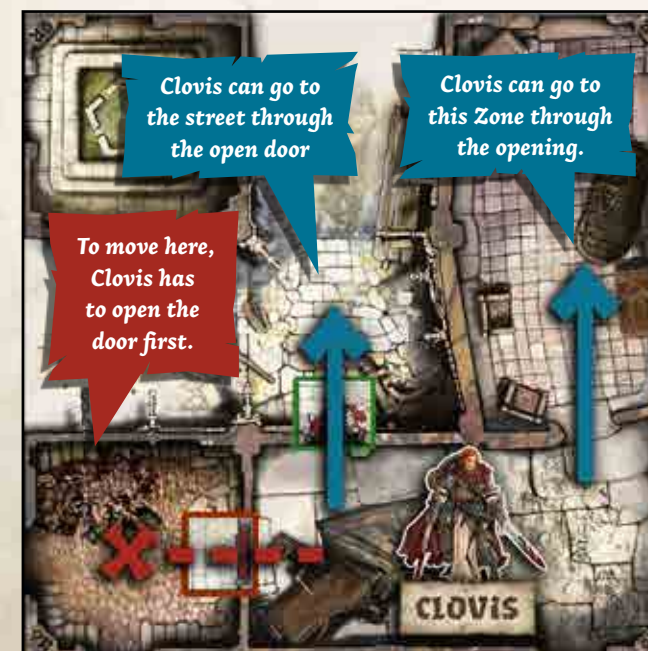
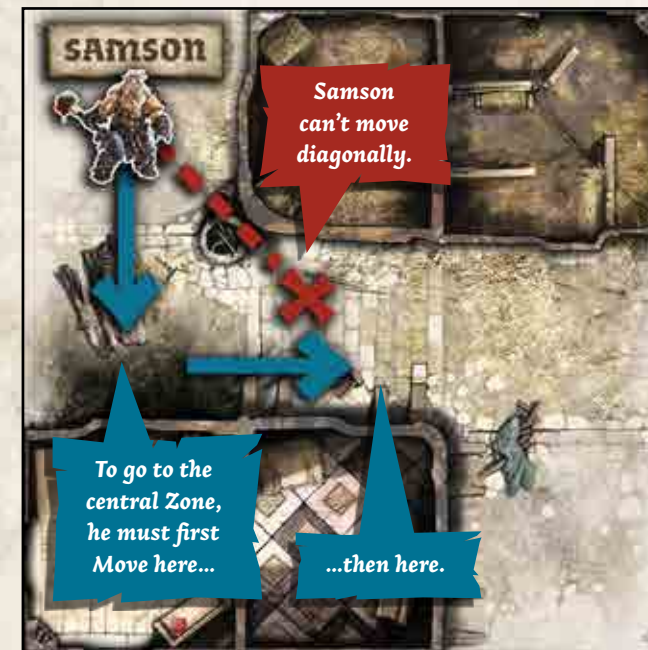
NOTE: If the Survivor is looking out into the street, or from the street into a building, the Line of Sight can go through any number of street Zones in a straight line, but only one Zone into the building.

◆ MOVEMENT

Actors can move from one Zone to the next as long as the first Zone shares at least one edge with the destination Zone. Corners do not count. This means Actors cannot make diagonal movements.

On streets, the movement from one Zone to another has no restrictions. However, Actors must go through a door (or opening) to move from a building to the street and vice-versa.

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





READING AN EQUIPMENT CARD

WEAPONS AND COMBAT SPELLS

We went to the king's country estate. It was nearby, and though we weren't allowed on his lands, we figured the situation warranted some leeway from His Majesty. We found the castle shattered. Wrecked. The few survivors had holed up in the cellars. Imagine their surprise when they opened the doors to human voices, and found a peasant army armed with pitchforks and torches. The king's forces had proved no match for the ravening horde. But now, at least, we had a few wizards and men-at-arms on our side. And weapons. Lots of weapons. There were plenty left over after the slaughter. *Zombies* don't use swords.

Zombicide: Black Plague features many Equipment cards. The ones your Survivors use to blast *Zombies* fall in three categories: Melee weapons, Ranged weapons or Combat spells.

• **Melee weapons** display a "0" Range value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (see P. 32).



Axe or Sword? There are many ways to hack and slice *Zombies*!

• **Ranged weapons** have a maximum Range value of "1" (or more). They are used with Ranged Actions (P. 32). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



You'll soon drop your starting Short Bow in favor of more potent Ranged weapons.

• **Combat spells** have a distinctive scroll appearance and a maximum Range value of "1" (or more). They are used with Magic Actions (P. 34). Attacking at Range 0 with a Combat spell is still a Magic Action.



Fireball and Mana Blast are Combat Spells.

Some Equipment cards can belong to several types at once.



The Orcish Crossbow is both a Melee and a Ranged weapon.

DOOR-BREACHING, ZOMBIE-KILLING, AND NOISY EQUIPMENT



Equipment that allows you to open doors but require a die roll to do it has this symbol.



Equipment that allows you to open doors without any dice roll has this symbol.



Equipment that allows you to kill *Zombies* has Combat characteristics displayed at the bottom.

Each of these symbols is accompanied by a second symbol related to noise. It defines if the Action is noisy or not. Noise attracts *Zombies*!



This Action is noisy and produces a Noise token (see Noise, page 15).



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

COMBAT CHARACTERISTICS

Melee weapons, Ranged weapons and Combat spells display Combat characteristics used to maim, shoot or disintegrate Zombies in many ways.

DUAL: If you have Dual weapons with the same name in each hand, you may use them both in a single Action (dual Ranged weapons and Combat spells must be aimed at the same Zone).

HAND: Put this Equipment in Hand in order to use it.

These gems indicate at what Danger Level a Survivor needs to be able to use this card. All cards in this box display all four gems, so Survivors can use them at any level. Expansions will contain cards with some of these gems removed, indicating the card can't be used while the Survivor is at those Danger Levels.

SILENT: Doesn't produce a Noise token when used in Melee Combat.

OPEN DOORS: Opens doors without any dice roll.

NOISY: Produce a Noise token when used to open doors.

DAMAGE: Damage inflicted for each success. A "2" value (or more) is required to eliminate Fatties.

SILENT: Doesn't produce a Noise token when used in Ranged Combat.

RANGE: Min and max number of Zones the weapon can reach. A max Range of "1" or more indicates the Short Bow is a Ranged weapon.

DICE: Roll as many dice as this value when a Range Action is spent to use this weapon.

ACCURACY: Each roll that equals or exceeds this value is a success. Inferior results are failures.

DAMAGE: Damage inflicted for each success. A "2" value (or more) is required to eliminate Fatties.

DUAL: If you have Dual weapons with the same name in each hand, you may use them both in a single Action (dual Ranged weapons and Combat spells must be aimed at the same Zone).

HAND: Put this Equipment in Hand in order to use it.

SPELL: Spell cards feature a scroll illustration.

DAMAGE: Damage inflicted for each success. A "2" value (or more) is required to eliminate Fatties.

ACCURACY: Each roll that equals or exceeds this value is a success. Inferior results are failures.

NOISY: Produces a Noise token when used in magic Combat. Dual weapons (or spells) produce a single Noise token per Action.

RANGE: Min and max number of Zones the spell can reach.

DICE: Roll as many dice as this value when a Magic Action is spent to use this spell.

NOISE



The shufflers hunt by sight and sound. If they see you, you'll hear 'em gasping and moaning for your flesh. But when it's quiet, they're quiet. Any noise, anything at all, and they'll come poking around. You wouldn't believe how quiet a dead man can be. ... Well, 'course you would, but a walking dead man can be just as quiet as a resting corpse. No battle cries. No shouts. Some folks take to gagging themselves voluntarily, just so they can't cry out in surprise (or horror).

Casting a spell or smashing through a door makes noise, and noise attracts Zombies. Each Action that opens a door with a noisy Equipment or attacks with a noisy Equipment produces a Noise token.

- Place this 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.
- Noise tokens are removed from the board in the End Phase (see page 8).

NOTE: Each Survivor miniature also counts as a Noise token. Zombies have an accurate hearing, and Survivors can't stay quiet anyway!

EXAMPLE: Clovis spends an Action to open a door with an 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 two Melee Actions. The Axe is a silent killing weapon, so these Melee Actions produce no noise. Two "noises" remain in this Zone, however: the Noise token produced by opening the door and Clovis' miniature itself.

In another Zone, Baldric executes two Magic Actions with his Fireball. Although he rolled three dice for each Magic Action, he gets only two Noise tokens in his Zone, one for each Magic Action. The Noise tokens remain on the Zone where Baldric produced them; they don't follow him when he moves.

EXPERIENCE, DANGER LEVEL, AND SKILLS

For each Zombie killed, a Survivor gains one experience point and moves up a notch on his Danger Bar. Some Quest objectives provide more experience, as does eliminating Abominations.

There are four Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. These represent everything from a light drizzle of Zombies to a flash flood.

At each Danger Level, the Survivor gains one new Skill to help him on his Quest (see Skills, page 37). Skills add to each other across Danger Levels: at Red Level, your Survivor will have four Skills. As new skills are unlocked, place new markers on the Survivor Dashboard to indicate it.

- When a Survivor reaches 7 experience points, his Danger Level moves to Yellow. He gains a fourth Action.
- When a Survivor gets 19 experience points, his Danger Level moves to Orange. He gains one of the two Skills indicated on his ID Card, your choice.
- At 43 experience points, his Danger Level moves to Red. Choose one of the three Skills indicated on his ID Card.

This experience has a side effect, however. When you draw a Zombie card to spawn Zombies, read the line that corresponds to the Survivor still in play with the highest Danger Level (see Zombie Spawn, page 25). **The stronger your Survivor is, the more Zombies appear.**



INVENTORY

Each Survivor can carry up to eight Equipment cards, divided into three types of Equipment slots on his Dashboard: Two Hands, a Body and five Backpack slots. You may discard cards from your inventory to make room for new cards at any time, for free (even during another player's Turn).

HANDS



The Hand symbol marks the Equipment cards that can only be used in Hands.

- Both Hand slots are reserved exclusively for Equipment cards bearing the Hand symbol.
- An Equipment card bearing the Hand symbol can only be used when equipped in Hand.

Body



The Body symbol marks the Equipment cards that can only be used on the Body.

- The Body space is reserved for Equipment cards bearing the Body symbol.

BACKPACK

- Up to five Equipment cards of any type can fit in the Backpack slots.
- Equipment cards bearing the Body or Hand symbol can be stored in the Backpack, but while there they are not in use. Any text on them will not be in effect until they are moved to their appropriate inventory slots.
- An Equipment card bearing the Backpack symbol can only be stored in the Backpack, and while there is always considered to be in use.



The Backpack symbol marks the Equipment cards that can only be stored in the Backpack.



THE ZOMBIES

Zombicide: Black Plague features five types of Zombies. A good Survivor quickly learns their strengths and weaknesses! Most Zombies have a single Action to spend each time they activate (Runners have two). A Zombie is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. Its assailant then immediately earns the listed experience points.



WALKER

Once peasants, craftsmen, merchants, or townsfolk, these poor unfortunates were taken unawares. These were everyday people, with their own hopes and dreams, now just zombies all with a singular purpose. We call them Walkers, the dumbest and most numerous of the lot. But never underestimate them. In numbers, they're very dangerous, and they certainly have numbers.

Min. Damage to destroy: Damage 1
Experience provided: 1 point



FATTY

Fatties are what we call the... well, fat ones. But there's more to that blubber than just a dead rich merchant or noble. They ignore pain, just like most dead men. You need a strong arm to finish these. Or a powerful weapon. Or a wizard. Fire works, of course. Use it well to send them to their eternal rest.

Min. Damage to destroy: Damage 2
Experience provided: 1 point



RUNNER

Runners are fast. Faster than anything on two legs should be. I've seen 'em outrun a galloping horse, though only barely. But still, the poor cavalryman didn't stand a chance.

Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rule: Each Runner has two Actions per Activation (see Runners, page 25).



ABOMINATION

Haven't seen an Abomination yet? Count yourself lucky, neighbor. You'll recognize one as soon as you see it. Weapons don't work. Armor don't work. Running... well, it might work if you're really fast. But these are relentless. Fire is what you need. A good hot fire. It's the only thing that works.

Min. Damage to destroy: Damage 3

Experience provided: 5 points

Special rules:

- Wounds inflicted by Abominations can't be prevented by Armor rolls (see page 23).
- A Damage 3 weapon is required to kill an Abomination. There is no such weapon in *Zombicide: Black Plague's* core box. To slay the monster, your team needs to throw Dragon Bile in its Zone and ignite it with a Torch, creating a Dragon Fire (see page 34). Samson can also achieve this at Red Level, using a Damage 2 Melee weapon in conjunction with his +1 Damage: Melee Skill (see page 37).



NECROMANCER

Everyone's heard the children's stories, of the necromancers that live in the woods, that'll steal little children that wander too far. The stories worked, and kept most kids close to home. No one thought they were real, not in this day and age. We don't know where they came from, or what they want, except maybe to just destroy every living thing except themselves. They're immune to the plague somehow, but that figures since they control the hordes. Kill them on sight, and burn the corpses. It's the only way to be sure.

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special rules: Necromancers' special rules are explained in depth on Page 28.



This token marks a Necromancer's entry Zone. It is called a Necromancer Spawn token.



PLAYERS' PHASE

Starting with whoever holds the first player token, each player activates his Survivors one after another, in the order of his choice. Each Survivor can execute three Actions at the Blue Danger Level (not counting any free Action his Blue Level Skill may give him).

The possible Actions are:

MOVE

Outnumbered seven to one, you say? Now, that's a game!

— Samson

The Survivor moves from one Zone to the next but cannot move through external building walls or closed doors. If there are Zombies in the Zone the Survivor is attempting to leave, he must spend one extra Action per Zombie to leave the Zone. Entering a Zone containing Zombies ends the Survivor's Move Action, even if he has a Skill that allows him to move through multiple Zones per Move Action (or the Slippery Skill, see page 41).

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

SEARCH

Hey, look what I found! A dead magician. I wonder if there is something useful in his spellbook...

— Nelly

You can only Search building Zones and only if there are no Zombies in the Zone. The player draws a card from the Equipment deck. He may then place it in the Survivor's inventory or immediately discard it. **A Survivor can only perform a single Search Action per Turn (even if it's an extra, free Action).** After searching, the Survivor may freely reorganize his inventory.

Remember, you may discard cards from your inventory to make room for new cards at any time, for free. When the Equipment deck runs out, reshuffle all the discarded Equipment cards (with the exception of Vault cards like Inferno and Orcish Crossbow, but including starting Equipment cards) to make a new deck.

OPEN A DOOR

... and that was the day Elovis invented what he calls "knock-knock" jokes.

— Ann

Melee weapons with the "Open a door" symbol can be used to open a door next to the Survivor. Spend an Action and roll as many dice as the weapon's Dice value: the door is opened if any die result equals or exceeds the Accuracy number of the weapon. Place a Noise token in the Zone.



Open a door symbol with die icon

The door is open if any die results equals or exceeds the Accuracy value of your Melee weapon!

Roll as many dice as the Dice value of your Melee weapon.

NOTE: Opening a door is not a Melee Action. It doesn't benefit from Dual wielding, Melee bonuses like Skills or Daggers' extra bonus die. Only the raw Dice value of the weapon is used.

Some weapons have the "Open a door" symbol without a dice symbol on it. They can be used to open doors without the need to roll any dice. Just spend an Action to open the door. A Noise token is placed if the weapon is noisy (see Reading An Equipment Card, page 12).



Open a door symbol without die icon

Many Quests feature colored doors. Usually, these cannot be opened until some conditions are met, like finding an Objective of the matching color. Read the Quest description to know more.

SPAWNING IN BUILDINGS



Opening a closed building for the first time reveals all the Zombies inside all rooms of the building (a single building extends to all rooms connected by openings, sometimes straddling several tiles). Indicate each Zone of the building, one after the other in any order you choose, and draw a Zombie card for each Zone. Place the corresponding number and type of Zombies on the indicated Zone (see Zombies' Phase – Spawn, page 25).

- If you draw an Extra Activation, immediately perform the action indicated on the card.
- If you draw a Double Spawn card (see page 26), don't spawn Zombies in this Zone, and spawn two cards' worth of Zombies on the next (one card after the other).

- Some game effects allow an open door to be locked up. If it is opened again afterward, it won't trigger a new Zombie Spawn.
 - When the Zombie deck runs out, reshuffle all the discarded cards to make a new deck.
- Buildings that are open at the start of the game are never spawned in.**

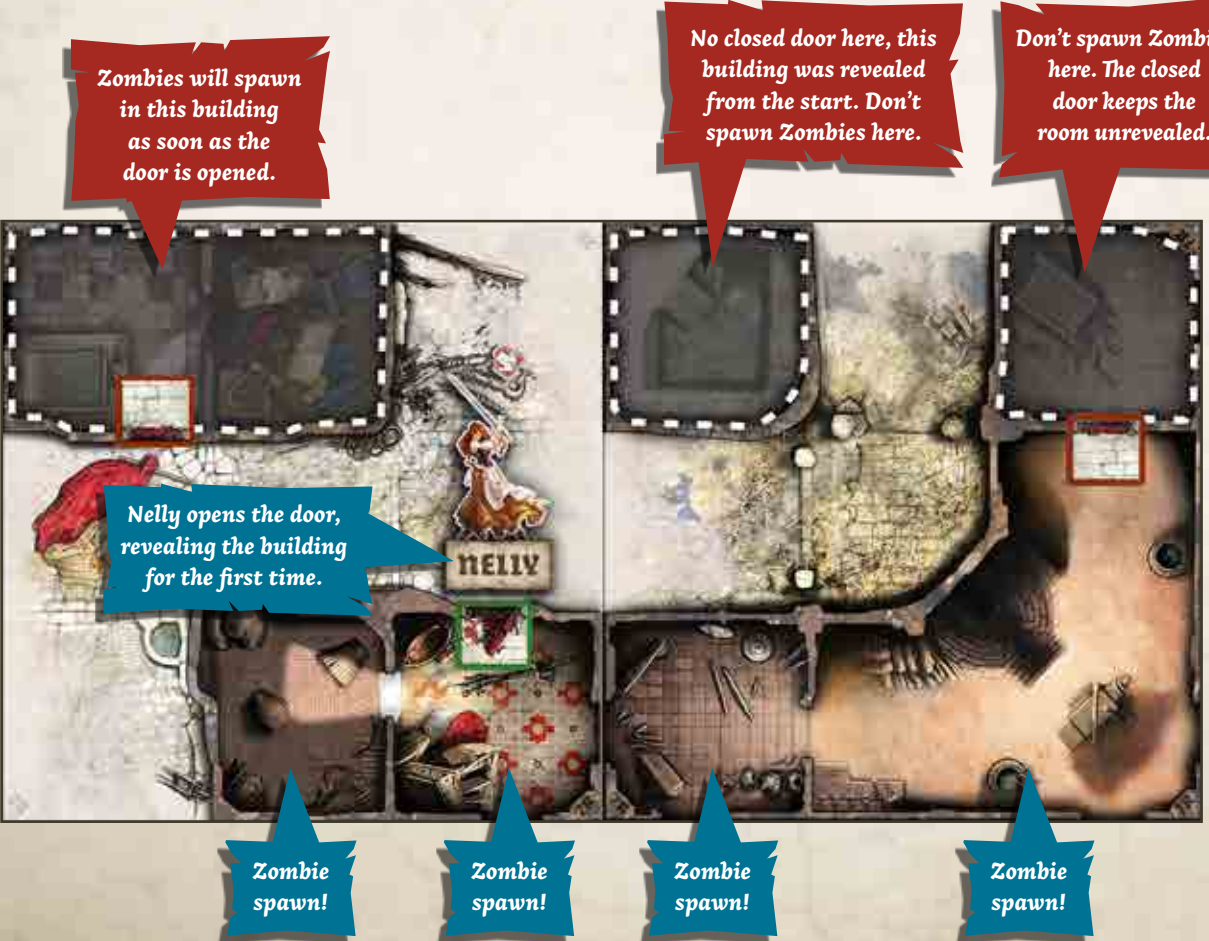
REORGANIZE/TRADE

Give me that spell, you don't even know how to read!

- Then give me that crossbow before you hurt someone.

- Baldric and Silas

At the cost of one Action, a Survivor can reorganize the cards in his Inventory in any way he wishes. The Survivor can simultaneously exchange any number of cards with one (and only one) other Survivor currently in the same Zone. This other Survivor reorganizes his own inventory for free. A Trade Action doesn't have to be fair; you can trade everything for nothing, if both parties agree!



COMBAT ACTIONS

Combat Actions use all types of combat-oriented Equipment cards: Melee, Ranged or Magic.

MELEE ACTION



When you're strong enough, decapitating becomes an option.

- Elovis

The Survivor uses a Melee weapon he is holding in Hand to attack Zombies in his Zone (see Combat, page 31).

RANGED ACTION



Where did you learn to use a crossbow?

- Back in the day, I used to go hunting with my father.
- Isn't poaching forbidden on the lord's hunting grounds?
- I think I just shot the sheriff.

- Ann and Nelly

The Survivor uses a Ranged weapon he is holding in Hand to fire at a single Zone within the Range shown on the weapon's card (see Combat, page 31). In *Zombicide: Black Plague*, people shoot at Zones, not Actors. This is especially important for Targeting Priority Order (see page 33).

Remember, using a Ranged weapon at Range 0 is still a Ranged Action.

MAGIC ACTION



For years, we convinced people that magic was reserved to an elite few. Sure, some rituals require some skill, but we created fireballs to be cast by our dumbest students in case of emergency. These days, these spells are the only ones that matter.

- Baldric

The Survivor uses a Combat spell (a spell with combat characteristics) he is holding in Hand to attack Zombies. This attack follows the same rules as Ranged Actions.



◆ ENCHANTMENT ACTION

Please give me a little speed magic, old man. And forgive me if I giggle, it makes me feel like an Elf!

— Elovis, to Baldric



These are Enchantments.



The Survivor uses an Enchantment (a spell without combat characteristics) he is holding in Hand. Resolve the game effect(s) described on the card.

- Enchantments are cast at target Actors or Zones (check the card description) within the Survivor's Line Of Sight.
- If the target is a Survivor, the caster may target himself.
- Most Enchantments bear the note "Once per Turn": a given Survivor can cast it only once during each of his Turns. If he owns multiple copies of the same Enchantment, each copy can be cast independently. The same Enchantment can be cast several times in a Game Round, if Survivors exchange it and cast it as their activations go by.

◆ TAKE OR ACTIVATE AN OBJECTIVE

How many nuns are needed to light a torch?

— One. We are efficient and have no humor.

— Ann and Elovis

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

◆ MAKE SOME NOISE!

The Survivor makes Noise in an attempt to attract Zombies. Place one Noise token in his Zone.

◆ DO NOTHING

The Survivor does nothing and prematurely ends his Turn. His remaining Actions are lost.

ZOMBIES' PHASE

For all their ferocity, zombies are dumb as dirt. You pretty much know what they're gonna do. Unless there's a necromancer around, of course. That's when you've gotta be smarter. A determined group, even a small one, can hold the stupid hordes at bay. Just keep careful, keep quiet, and strike without mercy, cause you sure won't get any from them.

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

◆ STEP 1 - ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on its situation. Resolve all the Attacks first, then all the Moves. Each Zombie performs either an Attack **OR** a Move with a single Action.

ATTACK

Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful, does not require any dice rolls, and inflicts one Wound. **Survivors in the Zone share the Wounds in any way the players prefer, even if it means inflicting them all on a single Survivor.**



After any applicable Armor roll, the Wound Bar's tracker is moved one point higher per Wound received. **A Survivor is eliminated as soon as his Wound Bar reaches 3.** Remove his miniature and discard his Equipment.

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 seven Walkers is in the same Zone as two Survivors. Six of them would be enough to kill both Survivors, but the players decide to allocate all Wounds on the same Survivor. Your name will be remembered, pal!

ARMOR ROLLS



Armor: Survivors wearing an armor Equipment card on the Body slot can execute Armor rolls to avoid Wounds. Roll as many dice as the number of Wounds the Survivor is about to receive. Each die result that equals or exceeds the Armor number of the armor card negates a Wound. A lucky Survivor could even choose to endure all Wounds for his team and get out without a scratch!

Shield: A Hand-held Shield allows Armor rolls if the Survivor isn't wearing actual armor. If he is wearing armor, the Shield allows re-rolling its Armor rolls once. Re-roll all the dice, and the new result takes the place of the previous one. In some cases (with a 5+ Leather Armor, for example), the Shield could offer a better Armor value than the armor itself: the Survivor may choose to use the Shield's Armor value instead, but then he won't be allowed a re-roll.

Wounds inflicted by Abominations and being eliminated by a Dragon Fire can't be prevented by Armor rolls.

EXAMPLE: Baldric and Clovis are in the same Zone as three Walkers. Both Survivors have full health and Clovis wears a Chainmail Armor (Armor 4+). The Walkers attack, each one inflicting one Wound. The players decide about the way these three Wounds are distributed among the Survivors:

- One of them could endure them all. Clovis is the obvious choice as a buffer, as his Chainmail Armor can negate Wounds.
- They can also share the Wounds in any way they please. They choose to give one to Baldric, and two to Clovis. Baldric has no Armor, and thus can't negate the Wound he receives. Clovis rolls two dice for Armor (one for each Wound), obtaining 4 and 4. One success! A Wound is negated, and Clovis takes the Wound his Armor failed to prevent.

MOVE

When facing impossible odds, use terrain to your advantage. Walls and doors are our allies. Just avoid dead ends!

— Silas

The Zombies that have not attacked use their Action to Move one Zone toward Survivors:

1: Zombies select their destination Zone.

- First is the Zone with Survivors in Line Of Sight that has the most Noise tokens. Remember, each Survivor counts as a Noise token.
- If no Survivor is visible, they move toward the noisiest Zone.

In both cases, distance doesn't matter. A Zombie always goes for the noisiest meal he can see or hear.

2: Zombies move 1 Zone toward their destination Zone by taking the shortest available path.

In case there are no open paths to the noisiest Zone, Zombies move toward it as if all doors were open, though locked doors still stop them.

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. **If necessary, add Zombies so that all new groups resulting from a splitting group contain the same number of each Zombie type!**

Splitting special cases:

- Abominations and Necromancers never split; decide which direction they go.
- If there aren't enough Zombie miniatures to add for an even split, decide which Zombie group gets the final reinforcement, and which direction the uneven split groups go. It doesn't generate extra Activations (see P. 28).

Ann, Nelly and Silas may be the noisiest, but this Zombie only sees Baldric.

This Zombie is set toward the three Survivors.



This Zombie sees no Survivors, so it goes toward the noisiest Zone.

Seeing several Survivor groups, a Zombie always goes for the noisiest (Baldric being closest doesn't matter).

Two equal routes to destination: Zombie group splits in both directions!

EXAMPLE: A group of four Walkers, one Fatty, and three Runners move toward a group of Survivors. The Zombies can take two routes of the same length, so they split into two groups.

- Two Walkers go one way, the other two take the other route.
- The Fatty joins one group of Walkers, and a second Fatty is added to the other group.
- The three Runners also split, two joining the first group, and the other joining the second group. Another Runner is added to the latter group so that the groups remain even. Things just got a lot harder for the Survivors.

IMPORTANT: Necromancers use their own Movement rules. They always Move toward the nearest non-Necromancer Spawn Zone (see P. 28)

PLAYING RUNNERS

The ones we call "runners" use their predatory instinct and unnatural speed to compensate for their lack of judgment. They can tear a man to shreds in seconds, so act accordingly. Keep your trusty crossbow ready, and don't let any of them get close to you.



Runners have two Actions per Activation. After all Zombies (including the Runners) have gone through the Activation step and resolved their first Action, the Runners go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to attack.

EXAMPLE 1: At the beginning of the Zombies' Phase, a group of three Runners and a Fatty is one 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 one Wound, killing the Survivor.

EXAMPLE 2: 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 the Zone, since he sees the Survivor. Then the Runner performs its second Action. It Attacks the Survivor again, inflicting a second Wound.

EXAMPLE 3: A Survivor stands in the same Zone as three Walkers, two Fatties, and two Runners. All the Zombies Attack and inflict seven Wounds (three Wounds are enough to kill the Survivor). 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 one Zone toward the noisiest Zone.

STEP 2 - SPAWN

You're telling me a never-ending flow of them is coming, and expect me to panic? You're kidding, that's the happiest day of my life!

— Clovis



Zombie Spawn tokens mark the Spawn Zones' locations.

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

Indicate 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.



Red Level:
2 Fatties

Orange Level:
5 Walkers

Yellow Level:
2 Runners

Blue Level:
No Zombies

Repeat this for each Spawn Zone.

Always begin with the same Spawn Zone and continue clockwise.

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

EXAMPLE: Ann has 5 experience points, placing her in the Blue Danger Level. Clovis has 12, which puts him in the Yellow. In order to determine how many Zombies spawn, read the Yellow line, which correspond to Clovis, the most experienced Survivor.

COLORED SPAWN ZONES



Some Quests feature blue and/or green colored Spawn Zone tokens. Unless otherwise stated, their Zone doesn't spawn Zombies until a specific event (like taking an Objective of the matching color) happens and activates them.



EXTRA ACTIVATIONS CARDS

Uh-oh. They are not SO predictable, after all.

— Nelly

When you reveal an Extra Activation card, no Zombies appear in the designated Zone. Instead, all Zombies of the indicated type immediately get an extra Activation (see Activation step, page 23). Notice that these cards have no effect at the Blue Danger Level!



At the Yellow, Orange, and Red Danger Levels, all Walkers immediately activate.

At the Blue Danger Level, nothing happens.

DOUBLE SPAWN CARDS



No Zombie in this Zone, but double trouble on the next!

• When you draw a Double Spawn card, no Zombies appear in the designated Zone. The next Zombie Spawn is resolved by drawing two Zombie cards instead of one for the next Spawn Zone (if drawn during Spawn Step) or building Zone (if drawn when spawning in a building). These Zombie cards are drawn and resolved one after the other.

Spawn Step! The players chose this Spawn Zone to be the first. They draw a Double Spawn card! No Zombies here...

The Spawn Step is resolved clockwise. Going to the next Spawn Zone!



...Two Zombie cards are drawn for this Spawn Zone.

Ann opened the door, Zombie spawn in the building! The players chose this Zone to be the first, and draw a Double Spawn card. No Zombies here...



...The players choose this Zone to be the second. Two Zombie cards are drawn to fill it.

• If another Double Spawn card is then drawn, apply it to the following Spawn Zone or building Zone.
• If you draw two Double Spawn cards on the same Zone, the next Zone receives four cards' worth of Zombies!

First Spawn Zone: A Double Spawn card. Let's go clockwise.

Second Spawn Zone: Two Zombie cards. The first is standard (spawn as usual), the next is another Double Spawn.



Third Spawn Zone: Two Zombie cards. Spawn as usual.

First building Zone: A Double Spawn card.

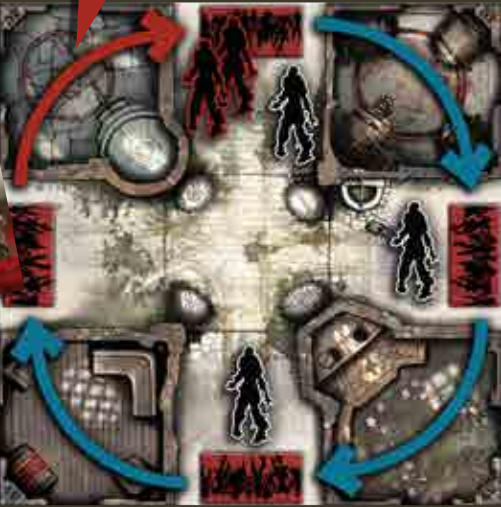


Second building Zone: Two Zombie cards are drawn here. Both are Double Spawn cards! No spawn occurs here.

This Zone is selected as the third: Four Zombie cards are drawn here. Spawn as usual.

• If the Double Spawn card is drawn for the last Spawn Zone or building Zone, use it for an extra double Spawn on the first Spawn Zone or first building Zone (even if you previously spawned Zombies in it!).
If, during this extra double Spawn, you draw a new Double Spawn card, continue on to the next Spawn Zone or building Zone, until you stop drawing Double Spawn cards.

A Double Spawn card is drawn here, for the last Spawn Zone. Back to the first!



The Zombie Spawn began here. The players chose to resolve the building's zombie spawn following the marked route, one Zone after the other.

A Double Spawn card is drawn for the last building Zone. Draw two Zombie cards for the first building Zone!



RUNNING OUT OF MINIATURES

The *Zombicide: Black Plague* box contains enough Zombies to invade a village. However, players may still run out of miniatures of the indicated type when required to place a Zombie on the board through spawning or populating a building. In this case, the remaining Zombie miniatures are placed (if there are any), and then all Zombies of the indicated type immediately resolve an extra Activation.

Multiple Activations may occur in a row. This rule is especially important to Abominations and Necromancers, as there is a single miniature of each in the *Zombicide: Black Plague* core box. Under some circumstances, an Abomination or Necromancer may get several extra Activations in a single Game Round.

Several Abominations can roam the board if you own miniatures of them.

On the other hand, there can be only one Necromancer on the board at any time (see page 30).

Always keep a wary eye on the Zombie population on the board or risk an unexpected Zombie riot!

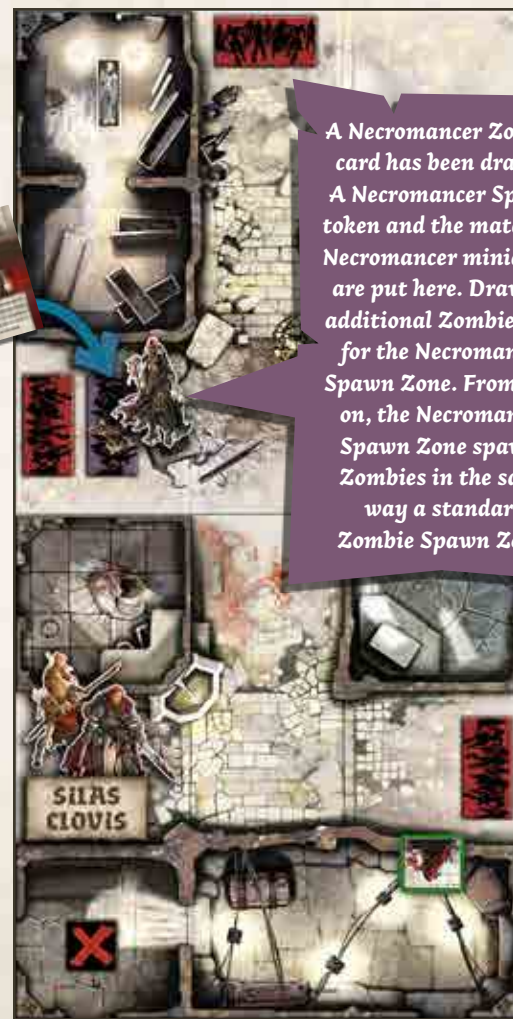
NECROMANCERS

Being the most evil of all opponents, Necromancers do their best to spread havoc and seize power. They don't have time to battle Survivors on their own, and try to flee as soon as they are discovered. Necromancers follow these special rules:

- A Necromancer is a Zombie for game purposes.

- A Necromancer comes with his own infected army. When a Necromancer appears, put an additional Zombie Spawn token (on its "Necromancer" side) on his entry Zone. Then, resolve immediately a regular Zombie Spawn for it. From now on, the Necromancer Spawn Zone is active: it spawns Zombies in the same way a standard Spawn Zone would.

The game is immediately lost if a Necromancer manages to escape once there's a total of 6 Zombie Spawn tokens on the board (including the Necromancer Zombie Spawn token).



A Necromancer Zombie card has been drawn! A Necromancer Spawn token and the matching Necromancer miniature are put here. Draw an additional Zombie card for the Necromancer Spawn Zone. From now on, the Necromancer Spawn Zone spawns Zombies in the same way a standard Zombie Spawn Zone.

STEP 1



- A Necromancer tries to flee the board. If there are no Survivors in his Zone for him to Attack during his Activation (see Zombie's Phase, page 23), he Moves 1 Zone toward the nearest Spawn Zone (NOT his entry Zone), ignoring any Survivors he might see. If several escape Spawn Zones are at the same distance, choose one.

The Necromancer tries to escape through the nearest Spawn Zone. It can't be his entry Zone, marked with the Necromancer Spawn Zone. The upper one is just three Zones away!



All Zombies are on their way to fight Clovis and Silas.

STEP 2

- A Necromancer escapes the board as soon as he activates on his escape Spawn Zone. Replace the Necromancer Spawn token with a standard Zombie Spawn token.

The Necromancer activates on his escape Spawn Zone. Remove his miniature as he flees the board to spread the zombie plague in another place.

The Necromancer Spawn token is replaced with a regular red Zombie Spawn token.



STEP 3: Evil ending

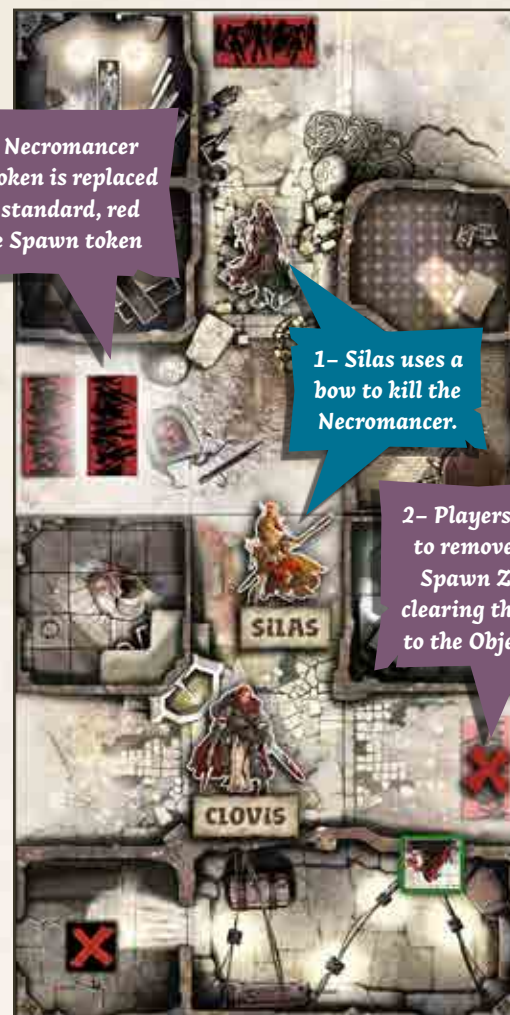


- Killing a Necromancer slows the invasion. If you manage to kill it, choose a Spawn token (including the Necromancer Spawn token) and remove it from the board. If the Necromancer Spawn token is still on the board after this removal, replace it with a standard one.

3- The Necromancer Spawn token is replaced with a standard, red Zombie Spawn token

1- Silas uses a bow to kill the Necromancer.

2- Players agree to remove this Spawn Zone, clearing the way to the Objective.



STEP 3: Good ending

- There can be only one Necromancer, and one Necromancer Spawn Zone, on the board at any time. Each subsequent drawing of additional Necromancer Zombie cards, no matter the type, gives an Extra Activation to the Necromancer until he flees or dies.

In special circumstances, all Spawn Zone tokens may end in the same Zone. In that case, a Necromancer still comes with an additional Necromancer Spawn token, but flees as soon as he activates.



COMBAT

Any fool can charge the enemy with an axe. Killing quickly and efficiently though, that's the thing that takes guts and skill. And with zombies, well, not every hit will do the trick. Hack a man's arm off, and he's down for the count. Hack a zombie's arm off, and he can still get you with t'other. You gotta be swift and sure, or you'll wind up as one of them.



Dice symbol

When a Survivor executes a Melee, Ranged or Magic Action to attack Zombies, roll as many dice as the Dice number of the weapon (or Combat spell) being used.



Dual symbol

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

EXAMPLE 1: Silas has two Repeating Crossbows in his Hands. The Repeating Crossbow has the Dual symbol, so Silas can shoot them both simultaneously. This allows him to roll 6 dice in a single Ranged Action, as each Repeating Crossbow has a Dice number of 3!

Dual Symbol



Dice value: 3

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

Special effect



Dice value: 1

THREE HANDS?

Putting the proper Equipment card in his Body space, a Survivor could effectively be considered as having three cards equipped in Hand. For obvious reasons, he can only use two of them at any given time. Choose any combination of two among these three before resolving Actions or rolls involving the Survivor.



Accuracy symbol

Each die result that equals or exceeds the Accuracy number of the weapon scores a successful hit.



Damage symbol

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

- Walkers, Runners and Necromancers are killed with a 1 Damage hit (or more).
- Fatties are killed with a 2 Damage hit (or more). It does not matter how many hits you obtain with a weapon that inflicts 1 Damage. A Fatty will absorb the hits without flinching.

• Abominations are killed with a 3 Damage hit (or more). As no weapon naturally has Damage 3 in *Zombicide: Black Plague*, you have to destroy the monster with Dragon Fire (see page X) or with Samson using a Damage 2 Melee weapon in conjunction with his +1 Damage: Melee Skill.

EXAMPLE: Silas unloads his two Repeating Crossbows on three Walkers guarding a Fatty and scores five hits. The first three shots easily blow away the Walkers. However, the Fatty takes the two remaining hits with no consequences, as the Repeating Crossbow inflicts only 1 Damage.
Ann arrives to finish the job with her Hammer. She only hits once, but the Hammer inflicts 2 Damage, which is enough to crush that Fatty down!
If there had been two Runners instead of a Fatty, a single hit with the Hammer would not have eliminated the two Runners. Each successful hit can only take out one target, and any remaining Damage is overkill and wasted.

MELEE ACTION

A Survivor holding a Melee weapon (a weapon with a max Range of “0”) in Hand can attack a Zombie in his own Zone. Each die roll equal or higher than the Accuracy value on the weapon’s card is a successful hit. The player divides his hits as he wishes among the possible targets in the Zone.



Missed melee strikes cannot cause Friendly Fire (see page 33).
EXAMPLE: Samson attacks a Walker, a Runner, and a Fatty with his Sword. He rolls a 3 and 4, which means two hits. He decides to kill the Runner and the Walker, as the Sword’s Damage value is not high enough to kill the Fatty. Though Clovis is also in the same Zone, he is safe from Samson’s slashes.

RANGED ACTION



A Survivor holding a Ranged weapon (a weapon with a max Range of “1” or more) in Hand can shoot at a Zone he can see (see Line of Sight, page 10) and that is within the weapon’s Range.
Remember:
- Inside a building, the Line of Sight is limited to the Zones that share an opening and just one Zone away.
- Missed shots can cause Friendly Fire (see Page 33), so aim carefully!



The Range of a weapon, indicated by the Range value on its card, is the number of Zones it can shoot across.

The first of the two values shows the minimum Range. The weapon may not shoot at Zones closer than the minimum. In some cases this is 0, meaning the Survivor can shoot at targets in the Zone he currently occupies (it is still a Ranged Action). The second value shows the maximum Range of the weapon. A weapon cannot fire at Zones beyond the maximum Range.



EXAMPLE: The Long Bow has a Range of 1-3, which means it can shoot up to three Zones away but can’t be used in the same Zone as the Survivor. The Hand Crossbow has a Range of 0-1, which means it can shoot targets in its owner’s current Zone or at an adjacent Zone.

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

When using a Ranged weapon (even at Range 0), the shooting Survivor does not choose the targets hit by successful rolls. Hits are assigned to Actors in the targeted Zone according to this targeting priority order:

- 1 – Walker
- 2 – Fatty or Abomination (the shooter chooses)
- 3 – Runner
- 4 – Necromancer

The hits are assigned to targets of the lowest priority until they’ve all been eliminated, then to targets of the next priority until they’ve all been eliminated, and so on. If several targets share the same Targeting Priority Order, players choose the targets hit among them.

TARGETING PRIORITY ORDER

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	Walker	1	1	1
2	Fatty / Abomination (1)	1	2/3	1/5
3	Runner (2)	2	1	1
4	Necromancer	1	1	1

- (1) Abomination: Ignore Armor rolls.
- (2) Runner: 2 Actions per Activation.

EXAMPLE: Armed with two Hand Crossbows (Range 0-1, Dice 2, Accuracy 3+, Damage 1, Dual Ranged weapons), Nelly shoots at two Walkers, a Fatty and two Runners standing one Zone away. She rolls 4 dice (two for each Hand Crossbow, Dual weapons) and obtains: 3, 4, 5 and 6. The Hand Crossbows hit on 3, 4, 5 or 6, which means three hits. The first two kill both Walkers, as they get the highest Targeting Priority Order. The last hit lands on the Fatty, but doesn’t kill it: a Damage value of 2 is required to eliminate a Fatty.

FRIENDLY FIRE

Hey! The Elf asked you to hand him the crossbow for a reason!
— Clovis

A Survivor can’t hit himself with his own attacks. However, emergency situations can call for a Ranged or Magic Action aimed at a Zone where a teammate is stuck. In that case, misses on the attack roll automatically land on Survivors standing in the target Zone. Assign these Friendly Fire hits in any way you want.
Armor rolls are allowed, successes cancelling Friendly Fire hits on a one-to-one basis. Each remaining Friendly Fire hit inflicts on the Survivor as many Wounds as the Damage value of the weapon (or Combat spell) used.
Remember: Friendly Fire doesn’t apply to Melee Actions.
Killing a Survivor earns no experience.

EXAMPLE 1: Baldric shoots with a Crossbow (Dice 2, Accuracy 4+, Damage 2) at a Zone containing Clovis and two Walkers. He rolls 4 and 5: one hit and one miss! The hit kills a Walker, and the miss means a bolt hits his fellow Survivor. Clovis takes 2 Wounds. Ouch.

EXAMPLE 2: In an emergency, Nelly casts a dual Mana Blast (Dice 1+1, Accuracy 4+, Damage 1) at a Zone where Ann and a Runner stand. She rolls 3 and 4, two successes! One is enough to kill the Runner. The other success is lost. Only missed shots are assigned to Survivors, so Ann is safe.

EXAMPLE 3: Samson shoots a Hand Crossbow (Range 0-1, Dice 2, Accuracy 3+, Damage 1) in his own Zone, where he stands along Silas and two Walkers. He rolls 3 and 4, a success and a miss. The success kills a Walker. The botched bolt automatically lands on Silas, as a Survivor can’t hit himself with his own attacks. Silas takes a Wound.

RELOADABLE WEAPONS

While most weapons can be used repeatedly, a few, like the Hand Crossbow and Orcish Crossbow (when used for Ranged Actions), require spending an Action to reload them between shots if you want to fire multiple times in the same Game Round. You can turn the card upside down to remember the weapon is empty and needs a reload to fire again. At the End Phase of the Game 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 Game Round.
• When equipped with two identical Dual weapons that require reloading, a single Action reloads both.
• Survivors may fire a single Dual reloadable weapon at a Zone and then execute another Ranged Action to fire at another Zone with the other Dual reloadable weapon.

EXAMPLE: Nelly holds two Hand Crossbows at the beginning of her Turn. She unloads them both with her first Action, reloads them with her second Action, then fires them off again with the third. The Hand Crossbows are empty. At the End Phase, both Hand Crossbows are reloaded for free.

MAGIC ACTION



A Survivor equipped with a Combat spell (a spell with combat characteristics) in Hand can blast a Zone he can see (and within the spell's Range). Magic Actions share the same rules as Ranged Actions.

DRAGON FIRE



Most problems may be solved by torching them.

— Ann Step 2: All Zombies moved to chase Ann. The nun now throws her Torch in the Dragon Bile: Dragon Fire! All Zombies in the token's Zone are eliminated. Burn! Ann earns 10 experience points!



Dragon Bile pools can be ignited with a Torch.

A Dragon Bile card can be discarded from Hand to put a Dragon Bile pool at Range 0-1 of the Survivor. Later, a Torch card can be discarded from Hand to ignite a Dragon Bile pool at Range 0-1 and create a Dragon Fire: every Actor in the token's Zone is killed, no matter its Damage threshold, Armor values or remaining Wounds. A Dragon Fire produces no Noise. The Dragon Bile pool is then removed, and the Survivor who threw the Torch earns all experience points. Use Dragon Fire to set blazing Zombie traps! If all Dragon Bile tokens are already on the board and you need to set a new one, choose one of them and move it to the new Zone.



Step 1: Surrounded by Zombies, Ann throws a Dragon Bile bottle in her own Zone. A Dragon Bile token is set. Then Ann Moves away.



VAULTS

VAULT ZONES AND DOORS

Our ancestors used to store food reserves in caches of some sort. We discovered they used them to hide powerful weapons, too. What kind of threat were they expecting?



Vaults, secret rooms and underground lairs are fairly common in *Zombicide: Black Plague*. They can be great shortcuts for Survivors... and Zombies! Whenever the Quest map shows one (or more) Vault doors, set Vault Zone tokens of the matching colors near the board.

- Vault doors can be opened like standard doors (unless otherwise stated in the Quest's description).
- Open Vault doors give access to the Vault of the matching color, as if they were connected. However, there is no Line Of Sight between the Vault and the Zone it connects to.
- Vaults are building Zones. They can't be Searched. Don't Spawn Zombies in Vaults when they are revealed.
- A Vault door can be opened from inside its Vault Zone.

NOTE: Quests featuring Vaults can have special rules detailing the way they're played. They have priority over the rules listed here.



Step 1. Silas needs to go through the violet Vault to get the Dragon Bile and Torch represented by the Objective. He Moves in and opens the violet Vault door. There is no Zombie Spawn in a Vault, and Silas has no Line of Sight to it.



Step 2. Silas Moves into the violet Vault. He opens the other violet Vault door from the inside, triggering a Zombie Spawn in the building. Two Walkers are here! The Elf has no Line of Sight on the other side, and thus can't shoot to kill the Zombie standing right there.



Step 3. The Zombies closed in. A Walker entered the Vault through the open door. Silas killed him, then Moved into the building, and finally killed the second Walker. The way to the Objective is clear as the Abomination is about to enter the Vault!

VAULT ARTIFACTS

Powerful weapons and spells are set aside during Setup (see page 6) to be found in Vaults. These are called Vault artifacts, and bear the keyword "Vault" on their card.



A Survivor can spend an Action to take a Vault artifact stored in a Vault. It is not a Search Action and thus can be done multiple times if the Vault holds several artifacts. The Quest description may hold additional special rules for them. Check them out!



PLAYING WITH 7+ SURVIVORS

Zombicide has an expanding gallery of Survivors to play with. Sooner or later, you may be tempted to try playing with more than 6 Survivors. To do so you'll need the extra Survivor dashboards, plastic markers, color bases, and Starting Equipment cards contained in expansions that are sold separately, such as *Wulfsburg*, and the *Heroes Box*. Playing with an increased number of Survivors (or players!) is quite easy. Follow these guidelines, and adjust them to fit your challenge level.



- For each Survivor above the sixth, add 1 additional Starting Equipment card to the pool of cards that will be distributed among Survivors during Setup. These additional cards are freely chosen among the available Hammer, Mana Blast, Short Bow and Short Swords Starting Equipment cards.

- Add 1 additional Zombie Spawn token per 2 Survivors above the sixth (rounded 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!

- On a 6-Survivors game, once there are 6 Zombie Spawn tokens on the board, the game is over if a Necromancer escapes. This Spawn token limit is increased by 1 for every 2 Survivors above the sixth (rounded up).

# SURVIVORS	ADDITIONAL SPAWN TOKENS	SPAWN TOKENS LIMIT
Up to 6	0	6
7-8	1	7
9-10	2	8
11-12	3	9



SKILLS

Each Survivor in *Zombicide: Black Plague* has specific Skills with effects described in this section. In case of conflict with the general rules, the Skill rules have priority.

The effects of the following Skills and/or bonuses are immediate and may be used the Turn in which they are acquired. This means that if one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill grants).

+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 Combat Action (Magic, Melee or Ranged).

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

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

+1 to dice roll: Magic – The Survivor adds 1 to the result of each die he rolls on a Magic Action. 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 Actions. 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 Actions. The maximum result is always 6.

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

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

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

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



A PEEK FROM THE FUTURE

If you played the modern era *Zombicide* Seasons, you may have noticed some familiar Skills with different names. It's all about theme!

- Dreadnought: [Zombie type] became Ironclad: [Zombie type]
- Full auto became Iron rain.
- Sniper became Marksman.

You may also notice a slight adjustment in the Barbarian, Full auto/Iron rain and Mana rain Skills.



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

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

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

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

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

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

+1 free Ranged Action – The Survivor has one extra free Ranged Action. This Action may only be used as a Ranged Action.

+1 free Search Action – The Survivor has one extra free Search Action. This Action may only be used to Search, and the Survivor can still only Search once per Turn.

+1 max Range – The Survivor's Ranged weapons and Combat spells' maximum Range is increased by 1.

+1 Zone per Move – The Survivor can move through one extra Zone each time he performs a Move Action. This Skill stacks with other effects benefiting Move Actions. Entering a Zone containing Zombies ends the Survivor's Move Action.

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

2 Zones per Move Action – When the Survivor spends one Action to Move, he can move one or two Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

Ambidextrous – The Survivor treats all Combat spells, Melee and Ranged weapons as if they had the Dual symbol.

Barbarian – When resolving a Melee Action, the Survivor can forfeit the Dice number of the Melee weapon(s) he uses, to roll instead a dice amount equal to the number of Zombies standing in his Zone. Skills affecting the dice value, like +1 die: Melee, still apply.

Blitz – Each time the Survivor kills the last Zombie in a Zone, he gets 1 free Move Action to use immediately.

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

Bloodlust: Magic – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Magic Action, to use immediately.

Bloodlust: Melee – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Melee Action, to use immediately.

Bloodlust: Ranged – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free Ranged Action, to use immediately.

Born leader – During the Survivor's Turn, he may give one free Action to another Survivor to use as he pleases. This Action must be used during the recipient's next Turn or it is lost.

Break-in – The Survivor doesn't need any Equipment or to roll dice to open doors (but still spends an Action to do so). He doesn't make Noise while using this Skill. However, other prerequisites still apply (such as taking a designated Objective before a door can be opened). Moreover, the Survivor gains one extra free Action that can only be used to open doors.

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 Turns: He moves up to two Zones to a Zone containing at least one Zombie. 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.

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

Free reload – The Survivor reloads reloadable weapons (Hand Crossbows, Orcish Crossbow, etc.) for free.

Frenzy: Combat – All weapons and Combat spells the Survivor carries gain +1 die per Wound the Survivor suffers. Dual weapons gain a die each, for a total of +2 dice per Wound and per Dual Combat Action (Melee, Ranged or Magic).

Frenzy: Magic – Combat spells the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Combat spells gain a die each, for a total of +2 dice per Wound and per Dual Magic Action.

Frenzy: Melee – Melee weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Melee weapons gain a die each, for a total of +2 dice per Wound and per Dual Melee Action.

Frenzy: Ranged – Ranged weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Ranged weapons gain a die each, for a total of +2 dice per Wound and per Dual Ranged Action.

Hit & run – The Survivor can use this Skill for free, just after he resolved a Magic, Melee or Ranged Action resulting in at least a Zombie kill. He can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in his Zone.

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

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 Vault or a street Zone) the same Game Round. This Action may only be used to Search, and the Survivor can still only Search once per Turn.

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

Iron hide – The Survivor can make Armor rolls with a 5+ Armor value, even when he does not wear an armor on his Body slot. Wearing an armor, the Survivor adds 1 to the result of each die he rolls for Armor rolls. The maximum result is always 6.

Iron rain – When resolving a Ranged Action, the Survivor can forfeit the Dice number of the Ranged weapon(s) he uses, to roll instead a dice amount equal to the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Ranged, still apply.

Is that all you've got? – You can use this Skill any time the Survivor is about to get Wounds. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wound per discarded Equipment card.

Jump – The Survivor can use this Skill once during each of his Turns. The Survivor spends one Action: He moves two Zones into a Zone to which he has Line Of Sight. Movement related Skills (like +1 Zone per Move Action or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply. Ignore all Actors in the intervening Zone. Any obstacles other than Actors in the intervening Zone prevent the use of this Skill.

Lifesaver – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone containing at least one Zombie at Range 1 from your Survivor. Choose Survivors in the selected Zone to be dragged to your Survivor's Zone without penalty. This is not a Move Action. A Survivor can decline the rescue and stay in the selected Zone if his controller chooses. Both Zones need to share a clear path. A Survivor can't cross closed doors or walls, and can't be extracted into or out of a Vault.



Lock it down – At the cost of one Action, the Survivor can close an open door in his Zone. Opening or destroying it again later does not trigger a new Zombie Spawn.

Loud – Once during each of his Turns, the Survivor can make a huge amount of noise! Until this Survivor's next Turn, the Zone he used this Skill in is considered to have the highest number of Noise tokens on the entire board. If different Survivors have this Skill, only the last one who used it applies the effects.

Low profile – The Survivor can't get hit by Survivors' Magic and Ranged Actions. Ignore him when casting a Combat spell or shooting in the Zone he stands in. Game effects that kill everything in the targeted Zone, like Dragon Fire, still kill him, though.

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

Mana rain – When resolving a Magic Action, the Survivor can forfeit the Dice number of the Combat spell(s) he uses, to roll instead a dice amount equal to the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Magic, still apply.

Marksman – The Survivor may freely choose the targets of all his Magic and Ranged Actions. Misses don't hit Survivors.

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

Point-blank – The Survivor can resolve Ranged and Magic Actions in his own Zone, no matter the minimum Range. When resolving a Magic or Ranged Action at Range 0, the Survivor freely chooses the targets and can kill any type of Zombies. His Combat spells and Ranged weapons still need to inflict enough Damage to kill his targets. Misses don't hit Survivors.

Reaper: Combat – Use this Skill when assigning hits while resolving a Combat Action (Melee, Ranged or Magic). 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. The Survivor gains the experience for the additional Zombie.

Reaper: Magic – Use this Skill when assigning hits while resolving a Magic 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. The Survivor gains the experience for the additional Zombie.

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

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. The Survivor gains the experience for the additional Zombie.

Regeneration – At the end of each Game Round, remove 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 Combat Action (Melee, Ranged or Magic). 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 Arrows Equipment card, for example) must be used before rolling any additional dice for this Skill.

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

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

Roll 6: +1 die Ranged – You may roll an additional die for each "6" rolled on a Ranged Action. 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 Arrows Equipment card, for example) must be used before rolling any additional dice for this Skill.

Rotten – At the end of his Turn, if the Survivor has not resolved a Combat Action (Melee, Ranged or Magic) and 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 all Zombies 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 resolves any kind of Combat Action (Melee, Ranged or Magic) 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, Vault Zones, 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 Turns. 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 closed doors or walls, but can be shoved in or out of a Vault.

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

Spellbook – All Combat spells and Enchantments in the Survivor's Inventory are considered equipped in Hand.



Spellcaster – The Survivor has one extra free Action. This Action may only be used for a Magic Action or an Enchantment Action.

Sprint – The Survivor can use this Skill once during each of his Turns. Spend one Move Action with the Survivor: He may move two or three Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

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

Starts with a [Equipment] – The Survivor begins the game with the indicated Equipment; its card is automatically assigned to him during Setup.

Steady hand – The Survivor can ignore other Survivors of his choosing when missing with a Magic or Ranged Action. The Skill does not apply to game effects killing everything in the targeted Zone (such as a Dragon Fire, for example).

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

Tactician – The Survivor's Turn can be resolved anytime during the Players' Phase, before or after any other Survivor's Turn. If several Survivors benefit from this Skill at the same time, choose their Turn order.

Taunt – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone your Survivor can see. All Zombies standing in the selected Zone immediately gain an extra Activation: They try to reach the taunting Survivor by any means available. Taunted Zombies ignore all other Survivors. They do not attack them and cross the Zone they stand in if needed to reach the taunting Survivor.

Tough – The Survivor ignores the first Wound he receives from a single Zombie every Zombies' Phase.

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

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 Survivors benefit from this Skill at the same time, choose their Turn order.

ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY RULES.

1 FIRST STEP

Choose the first player. He receives the "first player" token.

When every player's finished:

3- ZOMBIES' PHASE

STEP 1- ACTIVATION: ATTACK OR MOVE

All Zombies spend one Action doing one of these two things:

- Zombies in the same Zone as at least one Survivor attack them.
- The Zombies which didn't Attack, Move.

Each Zombie favors visible Survivors, then noise.

Choose the shortest path. If several paths share the same length, split the Zombies in equal groups.

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

STEP 2- SPAWN

- Always draw Zombie cards for all Spawn Zones in the same order (play clockwise).
- Danger Level used: highest Danger Level among active Survivors.
- No more minis of specified type? All Zombies of specified type get an extra Activation!

END PHASE

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

Each Game Round begins with:

2- PLAYERS' PHASE

The first player activates all of his or her Survivors, one after the other, in any order. When he or she's done, the next player's turn begins. Play clockwise. Each Survivor has three Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per Activation.

- **Move:** Move one Zone.
- **Search (1x/Activation and per Survivor):** Building Zone only. Draw a card in the Equipment deck.
- **Open a door:** Melee weapon required. Spawn Zombies inside a building if it's the first door.
- **Reorganize/Trade:** Equipment exchange with another Survivor standing in the same Zone is possible. You can trade everything for nothing.
- **Combat Action:** Magic Action: Equipped Combat spell required
Melee Action: Equipped Melee weapon required
Ranged Action: Equipped Ranged weapon required
- **Enchantment Action:** Equipped Enchantment required
- **Take or activate an Objective** in the Survivor's Zone.
- **Make Noise.** Put a Noise token in the Survivor's Zone.
- **Do Nothing.** All remaining Actions are lost.

TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	Walker	1	1	1
2	Fatty / Abomination (1)	1	2/3	1/5
3	Runner (2)	2	1	1
4	Necromancer	1	1	1

(1) Abomination: Ignore Armor rolls. (2) Runner: 2 Actions per Activation.