



WORK IN
PROGRESS

ZOMBICIDE



**RULES
& MISSIONS**





CHAPTERS

GAME COMPONENTS	3
UNDEAD OR ALIVE	5
ZOMBICIDE THROUGH SPACE AND TIME	5
SETUP	6
GAME OVERVIEW	10
PLAYER PHASE	10
ZOMBIE PHASE	10
END PHASE	10
WINNING AND LOSING	10
THE BASICS	11
USEFUL DEFINITIONS	11
LINE OF SIGHT	12
MOVEMENT	14
READING AN EQUIPMENT CARD	14
MELEE AND RANGED WEAPONS	14
AMMO TYPE	15
NOISY EQUIPMENT	15
COMBAT CHARACTERISTICS	16
NOISE	17
BOUNTY WEAPONS	20
ADRENALINE POINTS, ADRENALINE LEVEL, AND SKILLS	20
INVENTORY	22
THREE HANDS?	22
THE ZOMBIES	23
WALKER	23
FATTY	23
RUNNER	23
ABOMINATION	23
FLIPPING ABOMINATION SPAWN TOKENS	24
TAILORING THE ABOMINATION DECK	24
PLAYER PHASE	25
MOVE	25
SEARCH	25
REORGANIZE/TRADE	25
COMBAT ACTIONS	25
MELEE ACTION	25
RANGED ACTION	25
TAKE OR ACTIVATE AN OBJECTIVE	26
MACHINE ACTIONS	26
WAGON	26
GATLING GUN	26
MAKE SOME NOISE!	26
DO NOTHING	26

CLASS AND CLASS ABILITIES	27
BRAWLER CLASS	27
FAITHFUL CLASS	27
GUNSLINGER CLASS	28
TOWNSFOLK CLASS	28
ZOMBIE PHASE	29
STEP 1 – ACTIVATION	29
ATTACK	29
MOVE	30
PLAYING RUNNERS	31
STEP 2: SPAWN	31
SPAWN ZONE TYPES	31
EXTRA ACTIVATION CARDS	35
RUNNING OUT OF MINIATURES	35
COMBAT	35
MELEE ACTION	36
RANGED ACTION	36
TARGETING PRIORITY ORDER	36
FRIENDLY FIRE	37
EQUIPMENT TRAITS	38
DYNAMITE	38
FANNING 6+	38
HOLY WATER	38
KNIFE	38
MAY BE USED FROM BACKPACK	39
NO FANNING	39
RELOAD	39
WATER	39
SPECIAL ZONES: BALCONIES, CEMETERY, MINE, AND TRAIN	40
BALCONIES	40
CEMETERY, MINE, AND ABOMINATION SPAWN ZONES	41
TRAIN	42
A TRAIN ENTERING THE BOARD	44
A TRAIN MOVING ON THE BOARD	46
A TRAIN LEAVING THE BOARD	38
COMPANIONS	50
ESCORTING A COMPANION	50
COMPANIONS GENERAL TRAITS	50
ULTRARED MODE	51
SKILLS	52



GAME COMPONENTS

9 GAME TILES
(DOUBLE-SIDED)

73 ZOMBIE MINIATURES



40 Walkers



16 Runners

16 Fatties



1 Abomination

3 TRAIN TILES
(DOUBLE-SIDED)



14 SURVIVOR MINIATURES AND ID CARDS



Carl



Hanna



Concepción



Jeb



Henry



May



Thomas



Kassey



Molly



Jimmy



Pablito



Trixie



Turner



Meg



1 GATLING GUN



92 MINI-CARDS

82 Equipment cards

• **STARTING WEAPONS**..... X18
 Old Timer x6
 Pan x6
 Springfield..... x6

• **CLASSIC EQUIPMENT CARDS** X55
 Colt SAA x3
 Dynamite x6
 Holy Water x6
 Knife..... x4
 Machete..... x2
 Pickaxe x2
 Plenty Of Bullets x4
 Plenty Of Shells x4
 Remington..... x3
 Saber x2
 Sawed-Off..... x2
 Schofield..... x3
 Shotgun..... x2
 Tomahawk x2
 Twin Barrel x2
 Water x6
 Winchester..... x2

• **BOUNTY WEAPONS**..... X7
 Coach Gun x1
 Colt Buntline x1
 Heavy Saber..... x1
 Henry Repeater x1
 Manitou's Wrath x1
 Mauser C96 x1
 Volcanic Pistol x1

2 Reference Cards (Wagon and Gatling Gun)



1 Abomination Card



37 Zombie Cards (#1 to #37)



29 TOKENS

Wagon.....x1



Exit point.....x1



First player.....x1



Noise (Bang/Boom)x1



Vade Retro.....x2



Objectives

Red/Red x7
 Red/Blue..... x1
 Red/Green x1



Zombie Spawn

First Spawn Zone (Yellow/Yellow) . x1
 Mobile (Orange/Orange)..... x2
 Abomination (Active/Inactive) ... x2
 Corpse Pile (Active/Inactive) x9



6 SURVIVOR DASHBOARDS



6 SURVIVOR COLOR BASES



6 DICE



48 TRACKERS





UNDEAD OR ALIVE

Lots of folks came out West for lots of reasons. Adventure. Opportunity. Escape. Or maybe just to stretch their legs a bit and see the world. Yes, sir, it's a bold new land full of possibilities for anyone willing to roll up their sleeves and set down to hard work. But ain't nobody—not a dang one of us!—expected zombies!

Who knows what's got the dead all jittery in their graves? Is it a madness? A plague? Some folks say the Devil hisself's abroad. Could be, could be, but whatever it is, all our dreams and hopes have turned into some kinda... livin' nightmare! But all ain't lost, no, sir! The West weren't for the faint-of-heart before, and it didn't breed no folks who give up without a fight. So take up arms, gather your posse, and get ready for Zombicide!



Zombicide: Undead Or Alive is a cooperative game where 1 to 6 players face hordes of Zombies controlled by the game itself. The players control a Survivor posse just after the end of times, with the dead rising and chasing the living.

The goal is to complete the Mission objectives, survive, and kill as many Zombies as possible!

Zombies are slow and predictable, but numerous. Watch out for their Abominations and the corpse piles, too!

Survivors use whatever they can get their hands on to kill Zombies. The better the weapon, the higher the body count, but the more Zombies appear, attracted by the onslaught!

Survivors can trade equipment, and players can share tactics. Only through cooperation can you achieve the Mission objectives and survive. Battling Zombies is fun, but you will also need to rescue other Survivors, find gallons of holy water to purify the unholy places the Zombies rise from, drive steam-powered trains, and much more.

After experiencing *Undead Or Alive*, your posse will be the ultimate Zombie shooters!

ZOMBICIDE THROUGH SPACE AND TIME

The Zombicide game range allows players to battle Zombies in many settings, creating unique atmospheres with dedicated Survivors, Zombies, and other features.

Using the same basic mechanics, all Zombicide core boxes are designed to be entry points to the game. Core boxes and expansions from each era (classic, fantasy, or sci-fi) are fully compatible with each other.



Classic Zombicide follows the zombie apocalypse in a modern-day world, featuring colorful Survivors rolling all guns blazing in derelict cities.



Fantasy Zombicide enters the Dark Ages through the evil schemes of mad necromancers sweeping through the country with zombie armies. You and your fellow Survivors fight for a better future!



Sci-Fi Zombicide brings you to PK-L7, a distant planet with precious resources. The Xenos, an alien species, became infected by an unknown agent and started attacking everyone on sight!



SETUP

An *Undead Or Alive* game usually features 6 Survivors, distributed in any way you see fit among 1 to 6 players. We recommend new players join the game with a single Survivor to get a quick grasp on the game mechanics. A veteran player can easily control a whole posse of 6 Survivors and clear hordes of Zombies all on their own!

A 3 or 4 Survivor posse may complete its ranks with Companions (P. XX) to even the odds against Zombies!

1. Choose a Mission.
2. Place the tiles.
3. Place the Spawn Zones, tokens and miniatures as indicated by the Mission.

Veteran Zombicide players, please note:

- The tiles predefine places for Objective tokens.
- Closed doors no longer exist in buildings.

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

Undead Or Alive features 14 Survivors of the Zombie apocalypse. Players are free to choose any of them for the Mission, or replace them with Survivor(s) from other boxes (the starting Equipment may change). Some Missions have Survivor prerequisites and may prevent you from choosing your favorite Survivor, but don't worry! It means you will be able to find and rescue them somewhere, somehow!

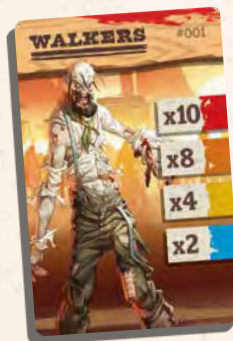
5. Players take 1 Dashboard for each of their Survivors, placing the Survivor's ID Card on it. They take a colored plastic base and attach it to the Survivor's miniature to help identify it. They also take 5 plastic trackers of the same color as their base.
6. Set aside the following cards, identified by their category, and their respective color. Shuffle each of these decks, and place them facedown close to the board.

- **Equipment:** The gear and weapons the Survivors will find along the game.



This is an Equipment card.

- **Zombies:** The foes your posse will face during the game. The more Zombies you kill, the more they rise, in all shapes and sizes!



This is a Zombie card.

- **Abominations:** *Undead Or Alive* features Abominations, Zombie monsters of epic proportions. Each of them has a special ability to spice the game up! Each time an Abomination Zombie card is drawn (P. XX), a random Abomination is selected.



This is an Abomination card.





This is a Bounty Weapon card. Note each Bounty Weapon has its own Feat text on the back!

- **Bounty Weapons:** Coach Gun, Colt Buntline, Heavy Saber, Henry Repeater, Manitou's Wrath, Mauser C96, and Volcanic Pistol. The back describes the game Feat to achieve to gain the corresponding Bounty Weapon (P. XX). Bounty Weapon cards are shuffled and placed facedown near the board, for all players to see their back and the game Feat to achieve.



Some rare and cool Bounty weapons may be found or gained through game Feats. Look for them and show the Zombies who's the boss!



Starting Equipment cards are distributed during Setup. Reference cards and unused ID Cards may be viewed anytime during the game.

- Place Starting Equipment cards, unused Survivor ID Cards, along with the Wagon and the Gatling Gun reference cards, within view of all players.



These are the possible starting weapons for each kind of Survivor. Look for better weapons whenever possible!

- Survivors have a favored Equipment type indicated on their ID Card (Favorite Weapon Slot, P. XX). Each Survivor receives a Starting Equipment card of the corresponding type:
 - **Pistol:** Old Timer
 - **Melee weapon:** Pan
 - **Rifle:** Springfield
 - **Any:** the player chooses either an Old Timer, a Pan, or a Springfield.

If a Survivor's starting Skill lists any starting Equipment, they receive those cards now, independent of the Starting Equipment you've just passed out.



Hanna gets a Springfield Rifle as a Starting Equipment. Concepción freely chooses among an Old Timer, a Springfield Rifle, or a Pan.

8. Place the miniatures representing the chosen Survivors on the starting Zone(s) indicated by the Mission. Unless otherwise stated by the Mission's description, set the Noise token on its "Bang" side in this Zone as well (in the case of several Starting Zones, pick any one of those Zones).
9. Each player places their Survivor Dashboard(s) in front of them. Make sure the sliding arrow is on the 0 space in the blue area of the Danger Bar. Then, they place a tracker in the top Slot of their Wound Bar (see the sidebar) 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. The Starting Equipment may be set in "Hand" or "Favorite Weapon" slots of the Dashboard (P. XX).
10. Select the first player and hand the First Player token to them.



Meg is a Gunslinger. Carl is a **Brawler**. Jimmy is a **Townfolk**, and Concepción is a **Faithful**.

There are 4 Survivor Classes in *Undead Or Alive* – Brawler, Faithful, Gunslinger and Townfolk (Game expansions might include additional classes). Classes are explained in depth on P. XX.



Brawlers can move and hit with Melee weapons in the same Action. They also can endure more Wounds than other Survivors. They are best used with Melee weapons.



Faithful Survivors can use the Vade Retro Class Ability (P. XX) to temporarily immobilize Zombie groups by the power of their faith. They are also able to use ordinary Water in the same way as Holy Water to destroy Spawn Zones (P. XX).



Gunslingers can use the Fanning Class Ability (P. XX), firing in bursts at the expense of accuracy. They are best used with Pistols.



Townfolk know the city like the back of their hand. They find Equipment easily and have a better time fighting indoors. They are best used with any kind of long-ranged firearms, like Rifles.

3 trackers in reserve.

Tracker on the Blue Skill.

Pablito belongs to the Gunslinger Class, and can Fan with any Pistol he owns (P. XX).



Tracker on the top slot of the Wound Bar.

Tracker on the "0" of the Blue Danger Level

As a Gunslinger Survivor, Pablito receives a Starting Equipment corresponding to his Favorite Weapon Slot, pistol: an Old Timer.





GAME OVERVIEW

Y'all, we might be surrounded.

BAMBAMBAMBAMBAMBAM!!!!

Nope. My mistake.

– Molly



Undead Or Alive is played over a series of Game Rounds, which proceed as follows:

★ PLAYER PHASE

The player with the First Player token takes their Turn, activating their Survivors one at a time, in the order of their choice. Each Survivor can initially perform 3 Actions per Turn, though Skills may allow them to perform extra Actions as the game progresses. The Survivor may use their Actions to kill Zombies, move around the board, and perform other tasks to accomplish the various Mission Objectives. Some Actions make Noise, and Noise attracts Zombies!

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

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

The Players' Phase is explained in depth on page XX.

★ ZOMBIE PHASE

All the Zombies on the board activate and spend 1 Action either attacking a Survivor next to them or, if they have nobody to attack, moving toward the Survivors or noisiest Zone. Some Zombies, called Runners, get 2 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 active Spawn Zones on the board. The Zombies' Phase is explained in depth on page XX.

★ END PHASE

The Noise token is flipped from its "Boom" side to its "Bang" side. If it was already on its "Bang" side, it is moved to the Zone with the most Survivors (players choose in case of a tie). The first player hands the First Player token to the player on their left.

Another Game Round then begins.

★ WINNING AND LOSING

The game is lost whenever:

- ANY Survivor has been eliminated (be careful, Companions are Survivors, see P. XX).
- When the Mission Objectives can no longer be fulfilled.
- As soon as the seventh Spawn Zone becomes ACTIVE on the board (watch out for Abomination Spawn Zones and Corpse Piles – see P. XX!).

The game is won immediately when all Mission Objectives have been accomplished. *Undead Or Alive* is a cooperative game, so all players win and lose together.





THE BASICS

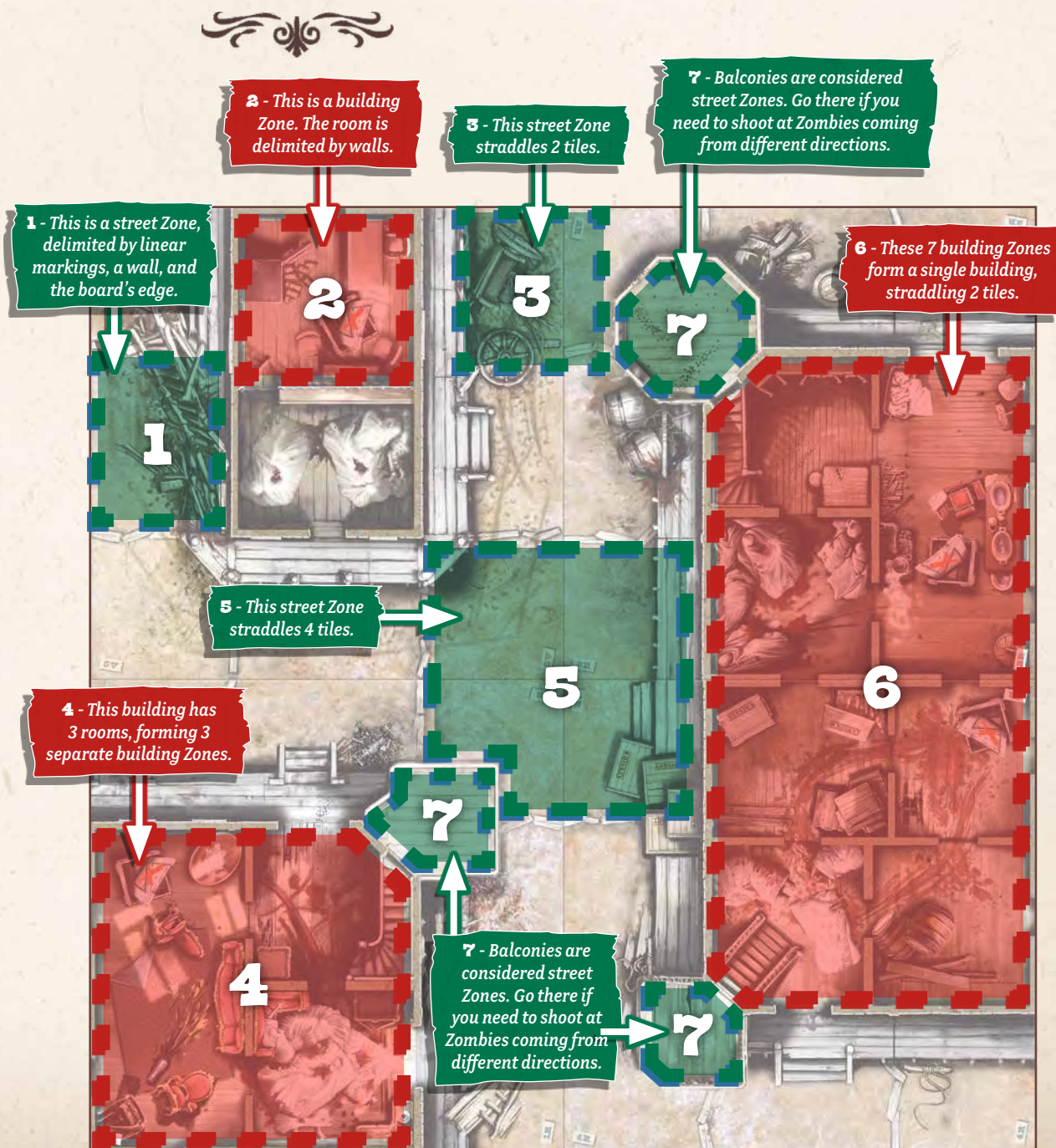
- Lets plan some smart move to...
- No.
- No?
- No. Let's move, crush some heads and move again.
- Well... That's a plan. Can we also shoot at them?

- Carl and Hanna

★ USEFUL DEFINITIONS

Actor: A Survivor or Zombie.

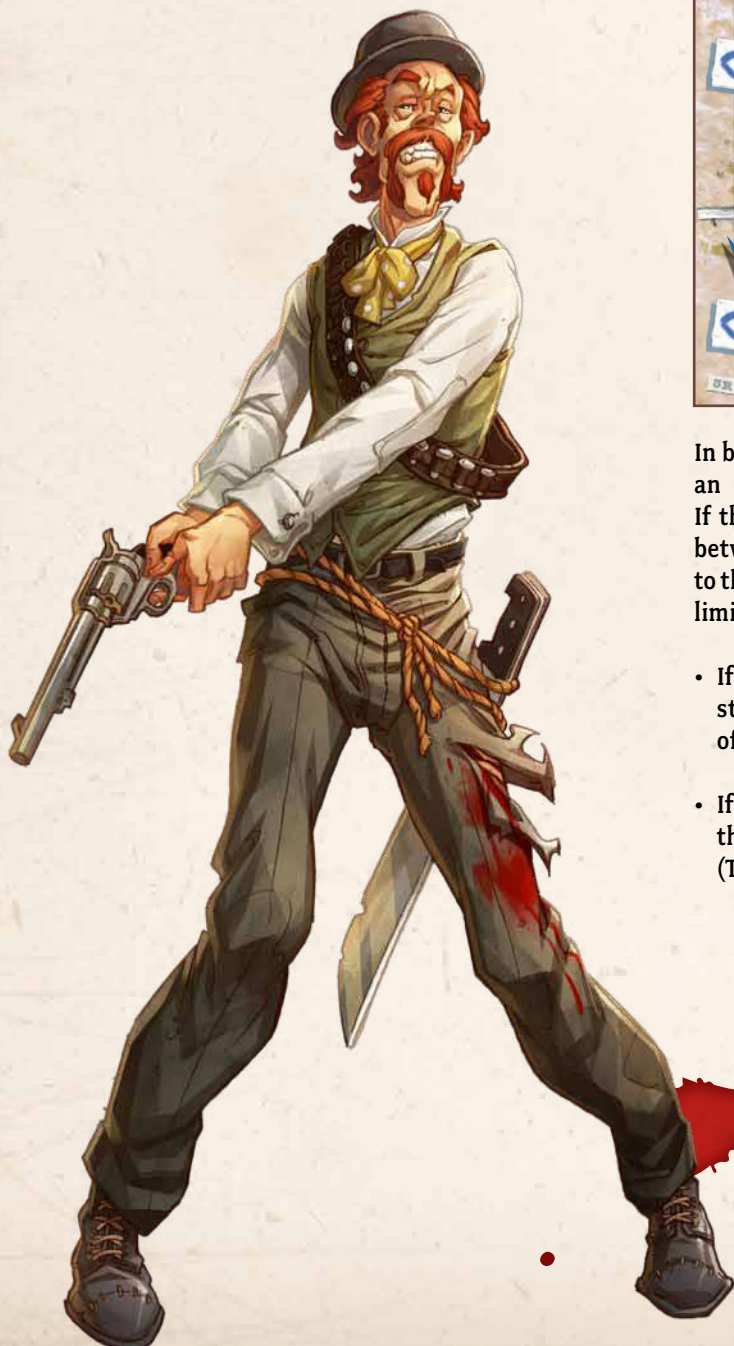
Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between two linear markings (or a linear marking and the board's edge) and the walls of buildings along the street. Balconies are considered as Street Zones.



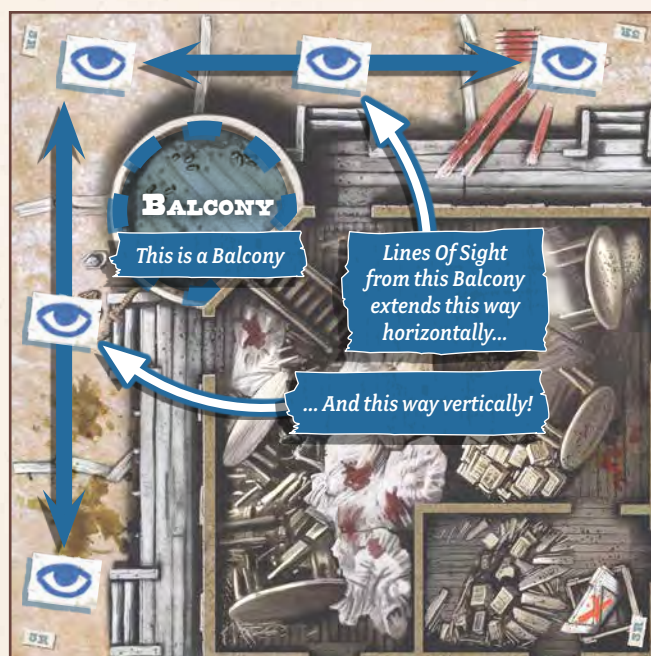
★ LINE OF SIGHT

Lines Of Sight define whether Actors can see each other, such as whether a Survivor can see a Zombie through a door opening, from a room to the next, across the street, etc.

In street Zones, 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.

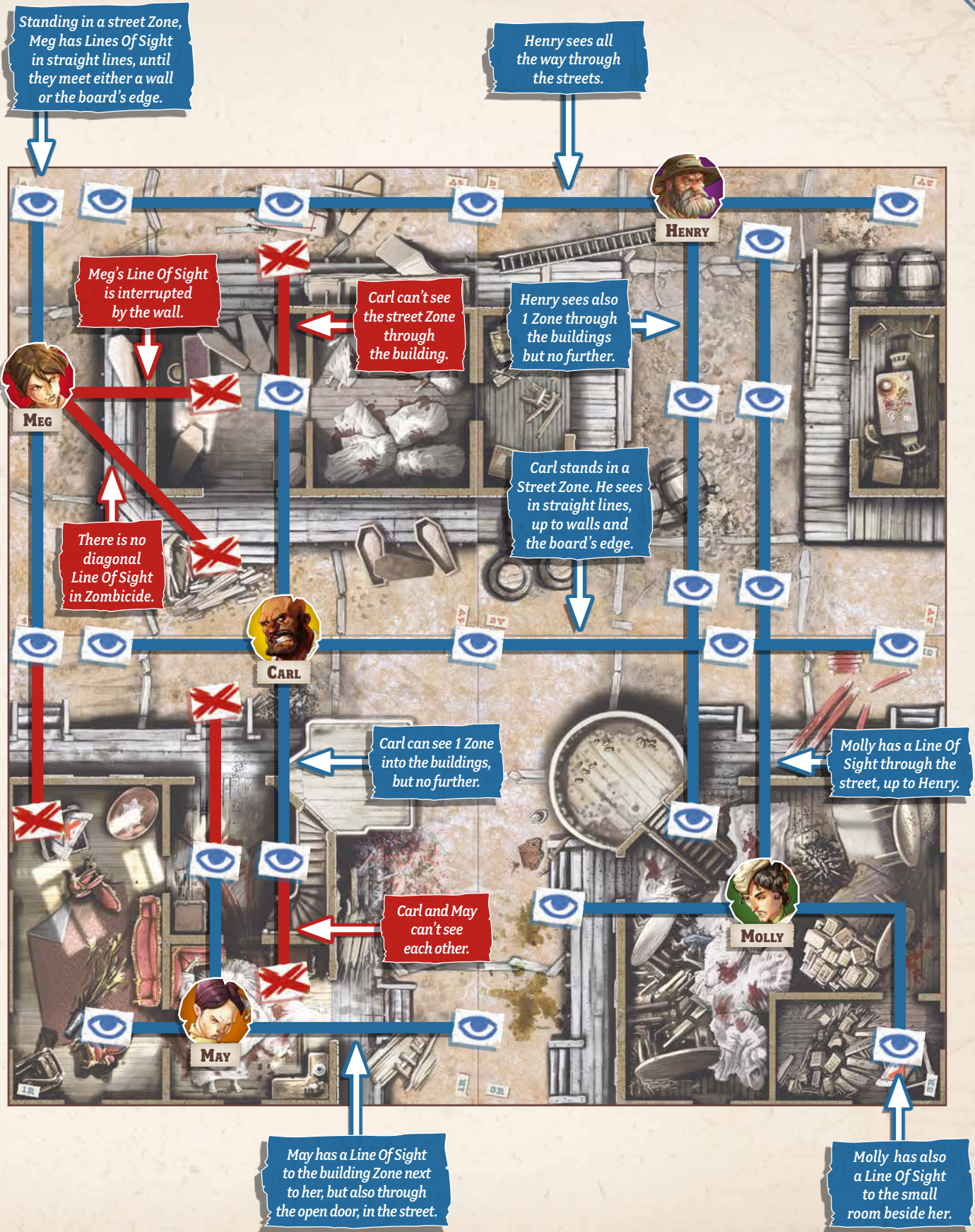


Balconies are always straddling over several street Zones forming angles. While standing on a Balcony, Actors are considered as being in each of these street Zones to determine Lines Of Sight (and Lines Of Sight only – the Balcony is a distinct Zone). Balcony rules are explained in depth on P. XX.



In building Zones, an Actor sees into all the Zones that share an opening with the room the Actor currently occupies. If there is an opening, the walls do not block Line Of Sight between 2 Zones. An Actor's Line Of Sight is limited, however, to the distance of 1 Zone (Townfolk Survivors don't have this limitation, see P. XX).

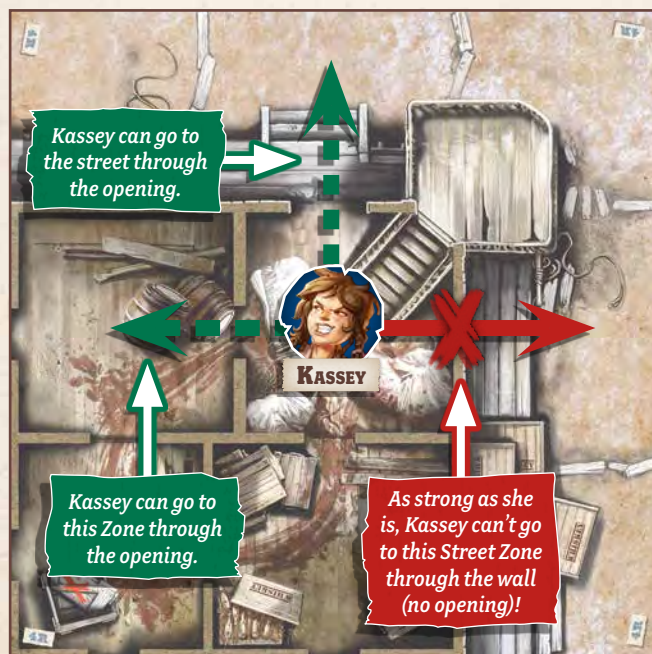
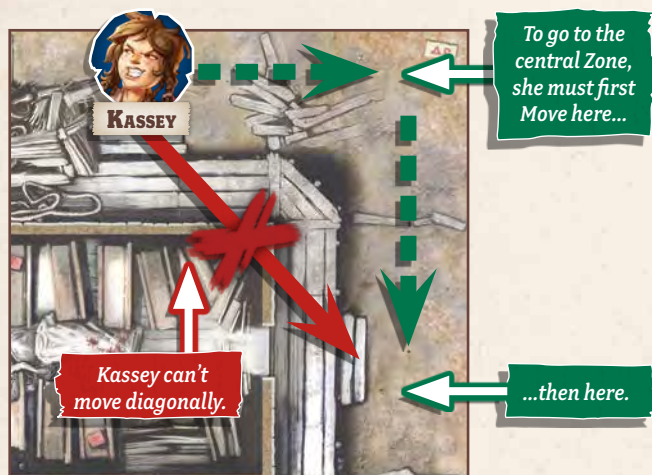
- If the Survivor is looking from a building Zone out into street Zones, the Line Of Sight can go through any number of street Zones in a straight line.
- If the Survivor is looking from a street Zone into a building, the Line Of Sight can go only 1 Zone into the building (Townfolk Survivors don't have this limitation, see P. XX).



★ 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

MELEE AND RANGED WEAPONS

Give me a Winchester and I will show these zombies what a real Apocalypse looks like.

– Thomas



Undead Or Alive features many Equipment cards. The ones your Survivors use to eliminate Zombies have Combat characteristics displayed at the bottom:

Weapons fall into 2 categories: Melee weapons and Ranged weapons. The Melee and Ranged symbols are used to distinguish each type.



Melee weapons bear the Melee symbol. They have a Range 0 value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (P. 36).



Pans and Pickaxes are Melee weapons.



Ranged weapons bear the Ranged symbol. They usually have a Range value of 1 (or more). They are used with Ranged Actions (P. XX). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.

- Pistols are preferred by Gunslingers, who can use them to fan (see Fanning, P. XX).

- Rifles are often carried around by Townsfolk whose Lines Of Sight are put to best use with the Rifle's long Range values.



*The Winchester and the Colt SAA are Ranged weapons.
The Winchester is a Rifle. The Colt SAA is a Pistol.*

AMMO TYPE

Most Ranged weapons use ammunition to eliminate Zombies. They have infinite ammo (enjoy!). However, the type of Ammo is used with several game effects.



Weapons with the Bullets symbol use bullets of some sort (no matter the caliber).



Winchester and Colt SAA use Bullets as ammunition.



Weapons with the Shells symbol use shells of some sort (no matter the caliber).



Shotgun and Coach Gun use shells as ammunition.

Weapons featuring multiple Ammo types may benefit from all the corresponding Ammo cards. The game effect only applies to Ranged Actions (P. XX) of their type.

NOISY EQUIPMENT

When you shoot at a zombie, the bad thing is it makes a big and noisy “bang”. The good thing is – beside the zombies being shot down – it makes a big and cheerful “bang”.

– Meg



Some Equipment are noisy and call upon the Noise token whenever they are used. Noise attracts Zombies!

Noise rules are detailed on P. XX.



Equipment bearing the **Bang symbol** produces a Bang token whenever an Action is spent to use it. Set the Noise token on its “Bang” side in the Survivor’s Zone. If a Bang token is already on the board, move it to the Zone where the Action has been executed.



Equipment bearing the **Boom symbol** produces the Boom token whenever an Action is spent to use it. Set the Noise token on its “Boom” side in the Survivor’s Zone. If a Boom token is already on the board, move it the Zone where the Action has been executed.

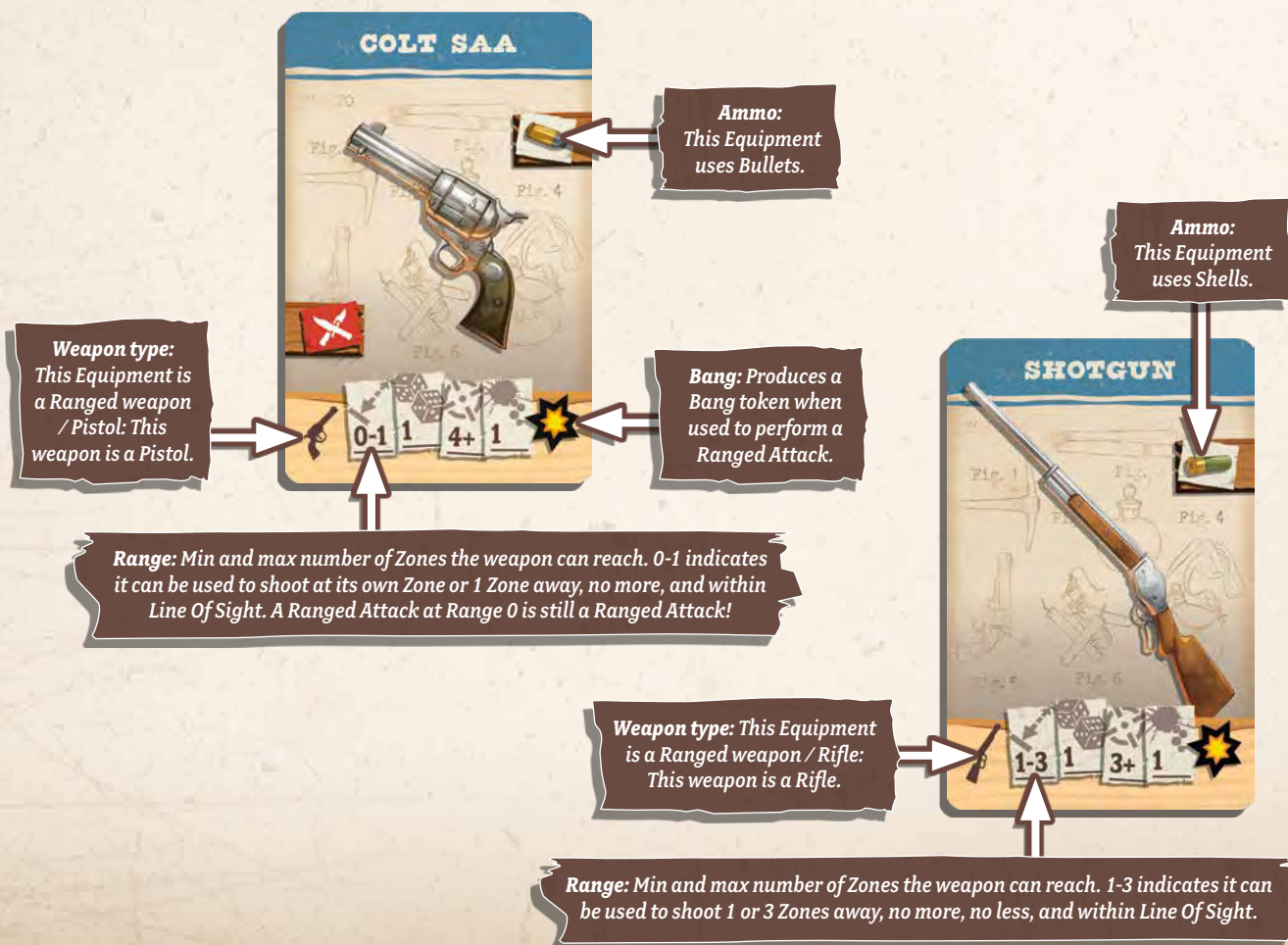
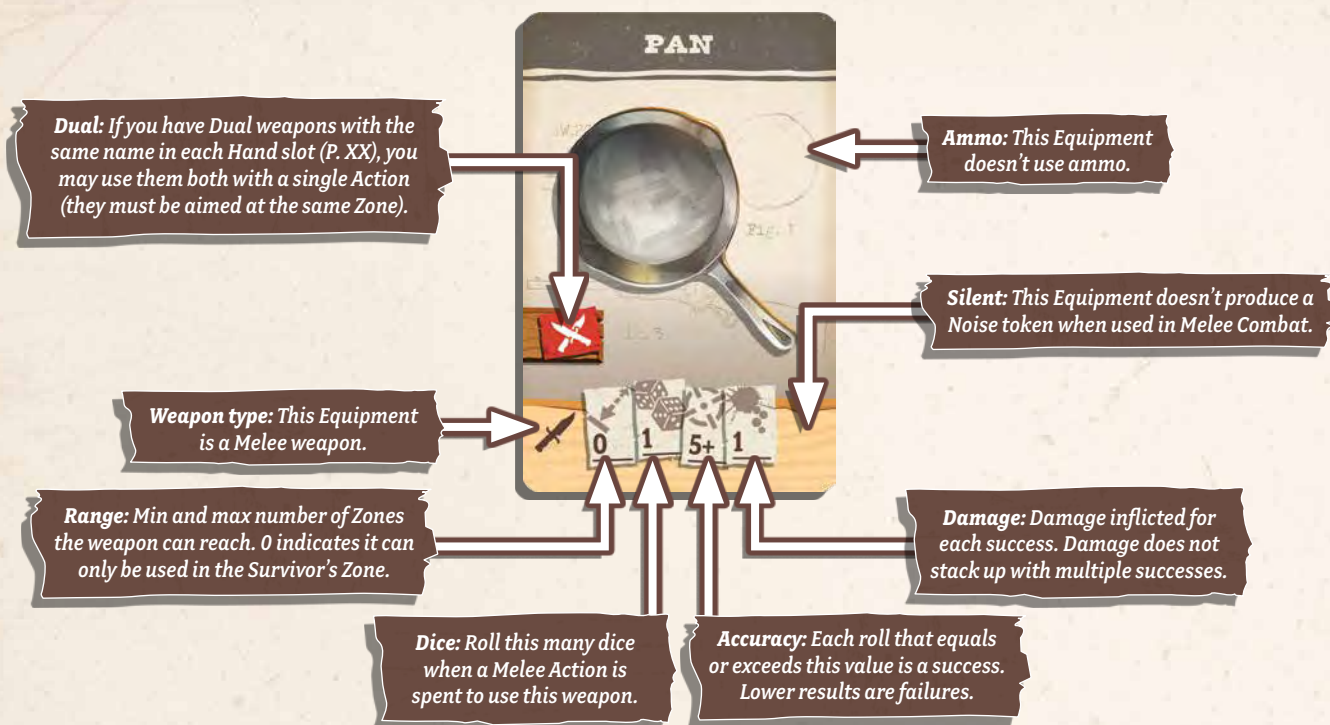
NOTE: A Boom is stronger than a Bang. If a Boom token is already on the board, ignore any “Bang” produced. Until the End Phase, only another Boom can move the Noise token. The “bang” produced by a Colt can’t compete with the noise of exploding dynamite!



The Knife is a silent weapon to kill with. The Double Barrels and the Colt SAA produce a Bang upon firing. The Colt SAA may even produce an Boom if used with Fanning!

COMBAT CHARACTERISTICS

Weapons display Combat characteristics used to eliminate Zombies in many inventive ways.



NOISE

– The zombies are attracted by noise, like a call to murder. Expect them to come for you once you start shooting.

– Really?

BANG! BANG!

– Come on, you zombies!



This is the Noise token, shown on its “Bang!” and “Boom!” sides.

Firing a shotgun or throwing dynamite makes Noise, and Noise attracts zombies! Noise is represented by the double-sided Noise token:

- The “Bang!” side represents casual Noise, from survivor clatter to a gunshot, nothing unusual in the Wild West.
- The “Boom!” side represents strong Noise, pistol fanning, Gatling fire or dynamite, the kind you hear from the other side of town.

As a rule of thumb, Boom is stronger than Bang.

During Setup (see P. XX), the Noise token is set on the Survivor Starting Zone, on its “Bang” side. The token is moved around the board every time a noise of **equal or greater** intensity is emitted: set it in the Zone the new Noise is made, on the corresponding side: “Bang!” if a Bang is produced, “Boom!” if it is a Boom.

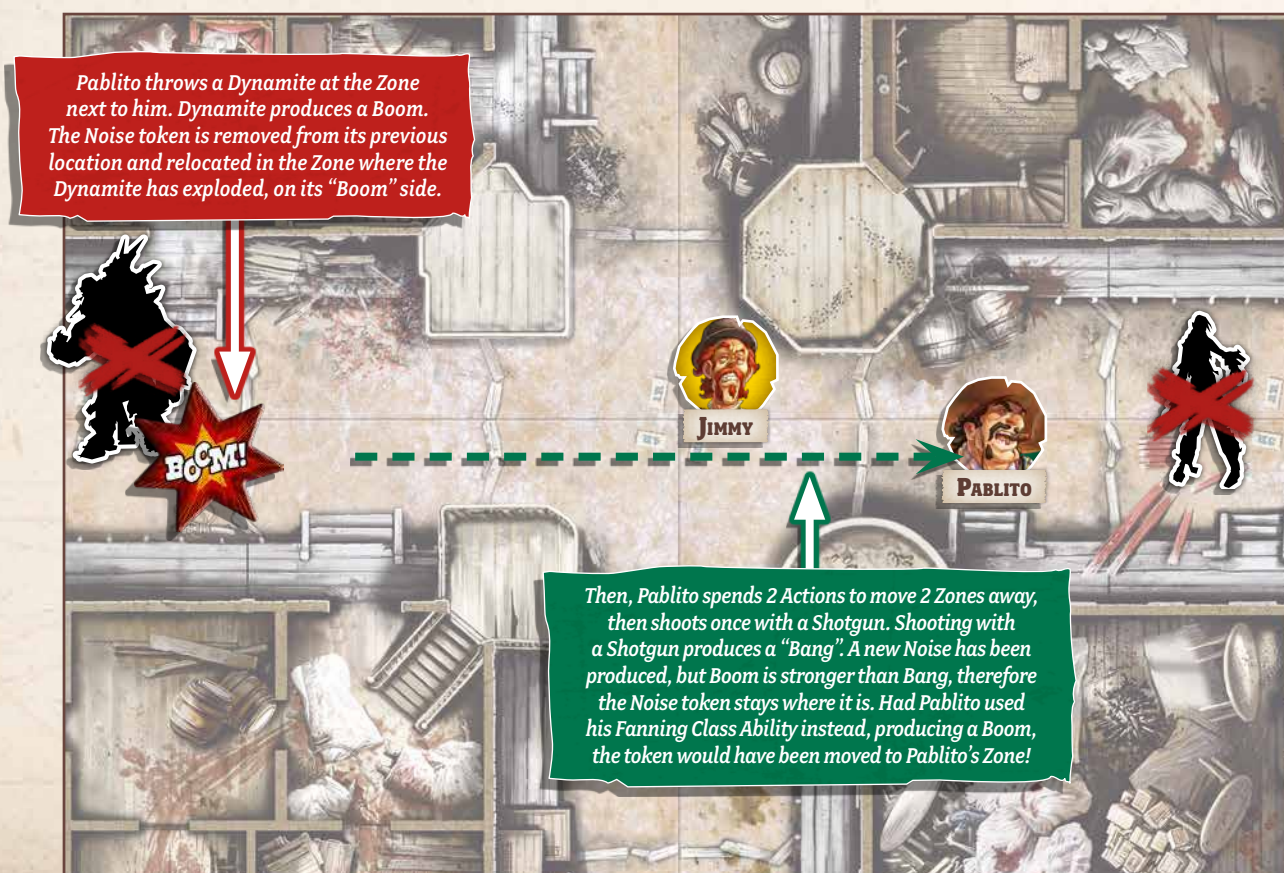
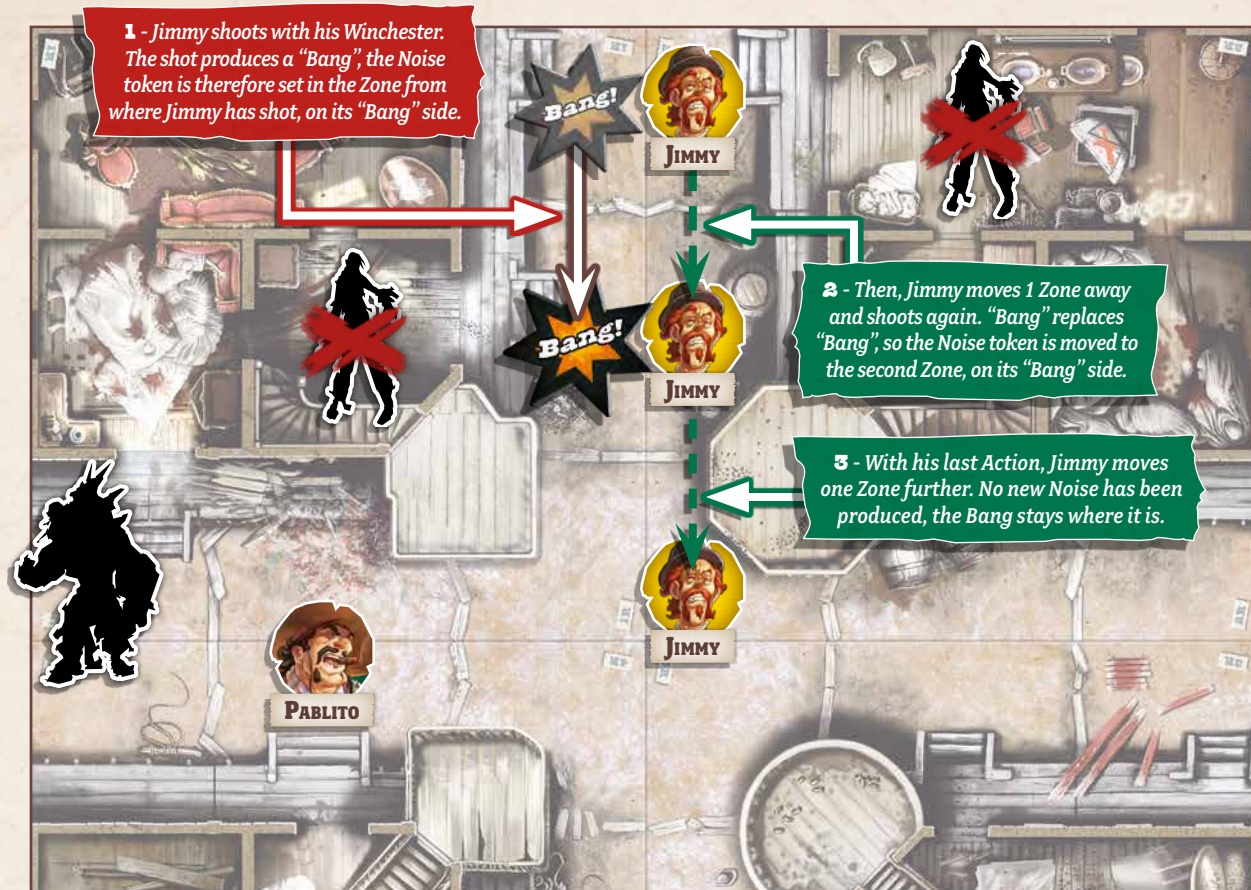
Note the Noise token stays in the Zone it was produced, even if the Survivor who produced it leaves.

There is always a Noise token on the board, either on its Bang or Boom side. In the case a game effect removes the Noise token (if it's on the Train, and the Train leaves the board, for example), set the Noise token back on the board, in the Zone containing the most Survivors. If several Zones are eligible, players choose!



The Dynamite produces a Boom, but the Token is set in the Zone where the Dynamite has exploded, rather than in the Zone from where it has been used.



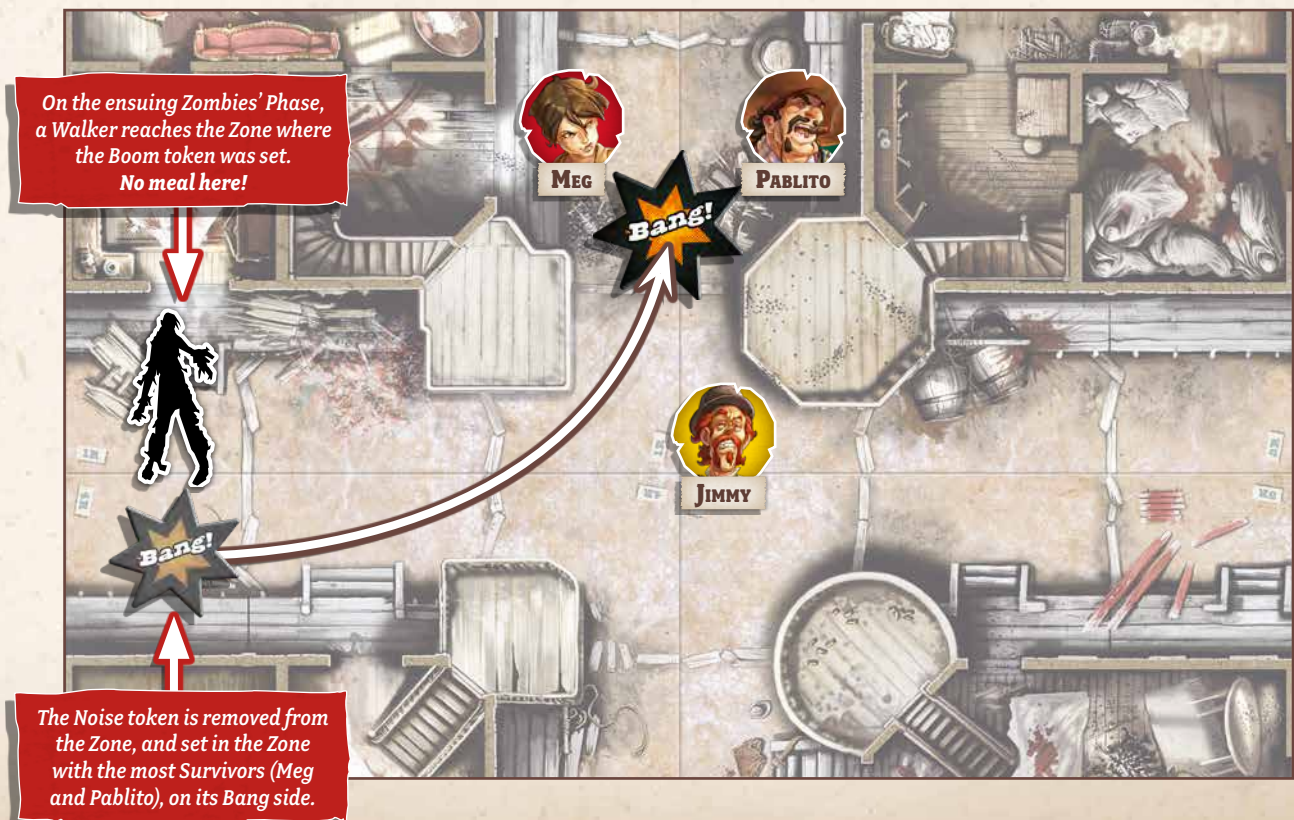


During each End Phase, the Noise token is lowered one step in intensity:

- If it's on the "Boom!" side, it is flipped it on the "Bang!" side.
 - If it's on the "Bang!" side, it is removed from its current Zone and set in the Zone with the most Survivors, on its "Bang!" side.
- If several Zones are eligible, players choose.



Whenever Zombies reach the Noise token's Zone (see Zombies' Phase, P. XX), the Noise token is removed from its current location and set in the Zone with the most Survivors, on its "Bang!" side. If several Zones are eligible, players choose.



BOUNTY WEAPONS

Bounty Weapons are special weapons that cannot be found in the Equipment deck. They form a separate deck, and can be obtained either through taking Objectives, or achieving game feats. Bounty Weapons have better Combat characteristics than their ordinary counterparts and may even offer unique abilities.

Bounty Weapons are acquired in order, one after the other from the top of the Bounty Weapons deck. **As soon as the Weapon is acquired, the Survivor may reorganize their inventory, for free.**

There are two ways to get Bounty Weapons:

- The Mission provides them as rewards for reaching game objectives.
- The Survivor accomplishes the feat described on the back of the top weapon of the deck. As soon as the feat is accomplished, the Survivor gets the Bounty Weapon.

An Action may only provide a single Bounty Weapon. On the other hand, multiple Bounty Weapons may be acquired during the same Turn (through feats or reaching game objectives).

EXAMPLE 1: *The top Bounty Weapon's feat mentions "Gain 5AP (or more) while standing on a Balcony, and in a single Turn." Jimmy climbs on a Balcony and shoots 2 times with his Winchester, eliminating 3 Zombies. He has accomplished the feat and immediately receives the Bounty Weapon: a Mauser C96. The next Bounty Weapon's feat is "Kill 3 Zombies (or more) with a Rifle in a single Turn." Despite Jimmy having met these requirements to get the Mauser C96, he doesn't receive the second Bounty Weapon. An Action may only provide a single Bounty Weapon!*

EXAMPLE 2: *Turner performs a Fanning Action with his Remington Pistol and eliminates 4 Zombies at Range 2. The top Bounty Weapon mentions "Gain 3 AP (or more) by killing Zombies at Range 2 (or more), in a single Turn." Since Turner accomplished this feat, he receives the Bounty Weapon: a Colt Buntline. Turner reorganizes his inventory, for free, and immediately equips it in Hand.*

The next Bounty Weapon to acquire mentions "Gain 3 AP (or more) in a single Action with a Pistol (or Dual Pistols)." Despite having just accomplished that, Turner cannot receive this Bounty Weapon. He has already gained one with his previous Action.

Turner spends a second Action to use his Fanning ability with the Colt Buntline and kills 3 Zombies. This time, he gets the second Bounty weapon, as this Action did not provide one yet. He gets the Volcanic Pistol.

Then, Turner spends a third Action to move to Range 1 of an Abomination, and his last Action to throw a Dynamite at it. The next Bounty Weapon prerequisite was to "Kill an Abomination with your last Action". His last Action has not provided a Bounty Weapon, so Turner also receives a Heavy Saber. This has been a very profitable Game Round for him.



★ ADRENALINE POINTS, ADRENALINE LEVEL, AND SKILLS

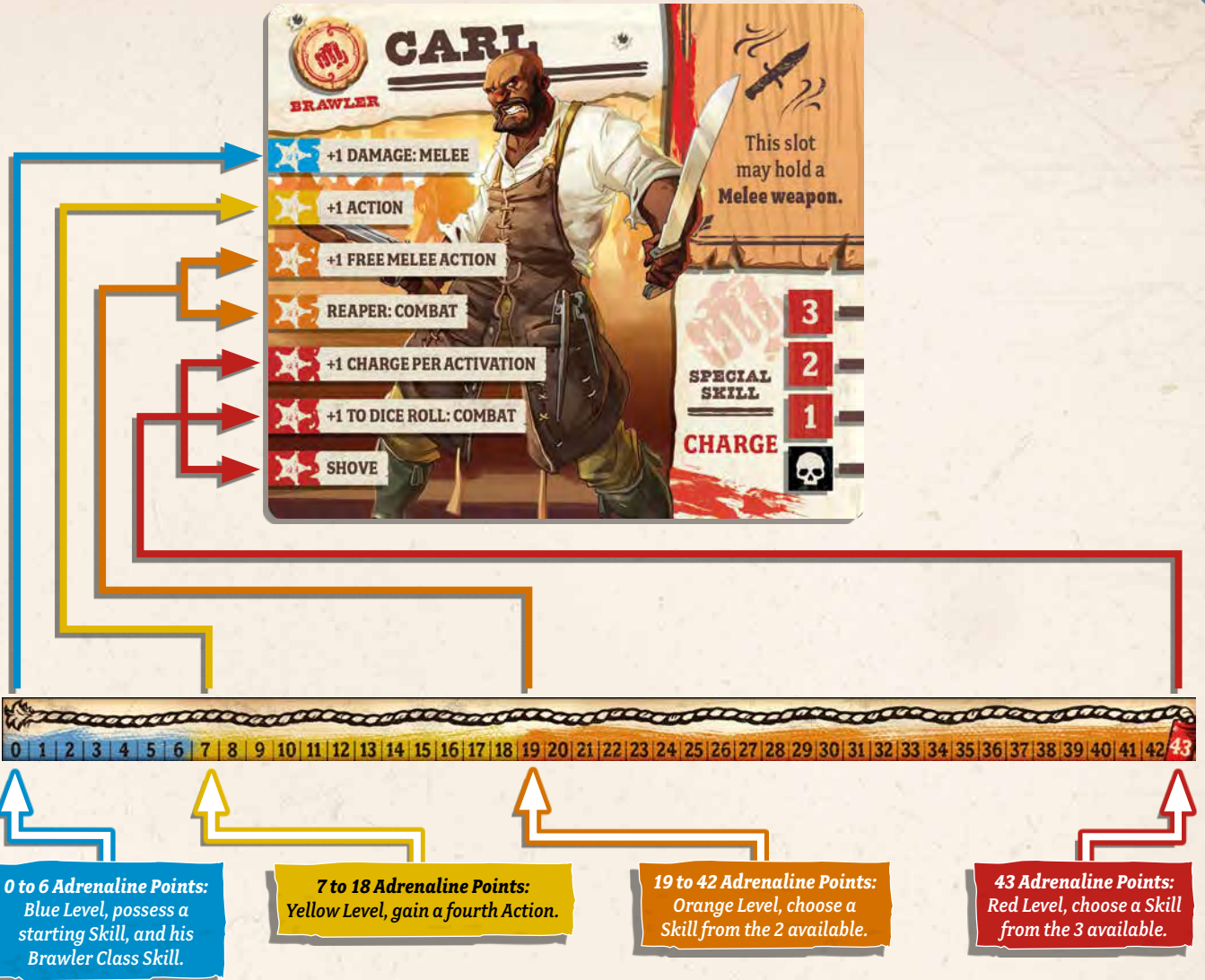
Practice, guts, and will to survive. This is all you need. Guns, bullets... You will eventually find them when you need them. But don't ever lose your guts or will to survive. Concerning practice... The zombies provide plenty.

– Turner

For each Zombie eliminated, a Survivor gains 1 Adrenaline Point (AP) and moves up a notch on their Danger Bar. Some Mission Objectives provide more Adrenaline Points, as does eliminating Abominations, and removing or moving Spawn Zones.

There are 4 Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. At each Danger Level, the Survivor gains a new Skill (P. XX) to help them on their Mission. Skills stack across Danger Levels, so at Red Level, your Survivor has 5 total Skills (one for each Danger level, and one for their Class – Gunslinger or Brawler, for example). As new Skills are unlocked, place new markers on the Survivor Dashboard to indicate them.

- A Survivor moves to the Yellow Danger Level upon reaching 7 Adrenaline Points. They gain a fourth Action.
- The Orange Danger Level is reached with 19 Adrenaline Points. Choose a Skill among the 2 indicated at this Level.
- The Red Danger Level is reached with 43 Adrenaline Points. Choose a Skill among the 3 indicated at this Level.



However, gaining Adrenaline has a side effect. 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 Zombies Spawn, P. XX). The stronger your Survivor is, the more Zombies appear.





INVENTORY

Hey! I found a Schofield! How 'bout a trade? My Schofield against your Winchester? I'll toss in these bullets... And a knife! Trade is the lifeblood of civilization.

– Jeb



Each Survivor can carry up to 6 Equipment cards, divided into three types of Equipment slots on their Dashboard: 2 Hands, 1 Favorite Weapon and 3 Backpack slots. You may discard cards from your Survivor's inventory to make room for new cards at any time, for free (even during another player's Turn).



Each **Hand slot** may receive 1 Equipment card. Weapons and other items in Hand slots may be used normally.



The **Favorite Weapon slot** may only receive a weapon corresponding to the mentioned type – a slot mentioning “Melee weapons” may receive a Machete or a Pickaxe, for example.

THREE HANDS?

Putting the proper Equipment card in their Favorite Weapon slot, 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.

This slot cannot store any other kind of weapon. If the Favorite Weapon Slot mentions “Any”, any weapon can be set there, including Dynamite. Non-weapon Equipment cards (like Holy Water or Plenty Of Ammo, for example) cannot be stored in this slot.

Weapons in the Favorite Weapon Slot are considered equipped in Hand and may be used normally.



The **Backpack** can hold up to 3 Equipment cards. Characteristics and game effects described on Equipment cards cannot be used until they are moved to a Hand inventory slot.

Equipment cards bearing “May be used from the Backpack” may be used indiscriminately in Hand or Backpack slots.

Backpack: Meg has stored a Winchester and Holy Water here. The Winchester cannot be fired from the Backpack. On the other hand, Holy Water can be used from there!

Favorite Weapon slot: Meg may only equip a Pistol, like the Schofield, in her Favorite Weapon slot. She can use it from here as if it was equipped in a Hand slot.

Hand slots: Both Hands are used primarily for combat. Cards bearing the Hand symbol, like weapons, may only be used when placed in a Hand slot.

Equipment Cards:

- HOLY WATER:** Discard this card, spend 1 Action, designate a Spawn Zone at Range 0-1 and within Line Of Sight.
 - Abomination or Mobile Spawn Zone: move it to the Starting Spawn Zone.
 - Corpse Pile Spawn Zone: flip it to the "Safe" side. May be used in the Backpack.
- WINCHESTER:** (Weapon card)
- REMINGTON:** (Weapon card)
- PICKAXE:** (Weapon card)
- SCHOFIELD:** (Weapon card)
- MEG:** (Survivor card)
 - +1 FREE RELOAD
 - +1 ACTION
 - +1 DIE: RANGED
 - +1 DIE: RANGED
 - +1 DIE: RANGED
 - +1 FREE RANGED ACTION
 - +1 MAX RANGE
- SPECIAL SKILL:** FANNING (2)

Dashboard: The dashboard features a central area for the Survivor (Meg) and surrounding slots for equipment. It includes a scale from 0 to 43 and various action cards.



THE ZOMBIES

Howdy zombie! May I introduce you to my dear friend, Mrs. Pickaxe?

– Henry, trying a new (unsuccessful) approach



Undead Or Alive features 4 types of Zombies. Most Zombies have a single Action to spend each time they activate (Runners have 2). A Zombie is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. The survivor that makes the killing blow immediately earns the listed Adrenaline Points.

★ WALKER



Neither quick nor tough. Just plenty. My favorite.

- Wounds dealt: 1
- To eliminate: Damage 1
- Adrenaline provided: 1 point

★ FATTY



Hard to kill, always on the front line. Fat bastard!

- Wounds dealt: 1
- To eliminate: Damage 2
- Adrenaline provided: 1 point

★ RUNNER



You have the fat bastard, and the fast bastard. See what I did there?

- Wounds dealt: 1
- To eliminate: Damage 1
- Adrenaline provided: 1 point
- Special rule: Runners have 2 Actions every time they are activated (P. XX).

WIP



Undead Or Alive lets players introduce all kinds of Abominations to their games. They spawn randomly from the Abominations deck, but there can only be one on the board at any single time.

★ ABOMINATION



As long as an Abomination is on the board, all Abomination Spawn Zones are active. Bring on the apocalypse!



Toughest, ugliest monster I ever seen. Watch for its friends, for it never comes alone.

- Wounds dealt: 1
- To eliminate: Damage 3 (or Dynamite)
- Adrenaline provided: 5 points
- Special rules:
 - A Dynamite or a Damage 3 weapon is required to eliminate an Abomination. Please note no weapon in *Undead Or Alive* has a natural Damage 3 value. It can be reached with Skills (like +1 Damage, P. XX), or Mission special rules.
 - Resolve these game effects whenever a Zombie card spawning an Abomination is drawn:
 - If there is no Abomination on the board, draw a card from the Abomination deck. Then, place the corresponding Abomination. Don't forget its special game effects (see below)! In addition, flip all Abomination Spawn tokens (P. XX) on their active side (see the insert).
 - If there is already an Abomination on the board, it gets an extra Activation.

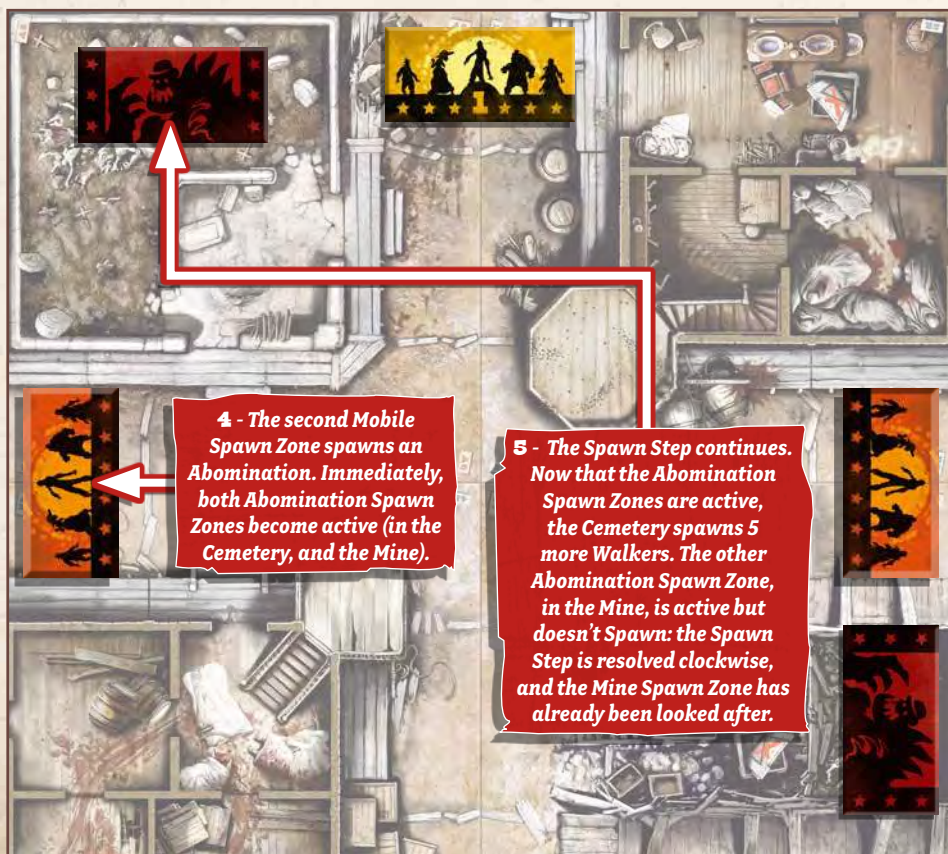
1 - 5 Walkers spawn on the Starting Spawn Zone...



FLIPPING ABOMINATION SPAWN TOKENS

Abomination Spawn Zones are placed on the Cemetery and the Mine tiles. If both tiles are used, both Abomination Spawn Zones get active when an Abomination shows up! If none of these tiles are used, ONE Abomination Spawn Zone is set on the Starting Spawn Zone.

Activated Abomination Spawn Zones insert in the usual clockwise turn during the Spawn Step (P. XX). If you already passed their position, they don't spawn Zombies. Otherwise, they do. Whenever the Abomination is killed, flip the Abomination Spawn tokens on their inactive side.





PLAYER PHASE

Starting with whoever holds the First Player token, each player activates their Survivors one after the other, in the order of their choice. Each Survivor can execute up to 3 Actions at the Blue Danger Level (not counting any free Action their Blue Level Skill may give them). The possible Actions are listed below.

★ MOVE

The Survivor moves from a Zone to the next but cannot move through building walls.

- A Survivor must spend 1 additional Action per Zombie standing in the Zone they're attempting to leave.
- Entering a Zone containing Zombies ends the Survivor's Move Action (even if they have a Skill allowing them to move through several Zones per Move Action, or the Unstoppable Skill, see P. XX).

EXAMPLE: Meg is in a Zone with 2 Walkers. To leave this Zone, she spends 1 Move Action, then 2 more Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Zombies in the Zone, Meg would have needed 4 Actions (1 + 3) to Move.

★ SEARCH

Huhuhul! The sheriff's office. I expect lots of guns in there. Do you know that today is my birthday? Truly. Has to be!



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. **Not including Townsfolk class (P. XX), Survivors can only perform a single Search Action per Turn (even if it's an extra, free Action).** After Searching, the Survivor may freely reorganize their 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 (excluding Bounty Weapons and starting Equipment cards) to make a new deck.

Note: Townsfolk can perform as many Search Actions as they want (and are able to).

★ REORGANIZE/TRADE

The Survivor can reorganize the cards in their inventory in any way the player wishes.

The Survivor can simultaneously exchange any number of cards with 1 (and only 1) other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.

A Trade Action doesn't have to be equal. You can trade everything for nothing if both parties agree!

★ COMBAT ACTIONS

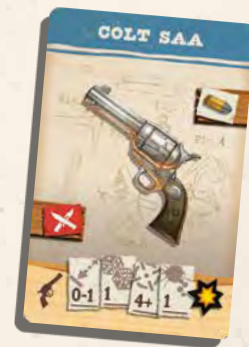
Combat Actions use all Melee and Ranged Equipment cards to eliminate Zombies.

MELEE ACTION



The Survivor uses a Melee weapon they are holding in Hand (it can be in the Favorite Weapon Slot) to attack Zombies in their own Zone (see Combat, P. XX).

RANGED ACTION



The Survivor uses a Ranged weapon they are holding in Hand (it can be in the Favorite Weapon Slot) to fire at a single Zone within the Range shown on the weapon's card, and within Line Of Sight. (see Combat, P. XX)

Survivors shoot at Zones, not Actors. This is especially important for Targeting Priority Order (P. XX).

Using a Ranged weapon at Range 0 is still a Ranged Attack.

★ TAKE OR ACTIVATE AN OBJECTIVE

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

★ MACHINE ACTIONS



The Wagon and the Gatling Gun are both Machines. Actions can be spent to use them!

Undead or Alive features two Machines: the Wagon and the Gatling Gun. Their reference cards list their abilities. Machines are not Actors. In order to perform a Machine Action, a Survivor spends at once a variable amount of Actions.

WAGON

There are no horses! What do we want with a Wagon—Wait! Is it a Gatling gun I see in there?

– Kassey



• Moving the Wagon

Action cost: 3

The Survivor and the Wagon (along with its contents) move from one Zone to the next. This Action uses the classic Move Action rules, but does not benefit from additional Skills, Class Abilities, and game effects related to Move Actions.

• Getting in or out of the Wagon

Action cost: 1

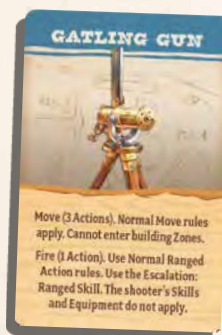
A Survivor starting or ending a Move Action in the Wagon's Zone, may get in or out of the Wagon instead (Move penalties still apply, P. XX). The Survivor is still considered as standing in the Wagon's Zone. The Wagon may hold as many Survivors as you may set.

Zombies never get in the Wagon, but may Attack Survivors standing in it.

GATLING GUN

This is... CHEATING! I love it!

– Turner



• Moving the Gatling Gun

Action cost: 3

The Survivor and the Gatling Gun both move from one Zone to the next. This Action uses the classic Move Action rules, but does not benefit from additional Skills, Class Abilities, and game effects related to Move Actions.

• Firing the Gatling Gun

Action cost: 1

The Survivor fires the Gatling Gun. This Action uses the classic Ranged Attack rules (P. XX) with the Gatling Gun's characteristics and Skill (Escalation; Ranged, P. XX). The Gatling Gun only benefits from its own abilities. Class Abilities, Skills, and game effects related to Ranged Attacks (like the Plenty Of Ammo Equipment card, for example), do not apply.

ROLLING THUNDER

Some Missions feature a Gatling Gun mounted on a Wagon. The Gatling Gun cannot be moved on its own, but moves along with the Wagon. The Gatling Gun can be fired by a Survivor in the Wagon.

★ MAKE NOISE

The Survivor makes Noise in an attempt to attract Zombies. Place the Noise token in their Zone on its Bang side. This Action can't be used if there is a Boom on the board.

★ DO NOTHING

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

CLASS & CLASS ABILITIES

Each Survivor from *Undead Or Alive* belong to a Survivor Class: Brawler, Faithful, Gunslinger or Townsfolk. Each Class has its own Abilities, reserved to their respective members: Fanning is a Gunslinger Class Ability, for example.

★ BRAWLER CLASS

Hand-to-hand specialists who use melee weapons to bring down Zombies.



- **Class Ability: Charge.** Once per Turn, the Brawler may spend 1 Action to Move up to 2 Zones to a Zone containing Zombies, then perform 1 free Melee Action. Movement restrictions apply. For example, an additional Action will be needed to quit a Zone containing a Zombie and entering a Zone containing Zombies still ends the Survivor's Move Action.
- **Class Ability:** Starts with Health 3. Brawler may endure 1 more Wound than other Classes.
Note: Brawler Companions DON'T give this additional Wound to their Leader.



★ FAITHFUL CLASS

Survivors who use their faith and conviction to paralyze Zombies and destroy Zombie nests.



Use the Vade Retro token to mark the Zone where Zombies were halted by the Faithful.

- **Class Ability:** Can use mundane Water as Holy Water. Faithful may consider ordinary Water Equipment Cards as Holy Water to move or remove Spawn Zones (P. XX). In this case, they only gain the 5 AP reward for destroying the Spawn Zone, not the 3 AP reward for discarding the Water card.
- **Class Ability: Vade Retro.** Once per Turn, the Faithful may spend 1 Action to place a Vade Retro token in a Zone within Line Of Sight, and containing Zombies. As soon as Zombies in the targeted Zone activate, ALL Vade Retro tokens in the Zone are removed and Zombies in the targeted Zone lose their whole Activation (Runners, for example, won't execute their two Actions). Once a group of Zombies have lost their Activation, other Zombies subsequently entering the Zone are unaffected.

Vade Retro tokens are automatically removed whenever there are no Zombies in their Zone.

EXAMPLE: Concepción uses a Vade Retro Action to put a Vade Retro token in a Zone containing 2 Walkers, 2 Runners and 1 Abomination. The Zombies' Phase begins. The token is removed. The 2 Walkers, the 2 Runners, and the Abomination will NOT resolve ANY of their Actions. The Runners lose their 2 Actions!

3 other Runners are a Zone away from the Vade Retro token when the Phase starts. They cross the Vade Retro's Zone during their Move Step, unaffected.

During the Spawn Step, an Extra Activation is drawn for the Runners. All Runners on the board activate, including the ones standing in the Zone previously affected by the Vade Retro token. Then, an Abomination card is drawn. The Abomination activates, since its Zone no longer contains any Vade Retro token.

★ GUNSLINGER CLASS

Pistol specialists able to unload a heap of lead at short range.



- **Class Ability: Fanning.** The Gunslinger uses a single Pistol equipped in Hand to perform a Ranged Action, unloading the weapon at amazing speed. For this Action, the Pistol's characteristics are modified as follow:
- **Range:** Unchanged.
- **Dice:** 6. This value may be altered normally (with the +1 die: Ranged Skill, for example)
- **Accuracy:** 5+. This value may be altered normally (with the +1 to dice roll: Ranged Skill, for example)
- **Damage:** Unchanged.
- **Boom:** Fanning produces a Boom (P. XX).
- **Reload:** After the Fanning, the Pistol acquires the Reload trait (P. XX) until it is reloaded. The Survivor may spend 1 Action to reload it. The Pistol is automatically reloaded, for free, during the End Phase.

EXAMPLE: Meg performs a Ranged Action to Fan with the Colt SAA. The weapon must then be reloaded and can't be used until an Action has been spent to do so. Meg uses an Action to Reload her Pistol. She then fires normally, without using her Fanning Class Ability. This Ranged Action doesn't suffer from the Reload effect. She can fire several times without having to reload.

NOTE: Fanning is performed with a single Pistol weapon, even if the Survivor has dual-equipped Pistols. Having enough Actions, such a Survivor could Fan with their first Pistol, then Fan with the second Pistol. They could even Fan, with a third action, using the Pistol equipped in the Favorite Weapon slot!

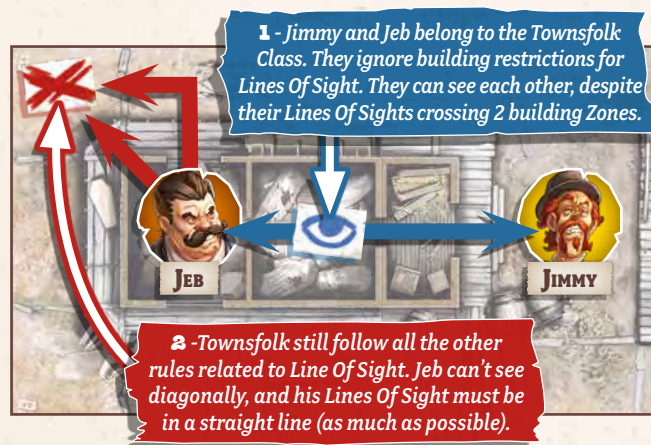


★ TOWNSFOLK CLASS

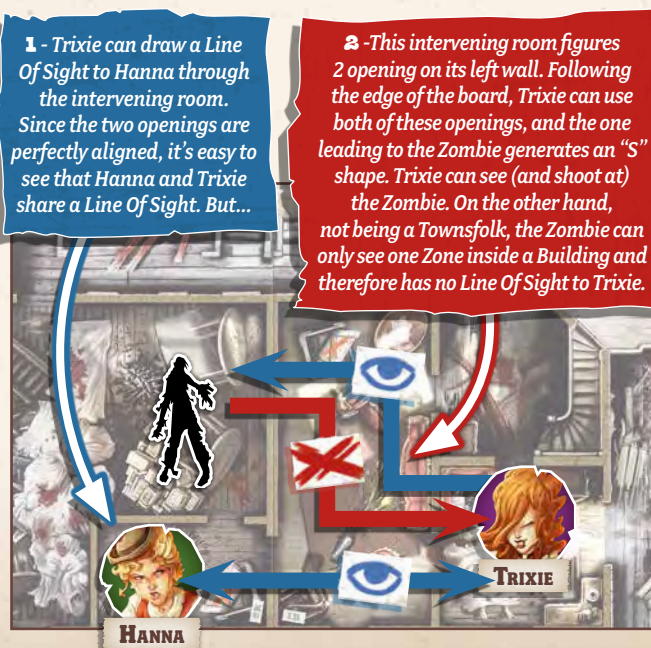
Townfolk are used to fighting in urban areas, and know where to look to find everything they need to fight Zombies.



- **Class Ability: Can Search more than once.** Townfolk aren't limited to one Search Action per Turn. They may spend as much Actions as they want (and have) to Search.
- **Class Ability: Ignore Line Of Sight restriction in Building Zones.** Townfolks Lines Of Sight aren't limited to one Zone inside a Building. They still use openings and draw Lines Of Sight parallel to the edge of the board, though.



Sometimes, the Line Of Sight may become a bit tricky for Townfolk. They still must draw these Line Of Sight parallel to the edges of the board, but when the openings are not aligned one with the other, the Line Of Sight may draw an "S" shape.





ZOMBIE PHASE

Once the players have activated all their Survivors, the Zombies activate. No single player controls them, they do it themselves, performing the following steps in order.

★ STEP 1 – ACTIVATION

BANG-BANG-BANG-BANG-BANG-BANG

They are still coming?!? They're grabbier than this guy in San Pedro who... No, forget about it.

– Meg



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 1 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.

The Wound Bar's tracker is moved 1 point lower per Wound received. A Survivor is eliminated as soon as their Wound Bar reaches 0 (usually after taking 2 Wounds for a classic Survivor, 3 Wounds for a Brawler). At that point, the game is lost!

*Each successful
Zombie Attack
deals 1 Wound.*



MOVE

Zombies that have not Attacked use their Action to Move 1 Zone toward Survivors:

1- Zombies select their destination Zone.

- The first Zone they go for is the one with Survivors in Line Of Sight that has the Noise token (be it a Bang or a Boom).
- If the Survivors in sight have no Noise token, Zombies head for the Zone with the most Survivors. Choose in case of a tie.
- If no Survivors are visible, they Move toward the Noise token.

In all cases, distance doesn't matter. A Zombie always goes for the noisiest targets they can see, then for the most numerous targets, then for the Noise token.

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

If there are more than one route of the same length, Zombies split into groups of equal numbers and types to follow all possible routes.

Uneven Zombie groups are split the same way. Decide which splitting group gets the extra Zombie and which direction the uneven split groups go. In case of a single Zombie being offered multiple routes, the players decide which direction it goes.

EXAMPLE: A group of 4 Walkers, 3 Fatties, and 1 Runner move toward a group of Survivors. The Zombies can take 2 routes of the same length, so they split into 2 groups.

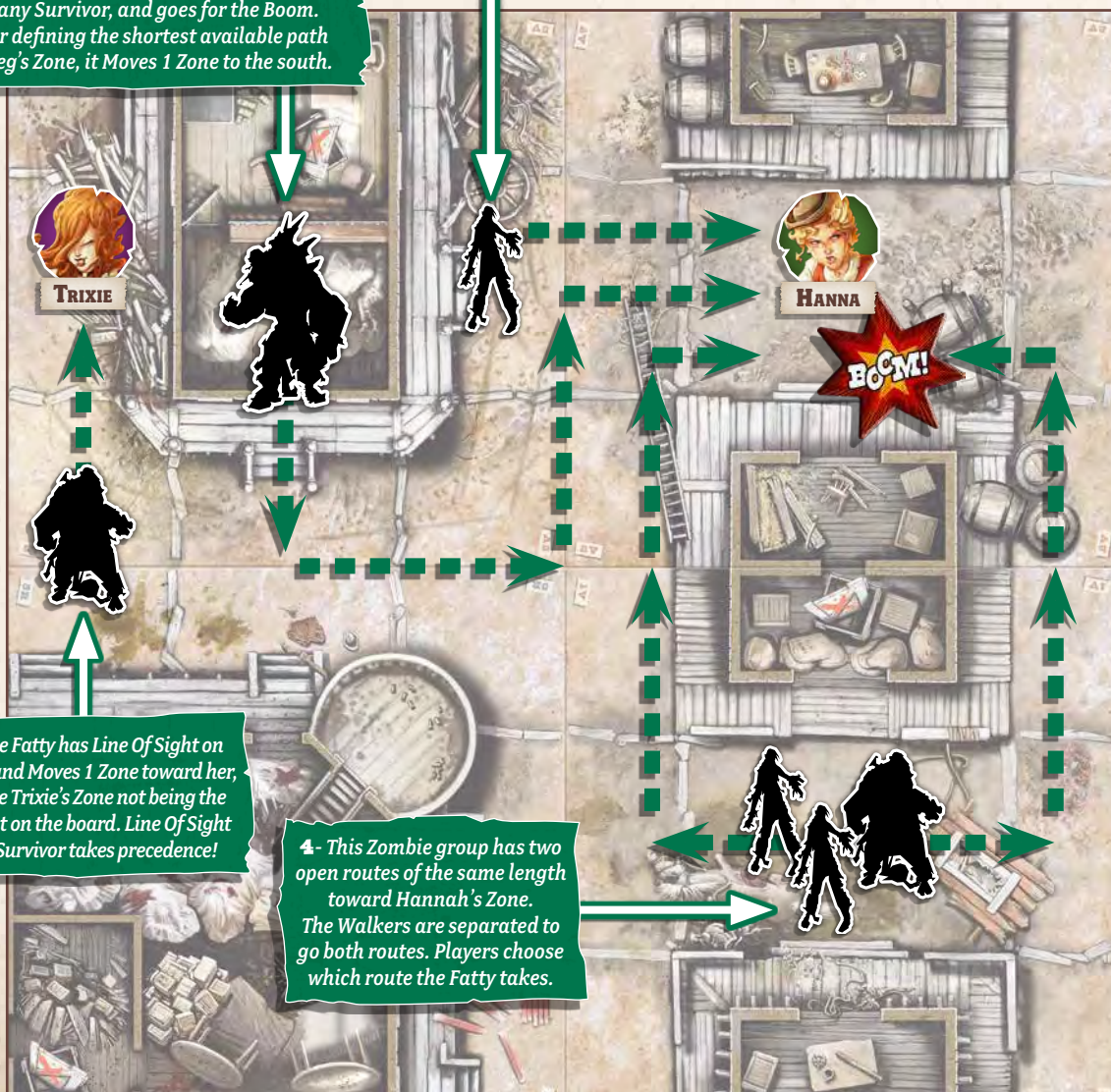
- 2 Walkers go one way, the other 2 take the other route.
- 2 Fatties go one way, the last one takes the other route (players choose).
- Players choose which route the Runner takes.

1 - Hannah's Zone is the noisiest on the board (it contains the Boom token). This Walker has Line Of Sight on this destination Zone, and Moves 1 Zone toward it.

2 - The Abomination has no Line Of Sight on any Survivor, and goes for the Boom. After defining the shortest available path to Meg's Zone, it Moves 1 Zone to the south.

3 - The Fatty has Line Of Sight on Trixie, and Moves 1 Zone toward her, despite Trixie's Zone not being the noisiest on the board. Line Of Sight on a Survivor takes precedence!

4 - This Zombie group has two open routes of the same length toward Hannah's Zone. The Walkers are separated to go both routes. Players choose which route the Fatty takes.



PLAYING RUNNERS

Runners have 2 Actions per Activation. After all Zombies (including Runners) have gone through the Activation Step and resolved their first Action, 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 Runner stands in the same Zone as a Survivor. The Runner spends its first Action to Attack, inflicting 1 Wound. Then, the Runner performs its second Action, Attacking again for another 1 Wound.

EXAMPLE 2: A group of 2 Runners and 1 Fatty is 1 Zone away from 2 Survivors. For their first Action, since they have nobody to Attack in their Zone, the Zombies Move into the Survivors' Zone. The Runners then perform their second Action. Since they now occupy the same Zone as Survivors, they Attack. Each Runner inflicts 1 Wound.

★ STEP 2 – SPAWN

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

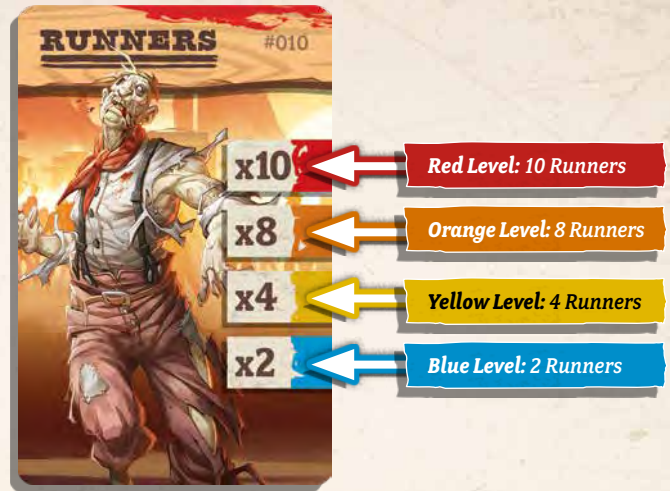


Zombies Spawn tokens mark the Spawn Zones' locations. During the Spawn Step, always start from the Starting Spawn Zone, marked in yellow.

Always begin with the Starting Spawn Zone, then proceed clockwise. Draw a Zombie card, then read the Zombie type and the line that corresponds to the Danger Level of the Survivor with the most Adrenaline (Blue, Yellow, Orange, or Red). Place the indicated amount of the corresponding Zombie type in the Spawn Zone.

Repeat this for each active Spawn Zone.

Spawning an Abomination during this Step may activate up to 2 Abomination Spawn Zones (P. XX), in either the Starting Spawn Zone, the Cemetery, and/or the Mine. In that case, continue clockwise: if you already got past these newly activated Spawn Zones, they don't spawn. If not, they do.



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

EXAMPLE: Pablito has 5 Adrenaline Points, placing him in the Blue Danger Level. May has 12, which puts her in Yellow. In order to determine how many Zombies spawn, read the Yellow line, which corresponds to May, the Survivor with the most Adrenaline Points.

SPAWN ZONE TYPES

Zombies appear on the board through Spawn Zones. There are 4 types of them, distinguished by their Zombie Spawn tokens: The Starting Spawn Zone, Mobile Spawn Zones, Abomination Spawn Zones, and Corpse Piles. All of them are detailed below.

A Survivor moving or destroying a Spawn Zone with Holy Water (or mundane Water, in case of a Faithful) gains 5 AP.

REMEMBER: If 7 Spawn Zones are active at the same time (whatever their types), the Mission is immediately lost.



The Starting Spawn Zone is the first one to Spawn. Unless the Mission says otherwise, it cannot be moved.

- Starting Spawn Zone: The Starting Spawn Zone is ALWAYS the first one to Spawn. Even if other Spawn Zones are added later, start with this one and then continue clockwise.

The Starting Spawn Zone can't be moved by any means (unless the Mission states otherwise).

The Zone containing the First Spawn token may also receive (spawn in that order):

1— Mobile Spawn Zones.

2— An Abomination Spawn Zone when the Mine or Cemetery tiles aren't used (or these Spawn Zones were moved from their origin tile to the Starting Spawn Zone).



Mobile Spawn Zones always spill Zombies, but may be moved to the Starting Spawn Zone by using Holy Water. Faithful Survivors may also use simple Water to do so!

- **Mobile Spawn Zone:** Mobile Spawn Zones can be moved, but not deactivated or destroyed (unless the Mission states otherwise). A Survivor may discard Holy Water at Range 0-1, and within Line Of Sight, to move a Mobile Spawn Zone to the Starting Spawn Zone (Faithful Survivors may use mundane Water to do so). Move the Zombie Spawn Token to the Starting Spawn Zone: from now on, the Zone containing the Starting Spawn Zone spawns 1 Zombie card for itself, and an additional Zombie card for the Mobile Spawn Zone. This is cumulative if several Spawn Zones are set in the Starting Spawn Zone!



Abomination Spawn Zones are only active when an Abomination is around.

- **Abomination Spawn Zone:** Abomination Spawn Zones start the game on their inactive side. They can be moved, but not destroyed, unless the Mission states otherwise.
 - As soon as an Abomination spawns, flip them on their Active Side. They may immediately Spawn if you didn't already get past them during the Spawn Step (P. XX).
 - As soon as the Abomination is eliminated, flip them on their inactive side. They don't spawn anymore, until another Abomination spawns.

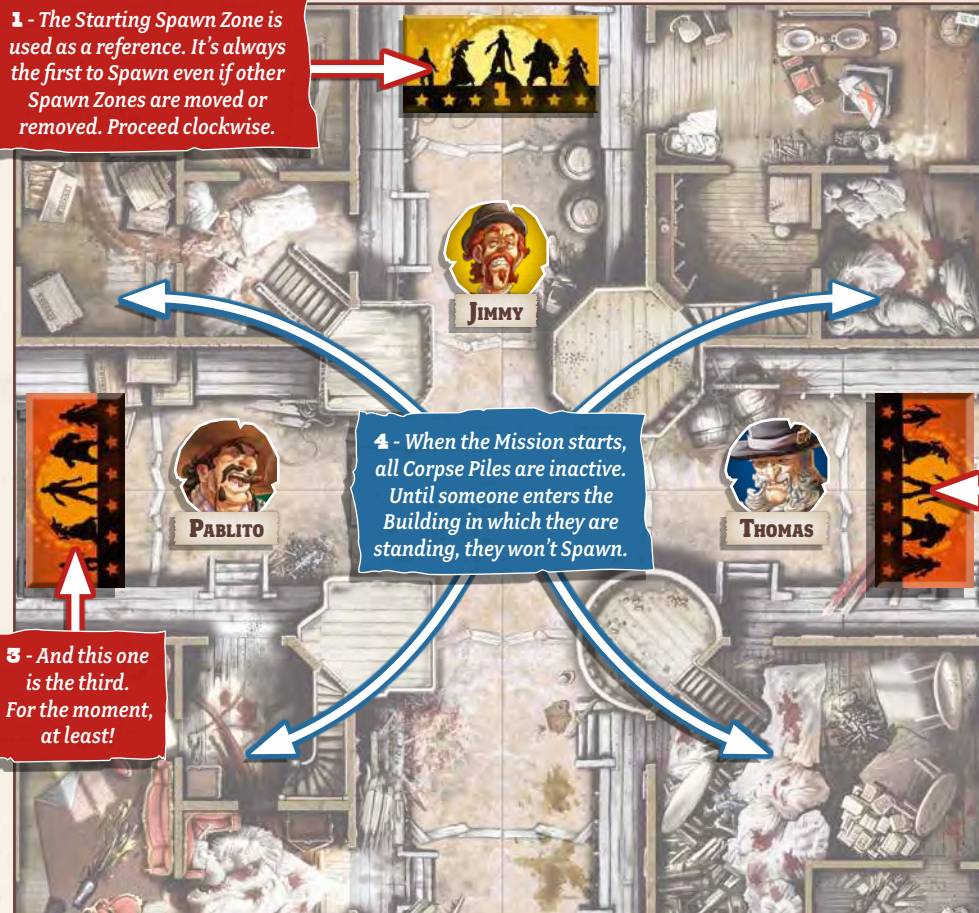
A Survivor may discard Holy Water at Range 0-1, and within Line Of Sight, to move an Abomination Spawn Zone (active or not) to the Starting Spawn Zone (Faithful may use mundane Water to do so). Move the Abomination Spawn token to the Starting Spawn Zone: from now on, the Zone containing the Starting Spawn Zone receives an additional Zombie card when the Abomination Spawn Zone became Active. This is cumulative!



Corpse Pile Spawn Zones may be found in most houses. Using Holy Water (or mundane Water for Faithful Survivors) will get rid of them, and get the poor souls to eternal peace.

- **Corpse Pile Spawn Zone:** Corpse Piles aren't set on the board during Setup, but the Zones where they will appear are detailed on each tile, inside each house. They can be destroyed, but not moved.
 - Corpse Piles are set the first time a Survivor enters the building they are in. Place a Corpse Pile token in the corresponding Zone, on its Active side. From now on, it is an active Spawn Zone! **Companions (P. XX) set at the beginning of the game in building Zones don't generate a Corpse Pile Spawn Zone.**
 - Buildings may spread over several tiles, and feature several Corpse Piles. In this case, the Corpse Pile on the same tile as the entering Survivor is the only one to become active. The other ones activate whenever a Survivor gets in the building, on their respective tiles.
 - A Survivor may discard Holy Water at Range 0-1, and within Line Of Sight, to flip a Corpse Pile token on its Safe side (Faithful may use mundane Water to do so). Unless otherwise stated in the Mission, the Zone is safe and won't spawn Zombies anymore.

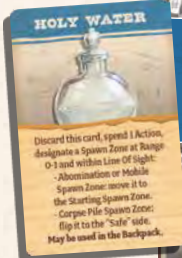
1 - The Starting Spawn Zone is used as a reference. It's always the first to Spawn even if other Spawn Zones are moved or removed. Proceed clockwise.



4 - When the Mission starts, all Corpse Piles are inactive. Until someone enters the Building in which they are standing, they won't Spawn.

2 - This Mobile Spawn Zone is the second to Spawn...

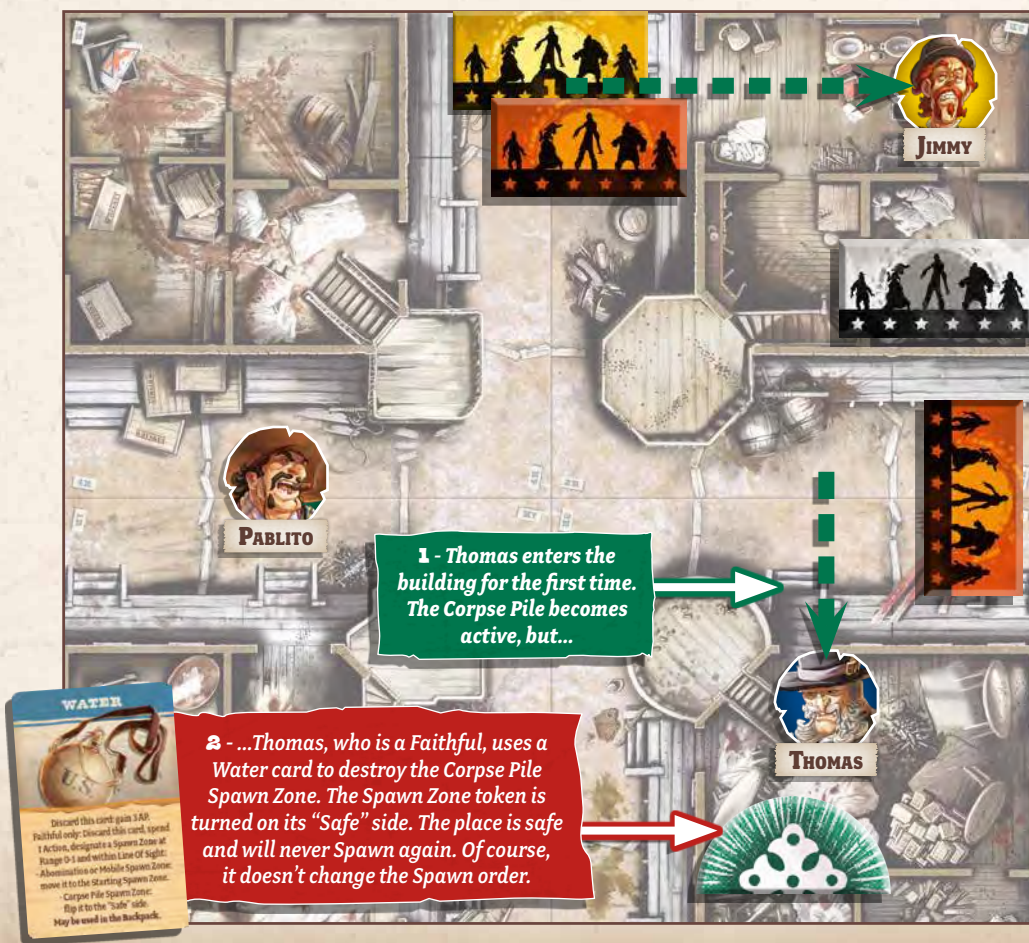
3 - And this one is the third. For the moment, at least!



1 - During his Turn, Pablito used a Holy Water card to move the Mobile Spawn Zone to the Starting Spawn Zone.

2 - During his Turn, Pablito used a Holy Water card to move the Mobile Spawn Zone to the Starting Spawn Zone.





EXTRA ACTIVATION CARDS



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, P. XX). Notice that these cards have no effect at the Blue Danger Level!

RUNNING OUT OF MINIATURES

The *Undead Or Alive* box contains enough Zombies to invade the board. However, players may still run out of miniatures of the indicated type when required to place a Zombie on the board through spawning. In this case, the remaining Zombies miniatures are placed (if there are any), and you resolve an **Abomination Spawn** (P. XX).

Always keep an eye on the Zombie population on the board, or risk seeing Abominations rushing to your position in an instant!



COMBAT



When a Survivor performs a Melee or Ranged Action to attack Zombies, roll as many dice as the Dice number of the weapon being used.



If the active Survivor has 2 identical weapons with the Dual symbols equipped in their Hands, they can use both weapons at the same time at the cost of a single Action. Both weapons must be aimed at the same Zone.



EXAMPLE: *Pablito has two Colt SAA in his Hands. The Colt SAA has the Dual symbol, so Pablito can shoot them both simultaneously. This allows him to roll 2 dice (1 for each Pistol) in a single Ranged Action.*



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



Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. If all targets get eliminated, extra hits are lost.

- Walkers and Runners are eliminated with a Damage 1 (or more) hit.
- Fatties are eliminated with a Damage 2 (or more) hit. Damage 1 has no effect on them, no matter the amount of times a Survivor hits them.
- Abominations are eliminated with a Damage 3 (or more) hit, or throwing a Dynamite stick at their Zone (P. XX).

EXAMPLE: *May stands in a Zone along three Walkers, and performs a Melee Attack with a Saber. 2 hits! Both of them are allocated to different Walkers and inflict Damage 1, eliminating them. May hits again with a second Melee Action, and scores 2 hits again. One of them is enough to eliminate the last Walker. The remaining hit is lost.*

★ MELEE ATTACK



Melee weapons are marked with the Melee symbol.

A Survivor holding a Melee weapon in their Hand can attack a Zombie in their own Zone. Each die that rolls equal to or higher than the Accuracy value on the weapon's card is a successful hit. The player divides their hits as they wish among the possible targets in the Zone.

Missed Melee strikes cannot cause Friendly Fire (P. XX).

EXAMPLE: May and Meg are in the same Zone as a Fatty, a Runner and a Walker. May attacks with her Manitou's Wrath. She rolls a , and , which means 2 hits. The Manitou's Wrath has Damage 1, and cannot hurt the Fatty. The first hit is allocated to the Runner and the second to the Walker, eliminating them both. It is a Melee Action: although a miss was obtained, Meg is safe from May's swings.

★ RANGED ATTACK



Ranged weapons are marked with the Ranged symbol.

A Survivor holding a Ranged weapon in their Hand can shoot at a Zone within the weapon's Range and Line Of Sight (P. XX). Remember:

- Inside a room, the Line Of Sight is limited to the Zones that share an opening and are just 1 Zone away (Townfolk Survivors ignore this rule).
- Missed shots can cause Friendly Fire (P. XX), so carefully consider the risks!



Range symbol

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, it may be 0, meaning the Survivor can shoot at targets in the Zone they currently occupy (it is still a Ranged Attack).

The second value shows the maximum Range of the weapon. A Weapon cannot fire at Zones beyond maximum Range.

EXAMPLE 1: The Sawed-Off has a Range of 0-1. It can shoot one Zone away or in the Survivor's Zone. Shooting at Range 0 is still a Ranged attack!

EXAMPLE 2: The Shotgun has a Range of 1-3, which means it can shoot up to three Zones away but cannot be used to fire at the same Zone as the Survivor.

Ignore any Actors in the Zones between the shooter and the target Zone. Survivors may shoot through occupied Zones without danger to either fellow Survivors or Zombies. A Survivor can even shoot at another Zone while there are Zombies in their own Zone!



TARGETING PRIORITY ORDER

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 the Targeting Priority Order:

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

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



EXAMPLE: Armed with a Winchester (Damage 2), Jimmy performs a Ranged Attack at a Zone with a Fatty, 2 Walkers and 2 Runners.

- Jimmy rolls and for his first Action. Hits are obtained with 4 or more, which means 2 hits. Following the Targeting Priority Order, the first hit is assigned to the Fatty, eliminating it (Damage 2). The second hit is assigned to a Walker, eliminating it as well (1 hit = 1 target).
- Jimmy rolls and with his second Action, obtaining 2 hits. The Targeting Priority Order lists the Walker as the first target, so it's eliminated. The second hit is allocated to either Runner, eliminating it as well. A single Runner remains.

Targeting Priority	Name	Actions	Min. Damage to eliminate	Adrenaline earned
1	Fatty / Abomination	1	2/3	1/5
2	Walker	1	1	1
3	Runner	2	1	1

A UNIVERSAL TARGETING PRIORITY ORDER

The Targeting Priority Order doesn't take the Zombie subspecies into account. Standard Zombies from *Undead Or Alive* and any forthcoming Zombies from other expansions share the same Targeting Priority Order, by type (Fatty/Abomination, Walker, and Runner). If several targets of different subspecies share the same Priority Order? Players choose!

NOTE: Fatties are first in the Targeting Priority Order and are immune to Damage 1 weapons. It means they can protect all Walkers and Runners in their Zone from all Damage 1 Ranged Attacks, as they need to be removed before getting to Walkers and Runners.

The same applies to Abominations, requiring Damage 3 to be eliminated.

FRIENDLY FIRE

I can understand your mistake, but I'm not a zombie, for God's sake!

– Carl



A Survivor can't hit themselves with their own attacks. However, emergency situations can call for Ranged Attacks aimed at a Zone where a teammate is stuck.

In that case, misses on the Attack roll automatically hit Survivors standing in the target Zone. Assign these Friendly Fire hits in any way you want, and apply Damage normally (Damage 1 Weapons inflict 1 Wound, Damage 2 weapons inflict 2 Wounds, and so on).

Remember: Friendly Fire doesn't apply to Melee Actions.



EXAMPLE: Concepción shoots with her Coach Gun at a Zone containing Carl and 2 Walkers. Rolling , and , she obtains 2 hits... and a miss. Each hit eliminates a Walker. The miss, however, hits Carl for Damage 1. Carl suffers one wound.





EQUIPMENT TRAITS

Some Equipment cards have special game effects, either due to their very nature, or attached keywords.

★ DYNAMITE

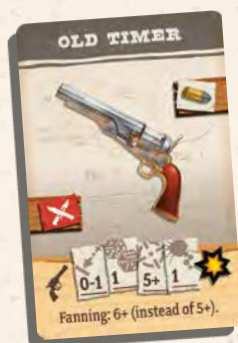


Dynamite is great to blast all opposition in a Zone!

Perform a Ranged Attack with Dynamite. The Equipment card doesn't have to be equipped in Hand. Discard the card, and blast!

- All Actors in the target Zone are eliminated. The Survivor earns all appropriate Adrenaline Points.
- Set the Noise token, on its Boom side, in the target Zone.

★ FANNING 6+



***Old Timers are reliable, yet antiquated.
Get a better pistol as soon as you can!***

Gunslingers resolving a Ranged Attack with this Pistol may use their Fanning Class Ability (P. XX), but the Accuracy is modified to be 6+ rather than the usual 5+.

★ HOLY WATER



Holy Water is used to destroy Spawn Zones, putting restless souls to eternal peace.

A Survivor may discard Holy Water at Range 0-1, and within Line Of Sight, to move or destroy Spawn Zones.

- Mobile Spawn Zones and Abomination Spawn Zones (active or not) are moved to the Starting Spawn Zone. They keep their active or inactive status.
 - Corpse Pile Spawn Zones are destroyed. Set their token on its "Safe" side. They won't Spawn anymore.
- In both cases, the Survivor earn 5 AP.

★ KNIFE



Coming to a gunfight with a knife? Not a bad idea, after all.

When a Knife is set in Hand Slot (or a Favorite Weapon Slot, if allowed), any Melee Attack performed with another equipped Melee weapon gets a +1 die bonus. This bonus doesn't apply to dual weapons, except when dual Knives are used: they provide each other the bonus!

EXAMPLE: May is holding a Pickaxe in her Favorite Weapon Slot and two Knives in her Hand Slots.

She may use her Pickaxe with +1 die, for a total of 3 dice.

As both Knives are identical weapons with the Dual symbol, she also can strike with them both at once. In theory, she would roll 2 dice (one for each Knife). However, each Knife gives a bonus of +1 die to another hand-held Melee weapon. The bonus is reciprocal, so each Knife has a Dice value of 2, for a total of 4 dice in Dual wielding!

★ MAY BE USED FROM THE BACKPACK



Some Equipment may be used even when not Equipped. They are a great support!

The Equipment card doesn't have to be equipped in a Hand slot (or Favorite Weapon Slot) to be used. Plenty Of Bullets cards, for example, allows you to reroll weapons' roll even if they are stocked in the Backpack.

★ NO FANNING



Some Pistols cannot be used to fan. Technology ruins the fun!

Despite being a Pistol, the weapon cannot be used by a Gunslinger to resolve a Fanning Ranged Action.

★ RELOAD



Some weapons need a special handling when used to fire quickly.

While most weapons can be used repeatedly, a few, like the Sawed-Off or the Twin Barrel, 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: Trixie holds two Sawed-Offs 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 Sawed-Offs are empty.

At the End Phase, both Sawed-Offs are reloaded for free.

★ WATER



Water is a symbol of life. A refreshing life.

A Survivor may discard this card at any time to earn 3 AP. Alternatively, a Faithful may use this card as a Holy Water Card (P. XX). In this case, discarding the Water card to move or destroy a Spawn Zone grants 5 AP instead. Ignore the 3 AP provided by discarding a Water card.





SPECIAL ZONES: BALCONIES, CEMETERY, MINE, & TRAIN

Undead Or Alive features special Zones with specific rules: Balconies offering nice shooting opportunities, the Cemetery, the Mine, and the train, a useful but noisy way to travel from town to town.

★ BALCONIES

From there, I can see my house! And a zombie army coming right at us from all directions. Fun for everyone today!



Standing above the streets, balconies are great shooting positions. They can also be used to lure Zombies. Be careful, though, as there is only one way out through the stairs leading to them!

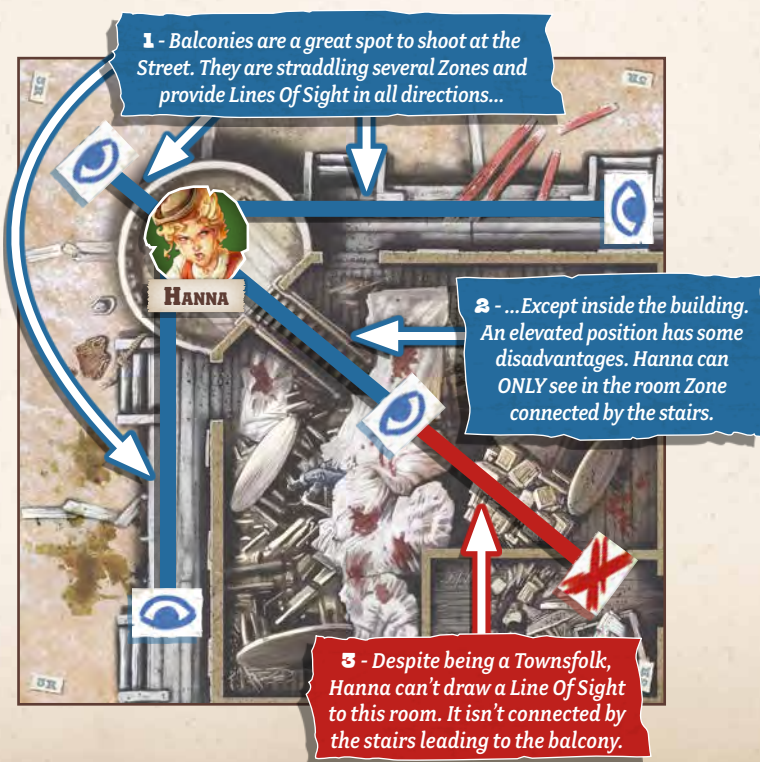
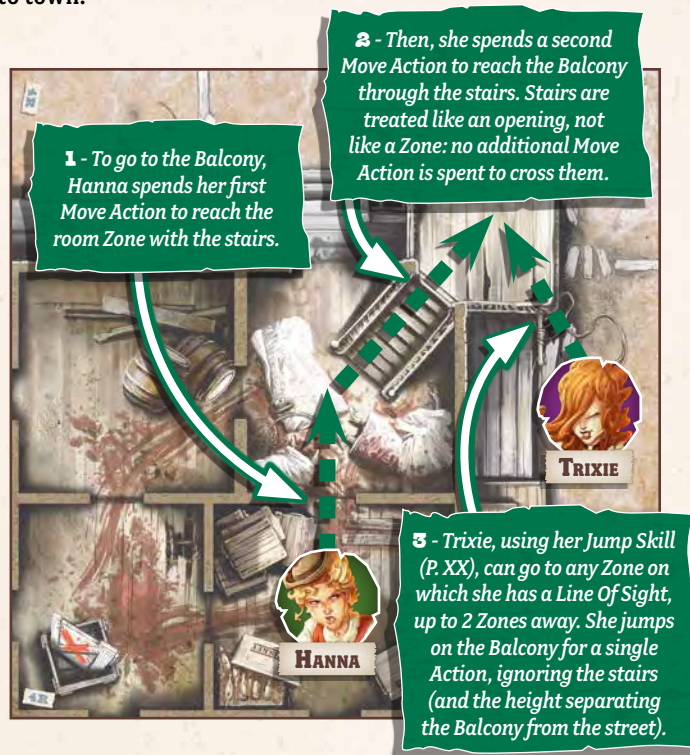
Balconies are **Street Zones**. The only way to get on a Balcony is performing a Move Action from the building Zone the Balcony is linked to with stairs.

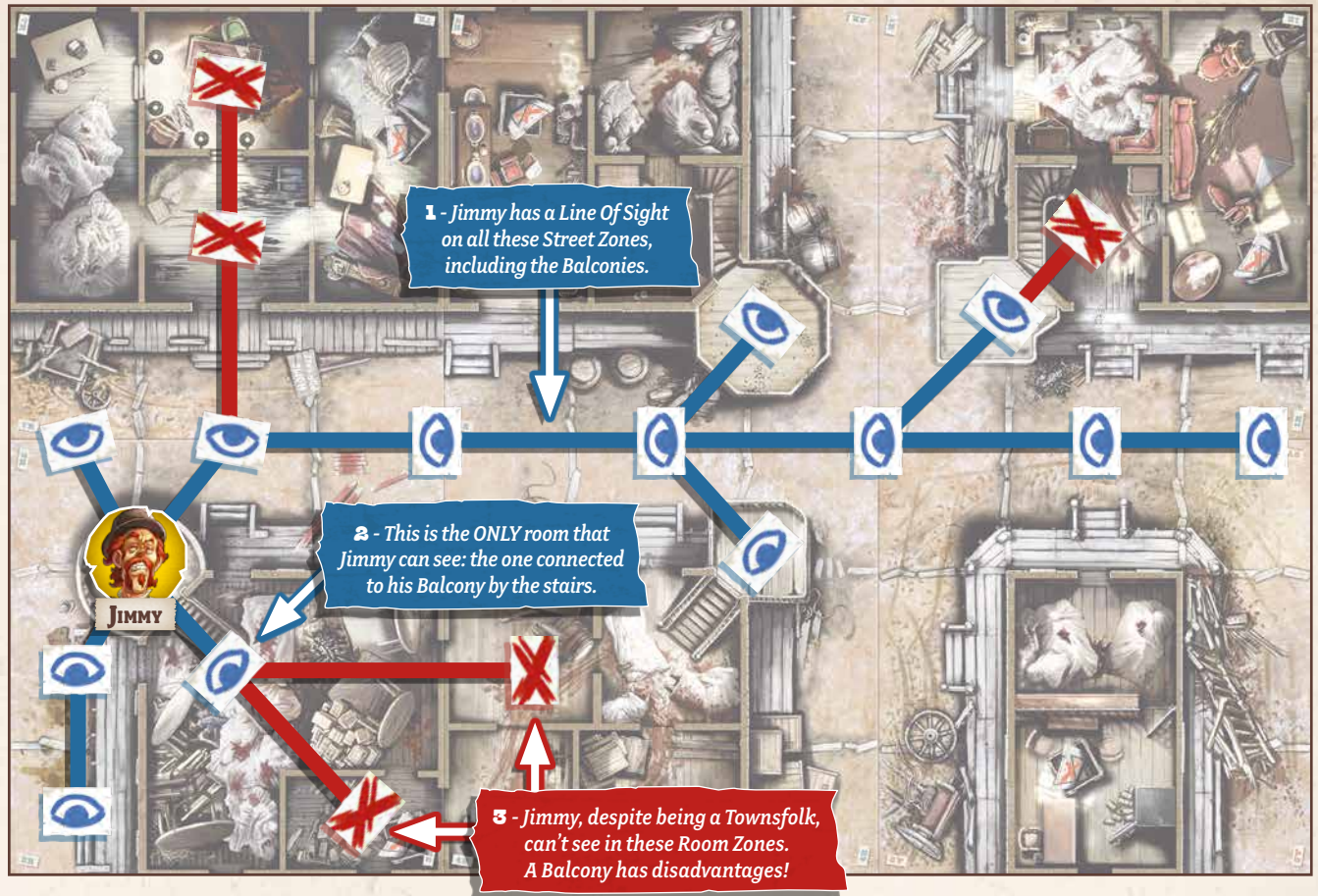
Skills (Jump, for example, P. XX), or special rules detailed on the Mission's description may allow Actors to get on Balconies by other means.

NOTE: The stairs highlight the link between the building Zone and the Balcony. The stairs are not a Zone by themselves.

Balconies have special rules regarding Lines Of Sight.

- To determine Lines Of Sight (and only Lines Of Sight), an Actor on a Balcony is considered as standing in all street Zones the Balcony is straddling. Range is still defined from (and to) the Balcony.
- The Actor also shares a Line Of Sight with the building Zone the Balcony is linked to with stairs.
- The Actor cannot share Lines Of Sight with other Building Zones (even with the Townsfolk Class ability, for example).

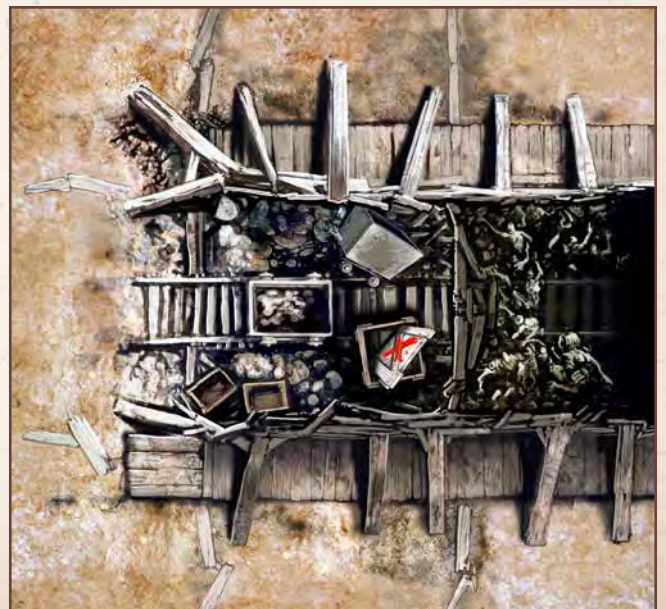




★ CEMETERY, MINE, AND ABOMINATION SPAWN ZONES

Aside from a great storytelling potential, the Cemetery and the Mine host an inactive Abomination Spawn Zone (P. XX). This one becomes active whenever an Abomination is on the board!

Abomination Spawn Zones may be moved to the Starting Spawn Zone, using Holy Water or other game effects described in the Mission. They keep on being active or inactive, depending on the presence of Abominations.



★ TRAIN

Our beloved horses were the first to fall to the zombie hunger. From then on, trains are our only means to travel from town to town in this wild country. We have to maintain the machines, and the lines, at all costs!



The train is featured on 3 special, double-sided Train tiles called 10, 11, and 12. Each of them represents a section of the train on its front, and the railroad on the back. Train Zones are building Zones. Railroad Zones are street Zones.



RAILROADS:

Railroads merge with the street Zones placed on each side of train tiles. The white markings help delimiting the newly formed street Zones, straddling several tiles.

LOCOMOTIVE:

The locomotive is an obstacle that cannot be entered and blocks Lines Of Sight (it cannot be jumped over with the Jump Skill, P. XX).



CABIN AND TENDER:

The locomotive's cabin and the tender are both building Zones. Together, they are considered to form a single building.

PARTIAL STREET ZONES OUTSIDE THE TRAIN:

These small areas are considered part of the street Zones they merge with on each side of the train. If they don't merge with a street Zone, they are ignored.



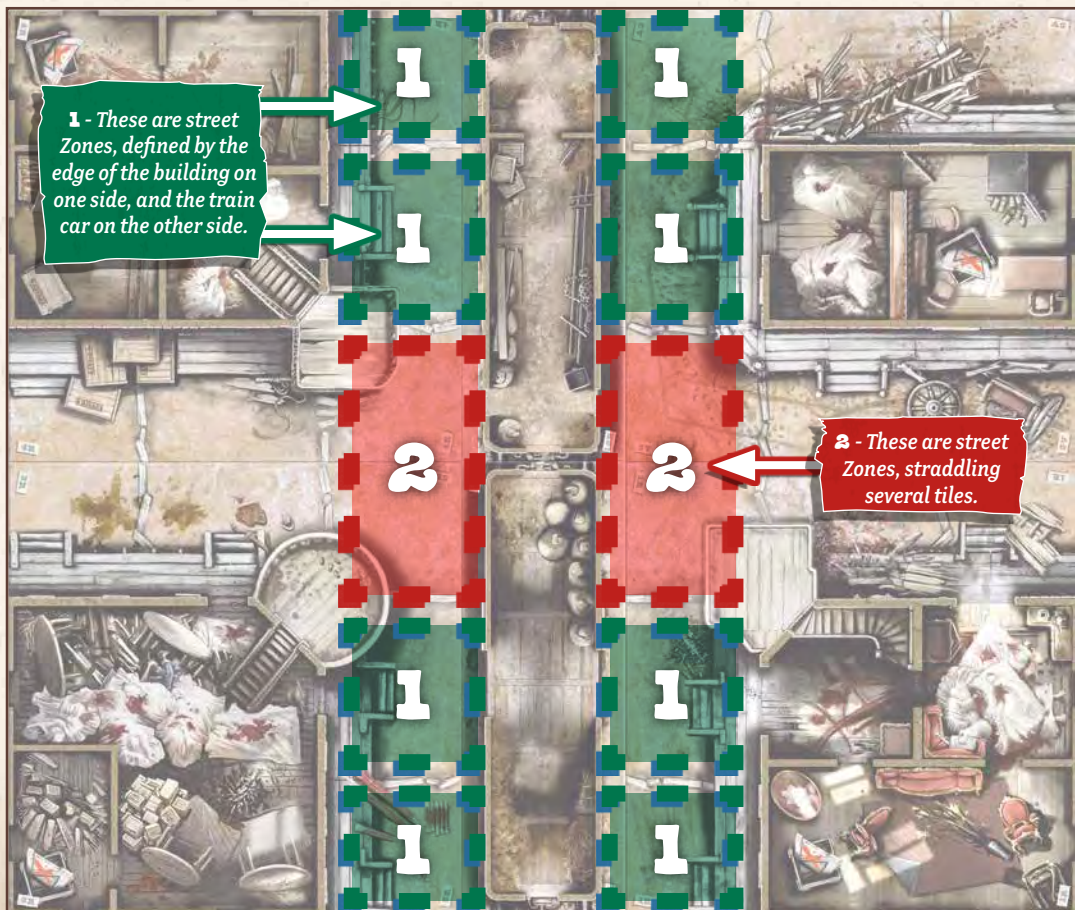
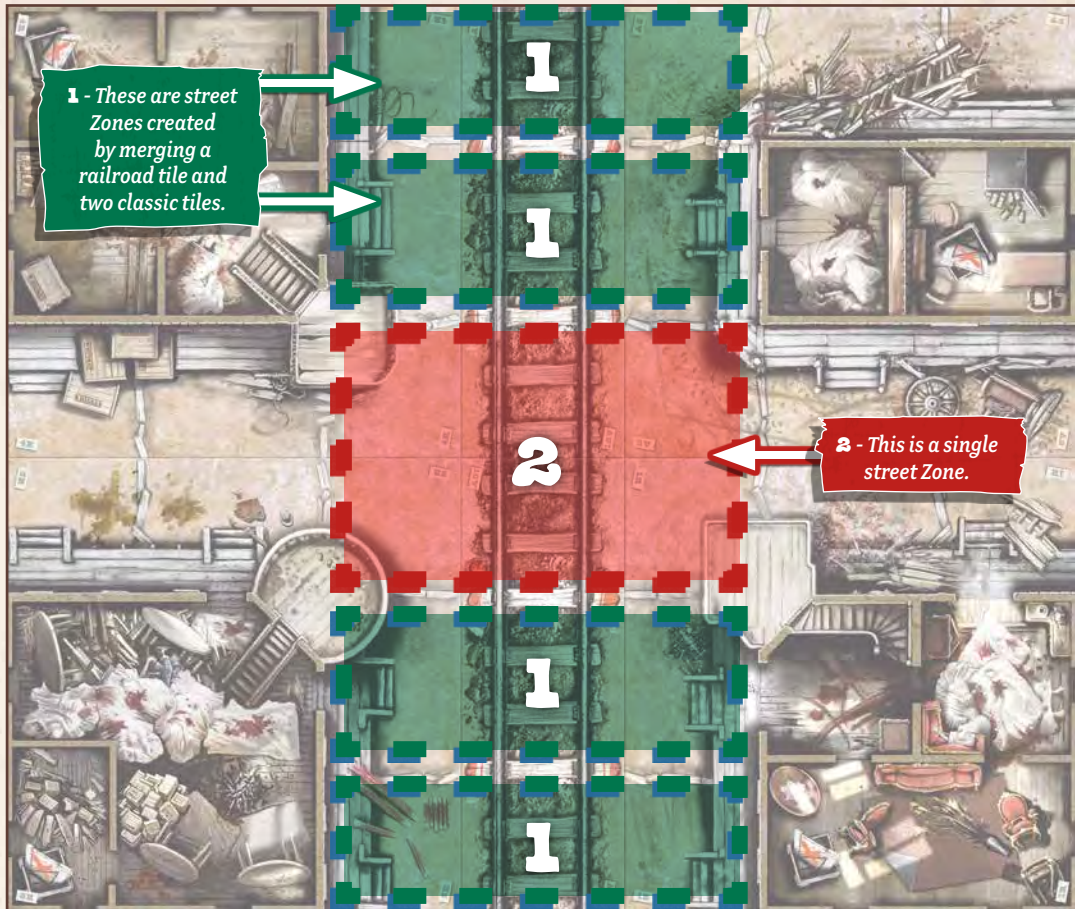
TRAIN CAR:

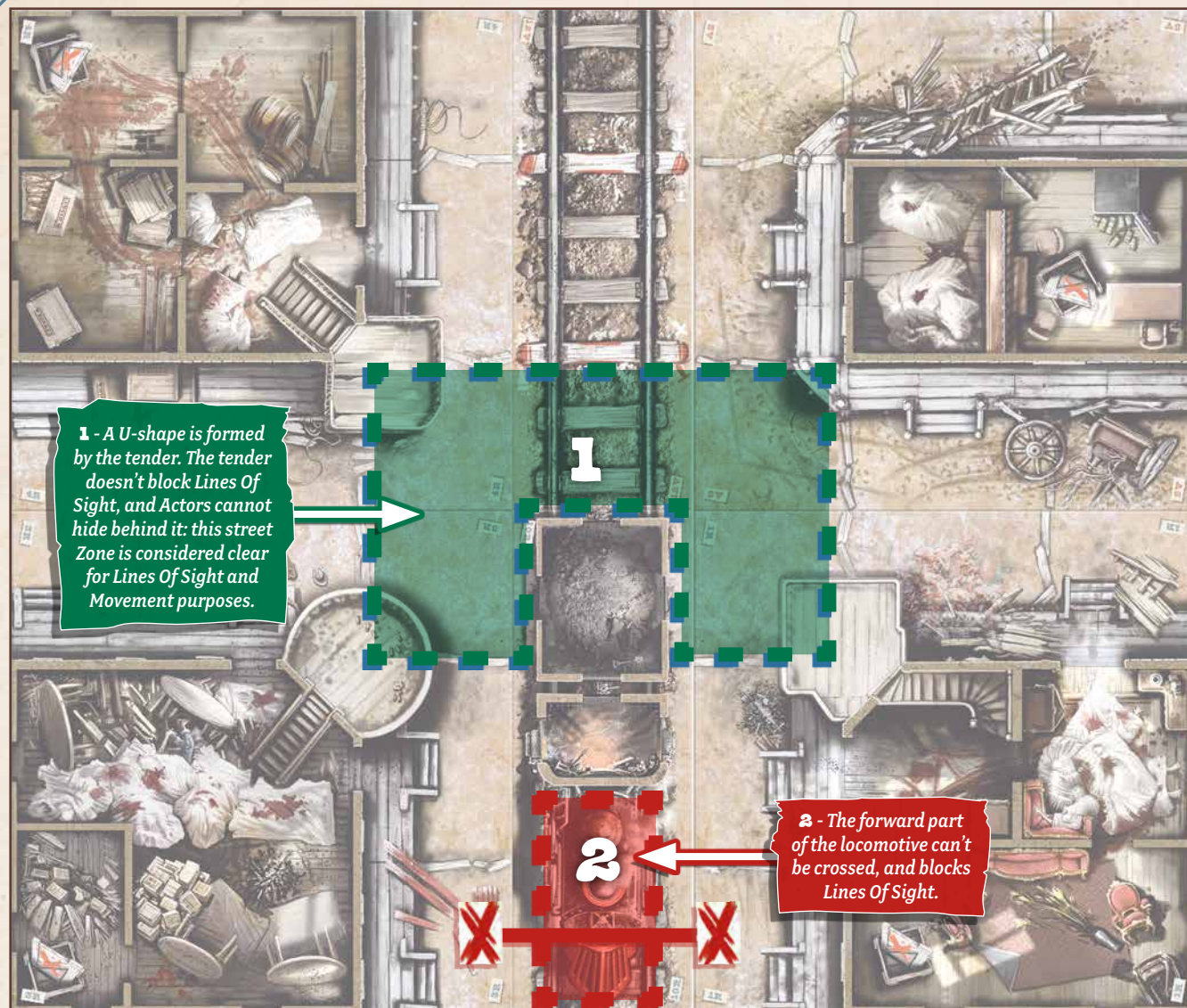
This train car features a single building Zone. It is considered a building on its own.



TRAIN CAR:

This train car features two building Zones. The train car forms a single building.





The train can be either immobile, or mobile.

An immobile train inserts as shown on the Mission's map, adding building and/or street Zones to suit the game's environment.

A mobile train is meant to cross the board, starting from Train tile 10, following the railroad to the opposite side of the board.

A TRAIN ENTERING THE BOARD

IMPORTANT: Train moves are resolved at the end of the Players' Phase, before the Zombies' Phase.

A Mission featuring an empty railroad may feature a train entering the board (after taking Objectives, for example). When it happens, flip Train tile 10 to its train side, as the locomotive enters the board.

Game elements standing in any Zone altered by the flip are affected this way:

- All Zombies, including the Abomination, are eliminated. No AP is gained.
- Survivors are placed in the nearest street Zone, for free. If several street Zones are eligible, players choose.
- Mobile Spawn tokens are moved to the Starting Spawn Zone.
- Other game elements (such as Objectives, or the Wagon placed on the railroad) are removed from the game. Be careful, the Mission may be lost this way!
- Place the Noise token, on its Boom side, on the locomotive.



1 - These Zombies are in a Street Zone formed by the 10V tile and the 3V tile. They are eliminated before turning the railroad on its 10R side, representing the locomotive.

3 - Trixie avoids the train and has to choose one of the street sides, either the one on the 3V tile, or the other, on the 6V tile. She chooses the first one and is moved there before the AV tile is turned on its 10R side.

2 - The Abomination, despite being very tough, is also eliminated by the train's arrival.

4 - These 3 Zombies are in a large Zone formed by 2 railroad tiles (10V and 12V) and 4 classic tiles (3V, 7V, 6V and 4V). Being partially on 10V, they are eliminated. The Runners next to them are unharmed.

1 - The Mobile Spawn token is moved to the Starting Spawn Zone, then the 10V tile is turned on its 10R side.

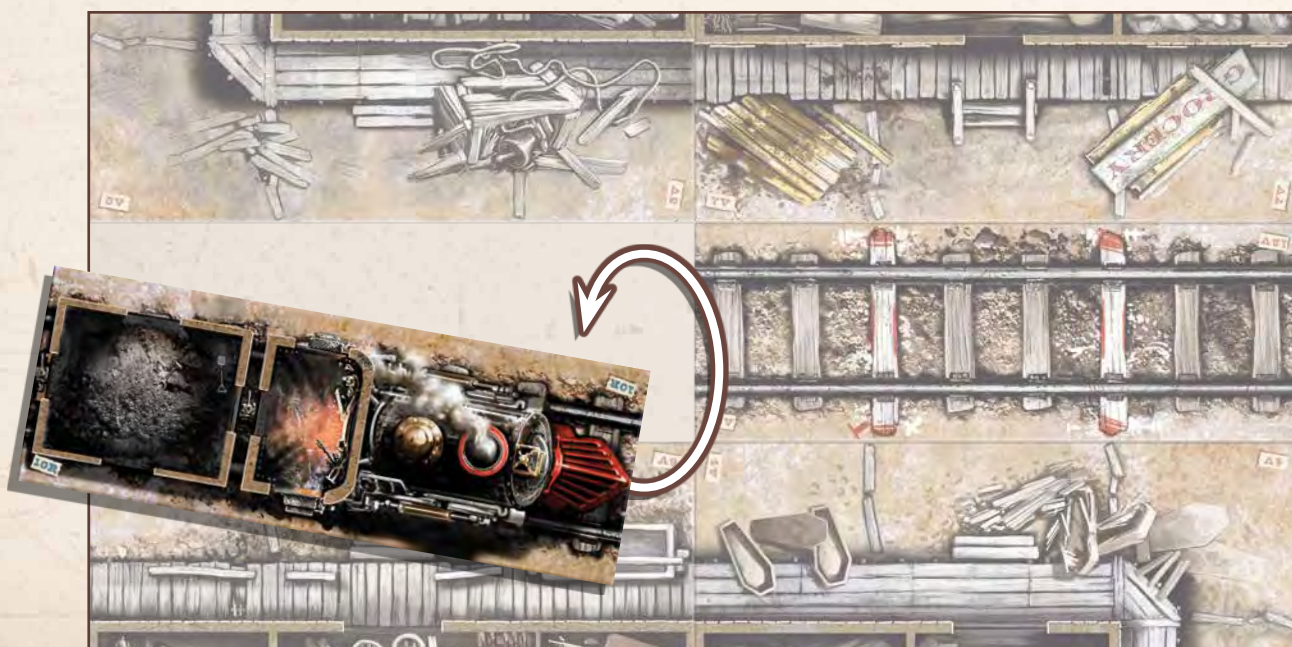
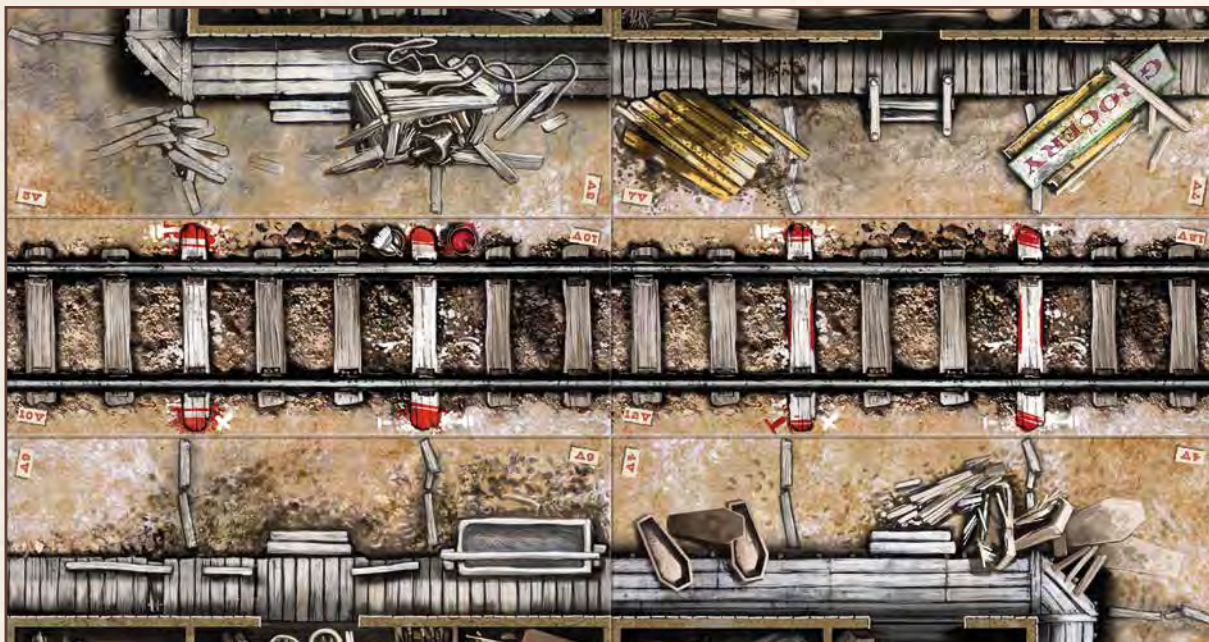
A TRAIN MOVING ON THE BOARD

The locomotive is already on the board and moves. Perform these steps in order:

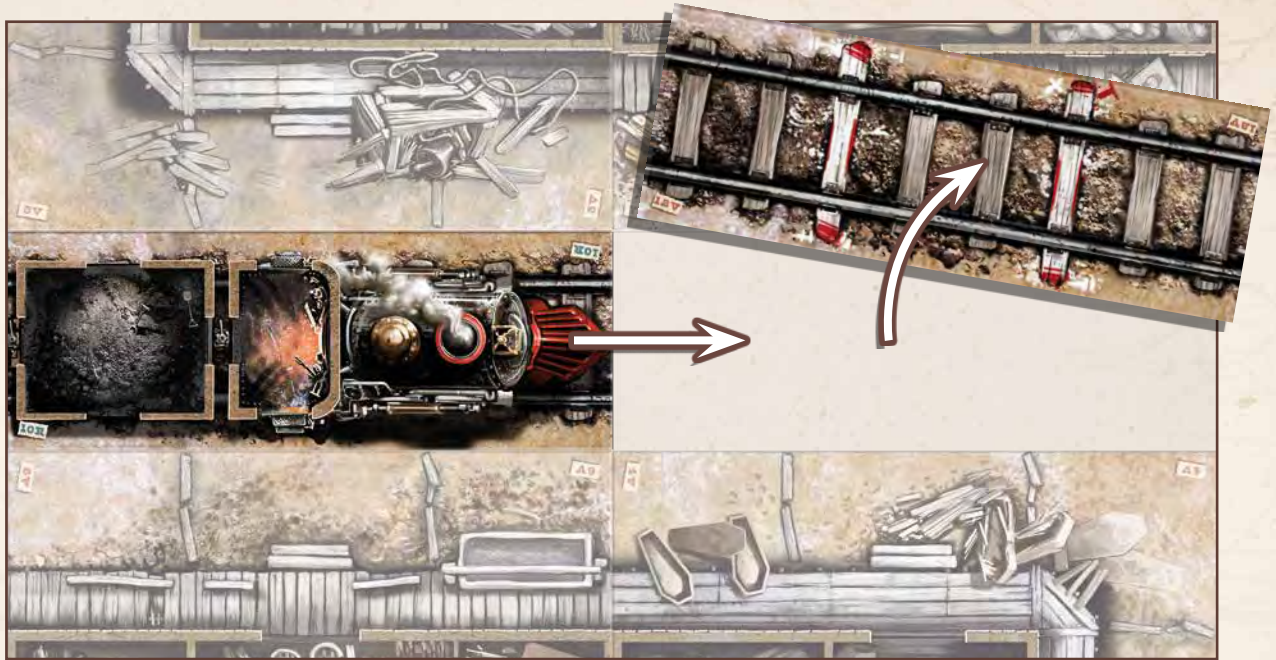
(1) Remove the next Train tile on the locomotive's way to the other side of the board. Resolve the effect in the same way as a train entering the board (see above). Don't forget the Boom Noise token on the locomotive!

(2) Move the train one tile further. To do so, move Train tile 10 (the locomotive), along with any train car attached behind it, to fill the empty space left by the Train tile you just removed.

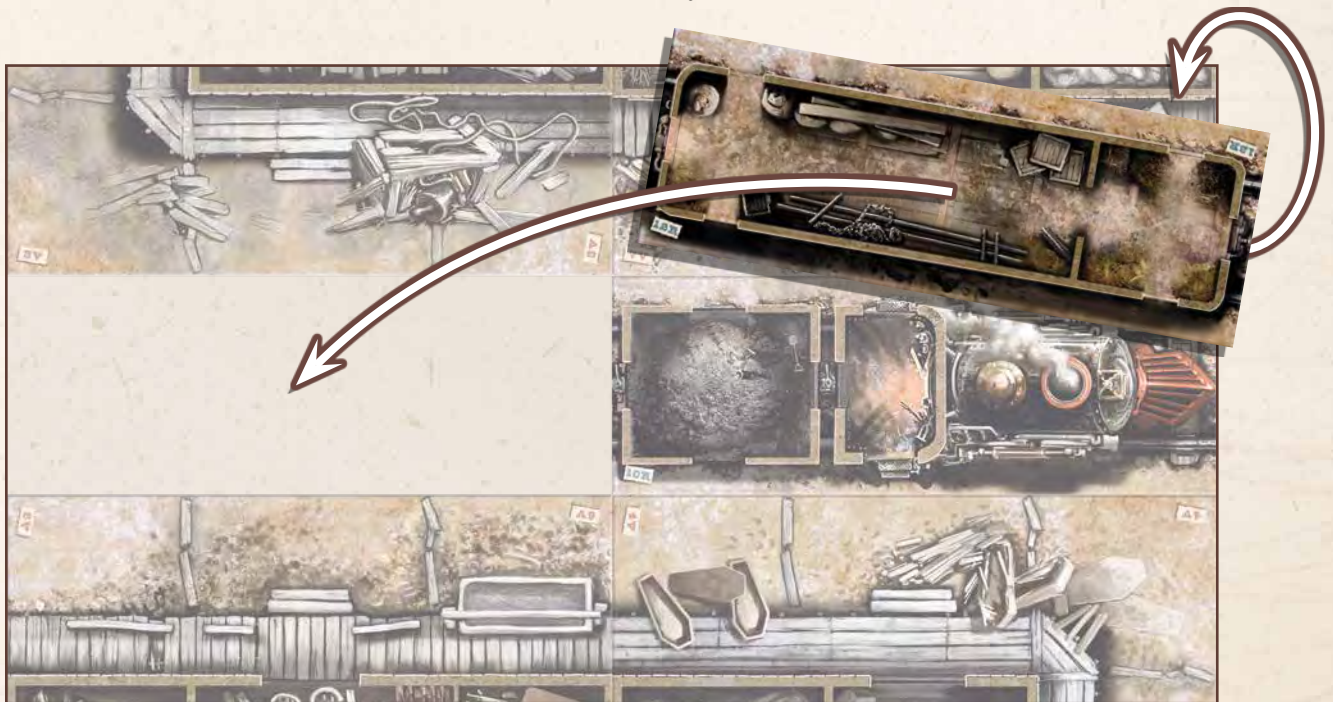
(3) Place the Train tile you removed at Step 1, behind the entire train (the locomotive, and any train car attached to it). According to the Mission, it may be either on its train side (meaning it is attached to the train, and will move along it), or its railroad side (meaning it won't move along the train).



The train is arriving: the 10V tile is always the entry point and will therefore be turned on its 10R side.



The train has arrived and is about to move: the 12V tile is next to the locomotive and will therefore be removed.



The 12V tile has been removed and the 10R tile has taken its place. Then, the 12V tile is flipped to its 12R side and queued after the train.



A TRAIN LEAVING THE BOARD

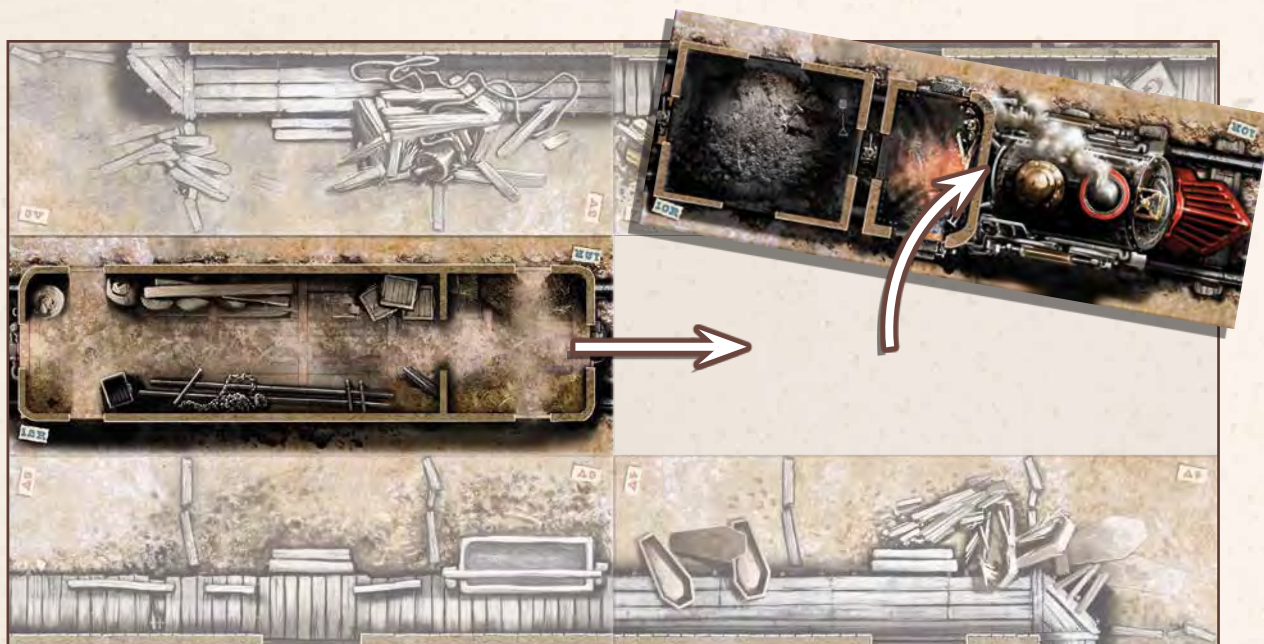
The train keeps on moving along the railroad, and the next step leads a part of it (the locomotive, then the train cars after it) to leave the board. Resolve the event in the same way as the train moving on the board (see above).

Game elements leaving the board are affected this way:

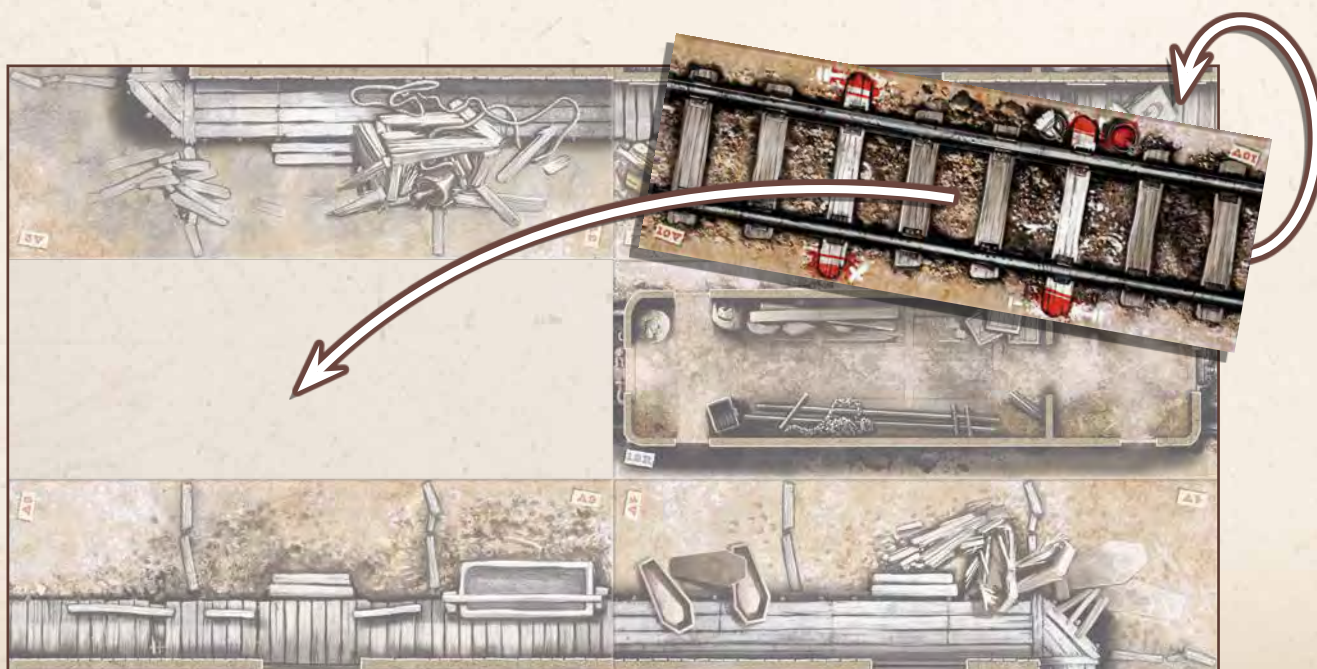
- All Zombies, including the Abomination, are eliminated. No AP is gained.
- Survivors exit the board until the end of the Mission.

- Mobile Spawn tokens aboard the train are moved to the Starting Spawn Zone.
- Other game elements are removed from the game. Be careful, the Mission may be lost this way!

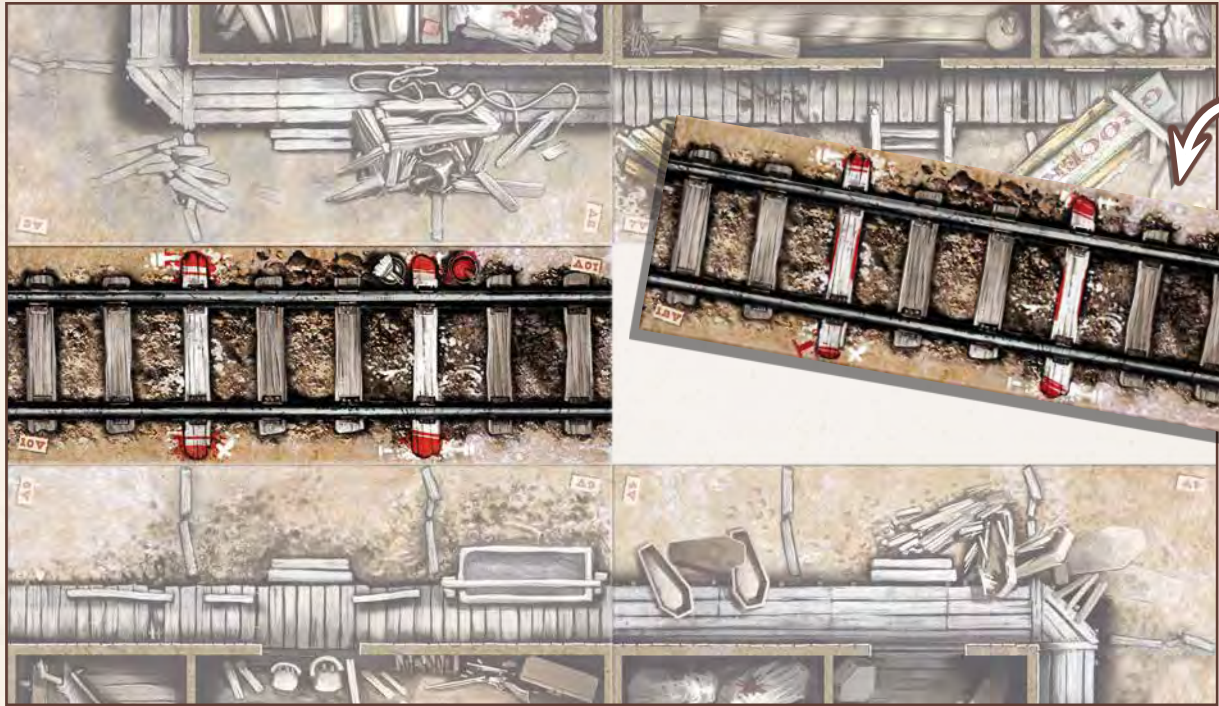
Then, place the Train tile you just removed in the first empty space available behind the last train car. According to the Mission, it may be either on its train side (meaning it is attached to the train, and will move along it), or its railroad side (meaning it won't move along the train).



*The train is about to leave the board. The 10R tile (the locomotive) is always the first to be removed.
The last Train Car (12R tile) takes its place.*



Then, the 10R tile is flipped to its 10V side, the railroad, and set in the remaining gap, to complete the map.



The 12R tile is removed and set on its 12V side. The 10V tile didn't move.



The whole train has left the board.





COMPANIONS

– Come with me if you want to...

– Yeah yeah, I know this one. Gimme a pistol and you'll see who's escorting who.

– Henry and Meg



Some Missions feature Survivor miniatures as objectives or support characters. They are called Companions, and either play as described on the Mission or follow Survivors. Players choose which Companion is set in each of the spots indicated by the Mission. Set aside their ID Cards during Setup, for all players to see.

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

Lone Companions don't generate Corpse Pile Spawn Zones if they are set in a Building Zone at the start of the game.

★ ESCORTING A COMPANION

According to the Mission, a Companion may be linked to a given Survivor during Setup. The Survivor gets the corresponding ID Card and benefits of the Companion's Class Ability. This ID Card doesn't take up an Inventory slot. The Companion's miniature is placed next to the Survivor's.

The Companion's ID Card may be traded, along with the corresponding miniature and Class Ability, in the same way as an Equipment card.

The Survivor possessing the Companion's ID Card is called their Leader. A Survivor may be the Leader of several Companions.

The Mission may also feature lone Companions, standing on their own. Any Survivor may spend an Action to rally a lone Companion standing in the same Zone: they become their Leader and acquire their ID Card.

Note: Brawler Companions DON'T offer an additional Wound level.



★ COMPANIONS GENERAL TRAITS

A Companion:

- Is a Survivor. It also means the Mission is lost whenever a Companion is eliminated.
- Is eliminated upon receiving any Wound.
- Always stay together with their Leader. All special rules, Move-related Skill, and Class Abilities, also apply to the Companion.
- Does not have an Inventory.
- Does not have any Action.

EXAMPLE 1: Henry spends 1 Action to rally Meg, standing as a lone Companion in his Zone. Henry becomes Meg's Leader, get her ID Card, and Meg's miniature is placed next to his. From now on, Henry benefits of Meg's Gunslinger Class Ability "Fanning". In return, Meg benefits of the special Move Action given by Henry's Class Ability "Charge", in order to follow him everywhere.

EXAMPLE 2: Jeb joins Henry and Meg in their Zone, then spends 1 Action for a Trade. Jeb is now Meg's Leader, gaining her ID Card and the Gunslinger's Class Ability "Fanning". Jeb's got a pocket Gatling gun!



ULTRARED MODE

At some point, you will have the sensation of God himself lending you a part of His might and this is the point when create your own miracle, destroying the damned like... Like... I have no word for that. You must feel it by yourself.

– Thomas



The Ultrared Mode allows your Survivors to gain Adrenaline Points beyond the Red Danger Level and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large Missions.

Ultrared Mode: When your Survivor reaches the Red Level, move the Adrenaline tracker back to 0 and add any Adrenaline Points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps their Skills. Count additional Adrenaline Points as usual and gain unselected Skills upon reaching Danger Levels again. When all the Survivor's Skills have been selected, choose a Skill among all of the *Undead Or Alive* Skills upon reaching Orange and then Red Level.

EXAMPLE: May just earned her 43rd Adrenaline Point, getting to the Red Level. She has the following Skills: Hit & run (Blue), +1 Action (Yellow), +1 free Melee Action (Orange) and Jump (Red).

The player moves the Adrenaline tracker back to the start as the Mission continues. May is still at Red Level and keeps on earning Adrenaline Points as she kills Zombies.

May doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time since she has all available Skills for these Levels. Upon reaching the Orange Level again, she gains +1 die: Combat, her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the two remaining ones for this Level and goes for +1 free Combat Action. The Experience counter returns to the start.

During her third go through the Adrenaline bar, May doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: +1 die: Combat. The Adrenaline counter goes to the start again.

From now on, May still earns Adrenaline Points and gets a player-chosen Skill every time she reaches the Orange Level, and then another upon reaching the Red Level.



WIP



SKILLS

Each Survivor in *Undead Or Alive* has specific Skills with effects described in this section. In case of a 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 on the Turn in which they are acquired. This means that if an 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 they may use as they please.

+1 Charge per Turn – The Survivor has 1 extra use of the Brawler's Class Ability "Charge" each time they activate. This allows a Brawler to Charge more than once per Turn!

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

+1 Damage: [Equipment] – The Survivor gets a +1 Damage bonus with the specified Equipment or type of equipment (Rifle, Pistol, Melee Weapon).

+1 to dice roll: [Action] – The Survivor adds 1 to the result of each die they roll on an Action of the specified type (Combat, Melee or Ranged). The maximum result is always 6.

+1 die: [Action] – Each weapon the Survivor rolls an extra die with Actions of the specified type (Combat, Melee, or Ranged). Dual weapons each gain a die, for a total of +2 dice per Dual Action of the specified type.

+1 die: [Equipment] – Roll an extra die with each Combat Action spent with the indicated Equipment, or Equipment type (Melee weapon, Rifle, Pistol, etc.). Dual weapons each gain a die, for a total of +2 dice per Dual Action with the indicated weapon.

+1 free [Equipment] Action – The Survivor has 1 extra free Action to spend with the specified Equipment or type of Equipment (Rifle, Pistol, etc.).

+1 free [Type] Action – The Survivor has 1 extra free Action of the specified type (Combat, Melee, Move, Ranged, or Search). This Action may only be used to perform an Action of the specified type. Actions limited to once per Turn (Search, for example) are still limited to one.

+1 free Charge – The Survivor has 1 extra free Action to use with the Brawler Class Ability "Charge". While the Charge is free, this Class Ability is still limited to once per Turn.

+1 free Fanning – The Survivor has 1 extra free Ranged Action to use with the Gunslinger Class Ability "Fanning".

+1 free Reload – The Survivor has 1 extra free Action to Reload a Reloadable weapon (P. XX).

+1 free Vade Retro – The Survivor has 1 extra free Action to use with the Faithful Class Ability "Vade Retro". While the Vade Retro is free, this Class Ability is still limited to once per Turn.

+1 max Range – The maximum Range of Ranged weapons the Survivor uses is increased by 1.

+1 Vade Retro per Turn – The Survivor has 1 extra use of the Faithful Class Ability "Vade Retro", each time they activate. This allow the Survivor to cast several Vade Retro per Turn!

+1 Zone per Move – When the Survivor spends 1 Action to Move, they can Move 1 or 2 Zones instead of 1. Entering a Zone containing Zombies still ends the Survivor's Move Action.

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

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

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

Brawler – The Survivor is considered being a Brawler in addition to their starting Class (P. XX). Their Health is augmented by 1 point, and they immediately heal 1 Wound, up to their base level.

Note: If this Skill is acquired through a Companion, the additional Wound Bar level is not acquired.

Brother in arms: [game effect] – The Survivor can use this Skill whenever they are standing in the same Zone as at least one other Survivor. As long as Brother in arms is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect.

NOTE: Brother in arms may be shortened to BIA.

Charge: +1 Damage – The Survivor gets a +1 Damage bonus with the free Melee Action given by the Brawler Class Ability "Charge".

Charge: +1 to dice roll – The Survivor adds 1 to the result of each die they roll on the free Melee Action given by the Brawler Class Ability "Charge".

Charge: +1 die – Each weapon of the Survivor rolls an extra die with the free Melee Action given by the Brawler Class Ability “Charge”. Dual weapons each gain a die, for a total of +2 dice per Dual Action.

Charge: +1 Zone – When the Survivor uses the Brawler’s Class Ability “Charge”, they can move 1 Zone further. Movement limitations still apply.

Charge: Reaper – Use this Skill when assigning hits while resolving a Melee Action given by the Brawler’s Class Ability “Charge”. 1 of these hits can freely eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the Adrenaline for the additional Zombie.

Charge: Reroll – The Survivor can re-roll once all the dice for each Melee Action given by the Brawler’s Class Ability “Charge”. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

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

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

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

EXAMPLE: A Survivor with the Escalation: Ranged Skill spends their first Action performing a Ranged Action with a Winchester (Dice 2). Their second Action is also spent for a Ranged Action, adding an additional die thanks to the Escalation Skill (Dice 3). The third Action is spent for a Move Action: the Escalation bonus is lost.

Explosives expert – Roll a die each time the Survivor discards Dynamite to perform a Ranged Action. On a result of 1 or more, the Dynamite Equipment card may be put in the Survivor’s Backpack instead, for free. The die result may not be altered or re-rolled in any way.

Faithful – The Survivor is considered being a Faithful in addition to their starting Class (P. XX).

Fanning: +1 Damage – The Gunslinger gets a +1 Damage bonus when using the Gunslinger Class Ability “Fanning”.

Fanning: +1 free Reload – The Survivor has 1 extra free Action to Reload Pistols when using the Gunslinger Class Ability “Fanning”.

Fanning: +1 max Range – The maximum Range of Ranged weapons the Survivor uses when using the Gunslinger Class Ability “Fanning”, is increased by 1.

Fanning: +1 to dice roll – The Survivor adds 1 to the result of each die they roll when using the Gunslinger Class Ability “Fanning”.

Fanning: +1 die – The Survivor rolls an extra die when using the Gunslinger Class Ability “Fanning”.

Fanning: Reaper – Use this Skill when assigning hits while resolving a Ranged Action using the Gunslinger Class Ability “Fanning”. 1 of these hits can freely eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the Adrenaline for the additional Zombie.

Fanning: Reroll – The Survivor can re-roll once all the dice when using the Gunslinger Class Ability “Fanning”. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows rerolls.

Hit & run – The Survivor can use this Skill for free, just after they resolved a Melee or Ranged Action resulting in a least 1 Zombie being eliminated. They 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 their Zone.

Ironclad: [Zombies type] – The Survivor ignores all Wounds coming from Zombies having the indicated keyword in their name. Ironclad: Walker works with any Walkers, for example.

Jump – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action. They move 2 Zones into a Zone to which they have a Line Of Sight. Ignore everything in the intervening Zone. Movement related Skills (like +1 Zone per Move or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply. This Skill can be used to reach a Balcony without using the Stairs.

Lifesaver – The Survivor can use this Skill once during each of their Turns, for free. Select a Zone containing at least 1 Zombie and at least 1 Survivor at Range 1 from your Survivor. Both Zones need to share a clear path and a Line Of Sight. Choose Survivors in the selected Zone to be dragged to your Survivor’s Zone without penalty. This is not a Move Action. A Survivor may decline the rescue and stay in the selected Zone if their controller chooses.

Low profile – The Survivor can’t get hit by Friendly Fire (Dynamite still applies). Ignore them when shooting at the Zone they stand in.

Lucky – The Survivor can re-roll once all the dice for each Action they take. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

Medic – This Skill is used during each End Phase. The Survivor, and any Survivor standing in the same Zone, may heal 1 Wound, up to their base level.

Point-blank – The Survivor can perform Ranged Actions in their own Zone, no matter the minimum Range. When resolving a Ranged Action at Range 0, the Survivor freely chooses the targets and can eliminate any type of Zombies. Their Ranged weapons still need to inflict enough Damage to eliminate the targets. Friendly Fire is ignored for the Point-blank attack.

Quick draw – All Equipment in the Survivor's inventory is considered equipped in Hand.

Reaper: [Action] – Use this Skill when assigning hits while resolving an Action of the specified type (Combat, Melee, or Ranged). 1 of these hits can freely eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the Adrenaline for the additional Zombie.

Roll 6: +1 die [Action] – You may roll an additional die for each 6 rolled on an Action of the specified type (Combat, Melee, or Ranged). Keep on rolling additional dice as long as you keep getting 6. Game effects that allow re-rolls must be used before rolling any additional dice for this Skill.

Roll 6: +1 Damage [Action] – The Survivor gets a +1 Damage bonus for each 6 rolled on an Action of the specified type (Combat, Melee, or Ranged).

Scavenger – The Survivor may Search in street Zones. Basic Search rules apply (no Search in Zones with Zombies).

Gunslinger – The Survivor is considered being a Gunslinger in addition to their starting Class (P. XX).

Shove – The Survivor can use this Skill, for free, once during each of their Turns. Select a Zone at Range 1 from your Survivor. Both Zones need to share a clear path. All Zombies standing in your Survivor's Zone are pushed to the selected Zone. This is not a Movement.

Marksman – The Survivor may freely choose the targets of all their Ranged Actions. Friendly Fire is ignored.

Sprint – The Survivor can use this Skill once during each of their Turns. Spend 1 Move Action with the Survivor: they may move 2 or 3 Zones instead of 1. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Taunt – The Survivor can use this Skill, for free, once during each of their Turns. Select a Zone up to 2 Zones away from the Survivor and having a clear path to the Survivor (no wall or closed door). No Line Of Sight is needed.

All Zombies standing in the selected Zone immediately gain an extra Activation: they try to reach the taunting Survivor by any means available. Taunted Zombies ignore all other Survivors. They do not attack them and leave the Zone they are standing in if needed to reach the taunting Survivor.

Townsfolk – The Survivor is considered being a Townsfolk in addition to their starting Class (P. XX).

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

Vade Retro: +1 Damage – The Survivor gets a +1 Damage bonus to all Combat Actions hitting Zombies standing in a Zone with a Vade Retro token.

Vade Retro: +1 die – The Survivor's weapons get a +1 die bonus when attacking Zombies standing in a Zone with a Vade Retro token. Dual weapons each gain a die, for a total of +2 dice per Dual Action.

Vade Retro: +1 free Combat Action – The Survivor gets a free Combat Action to use against Zombies standing in a Zone with a Vade Retro token.

Vade Retro: +1 to dice roll – The Survivor adds 1 to the result of each die they roll when performing a Combat Action against Zombies standing in a Zone with a Vade Retro token. The maximum result is always 6.

Vade Retro: Reaper – Use this Skill when assigning hits in a Zone containing a Vade Retro Token. 1 of these hits can freely eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the Adrenaline for the additional Zombie.

Vade Retro: Reroll – When attacking Zombies standing in a Zone containing a Vade Retro Token, the Survivor can re-roll once all the dice. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

Zombie link – The Survivor plays an extra Turn each time an Extra Activation card (NOT Abomination cards) is drawn from the Zombies pile. They play before the extra-activated Zombies. If several Survivors benefit from this Skill at the same time, players choose their Turn order.