

# ZOMBICIDE



**RULEBOOK**

# #1 GAME CONTENTS

9 GAME TILES (DOUBLE SIDED)



71 MINIATURES



6 SURVIVORS

16 RUNNERS



40 WALKERS



8 FATTIES



1 ABOMINATION

110 MINI-CARDS



42 ZOMBIE CARDS,  
62 EQUIPMENT CARDS,  
6 WOUNDED CARDS

6 SURVIVOR IDENTITY CARDS

6 DICE



4 CAR TOKENS

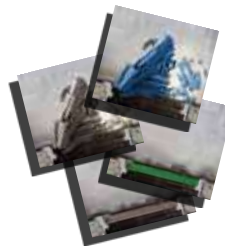


POLICE CAR & PIMP MOBILE

1 FIRST PLAYER TOKEN



12 DOOR TOKENS



10 OBJECTIVE TOKENS



18 NOISE TOKENS



6 ZOMBIE SPAWN TOKENS



1 "EXIT POINT" TOKEN



24 SKILL COUNTERS



6 EXPERIENCE TRACKERS





## #3 SETUP

- 1 ▶ Choose a Mission.
- 2 ▶ Place the tiles.
- 3 ▶ Place the doors, the cars and objectives.
- 4 ▶ Put aside the Evil Twins, Ma's Shotgun, Molotov, pan and Wounded cards. Also keep a single fire axe, a crowbar and a pistol card.
- 5 ▶ Make a deck with the Zombie cards and another one with the Equipment cards, then place them face down, close to the gameboard.
- 6 ▶ Each player then chooses his Survivors:  
1 player: 4 Survivors.  
2 players: 3 Survivors per player.  
3 players: 2 Survivors per player.  
4 to 6 players: 1 Survivor per player.
- 7 ▶ For each Survivor, place an experience tracker on the first square in the blue area of the Danger Bar, and a Skill counter on the first corresponding Skill.
- 8 ▶ Randomly deal the starting equipment: a *fire axe*, a *crowbar* and a *pistol*. That's right kids, if there are more Survivors than starting weapons, well, that's just too bad... As a consolation everyone else gets a *pan*. Any starting weapon listed in the Survivor Identity Cards does not affect the above starting equipment.

**EXAMPLE: Phil is dealt randomly one of the starting equipment. He then takes the pistol, listed in his Identity Card, from the equipment cards deck.**

## #2 SURVIVE AND WIN

*Zombicide* is a cooperative game: players face Zombies which are controlled by the game itself. Each player controls one, two, three or four Survivors of a Zombie infection. The goal of the game is simple: to survive and to complete the Mission objectives.

Survivors kill Zombies with whatever they can get their hands on. If they find bigger weapons, they can kill even more Zombies! The good news is that Zombies are slow, stupid and predictable. The bad news is.... there are a lot of Zombies!

You can trade equipment, give and receive (or ignore advice) and even sacrifice yourself to save the girl! Only cooperation will allow you to achieve the objectives of each Mission. Killing Zombies is fun, but through the included Missions you will also need to rescue other Survivors, clean out infested areas, find food, weapons and even take a ride through a ghost town and so on.

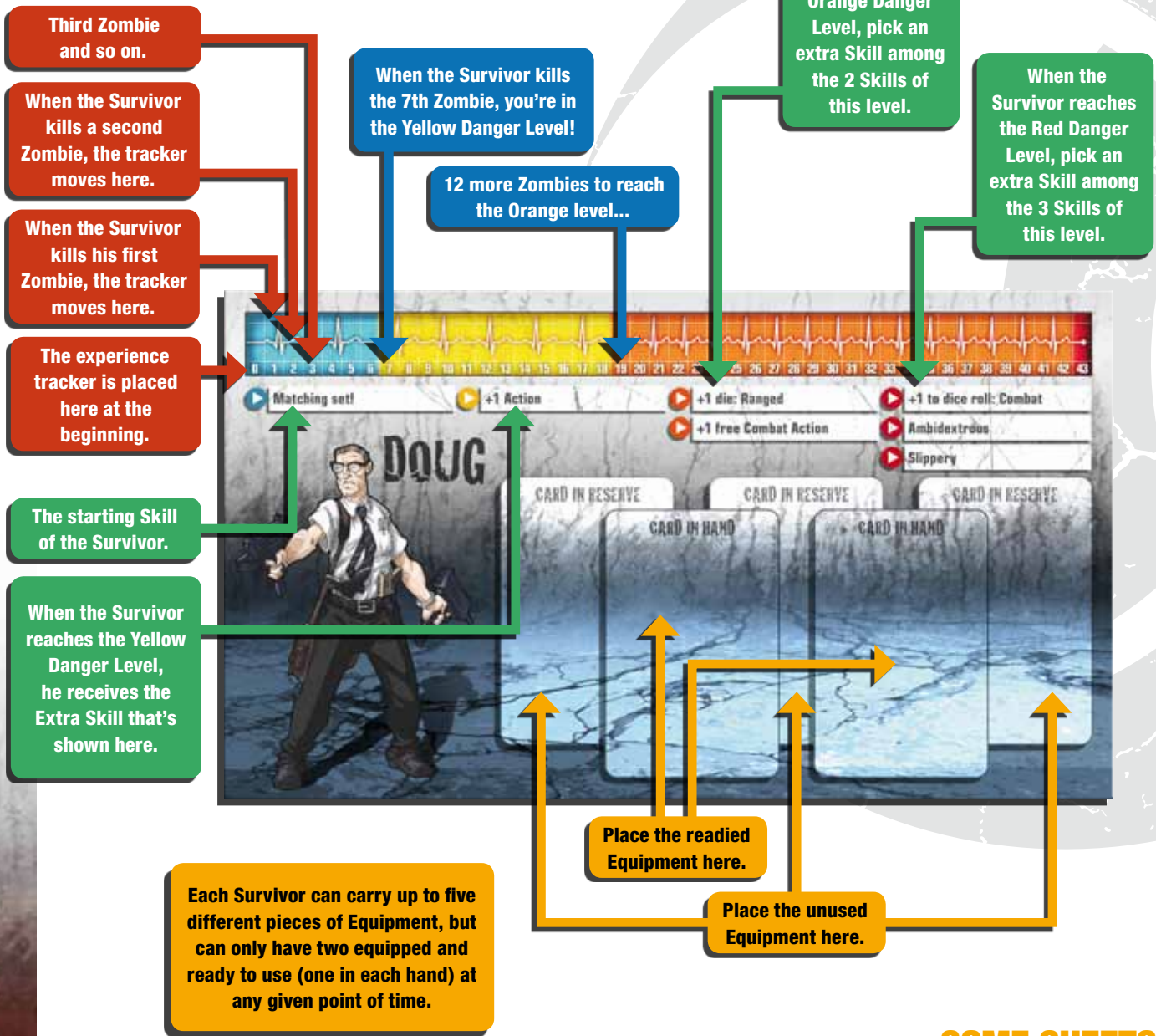
After experiencing *Zombicide*, you too will have nightmares about being a Survivor!

### TILES

The tiles are numbered to help you prepare the Missions.



# #4 INVENTORY EXPLAINED



Place the miniatures of the chosen Survivors on the starting area as indicated by the Mission.

Determine the first player. *Zombicide* is a cooperative game: do not pick randomly! The chosen player receives the first player token. Play clockwise!

Once all the players have completed their turn, the first player passes the first player token to the player to his left.

## SOME SHEETS!

The Survivor Identity Cards you find in this box have information both on the front and back.

The front shows one of the six Survivors of the box.

The back shows a blank ID Card. Use these to create your own Survivors, or download new ones from Guillotine Games!

[HTTP://WWW.GUILLOTINEGAMES.COM/](http://www.guillotinegames.com/)

# #5 USEFUL DEFINITIONS

## ACTOR

A Survivor or Zombie.

## ZONE

Inside a building, a Zone is a room.

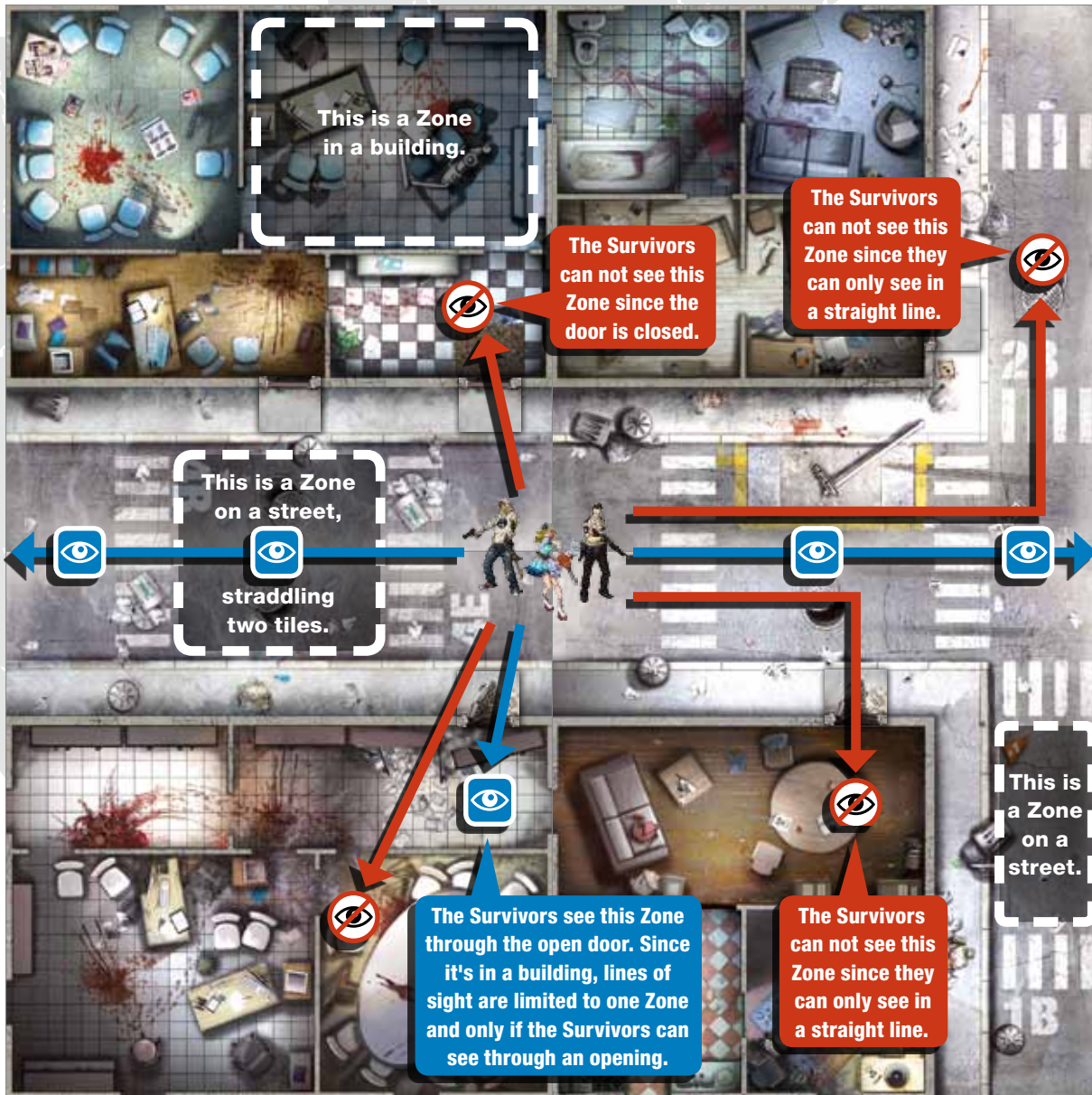
On the street, a Zone is the part between two pedestrian crossings and the walls of buildings along the street. A Zone may extend over two tiles or even four tiles.

## DO YOU SEE WHAT I SEE?

How should I know if a Zombie sees me or if I see him?

**Inside a building,** an Actor sees in all Zones that share an opening with the Zone the Actor is in. His field of view however is limited to the distance of one Zone. If there is an opening, the walls do not block line of sight between two Zones.

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



## MOVEMENT

Actors can move from one Zone to another one, as long as the first one shares at least an edge with the destination one. The corners are not taken into consideration; this means diagonal movements are not allowed.

On streets, the movements from one Zone to another has no restrictions. However it is necessary to go through a door to move from a building to the streets and vice versa.

Inside a building, movement may take place from one Zone to another as long as these Zones are linked by an opening. In this case ignore the walls between the two Zones.



## SHHHH!

Shooting with a weapon or smashing through a door with a Melee weapon makes noise and noise attracts Zombies. Each Action that opens a door with a noisy weapon or shoots with a Ranged weapon (see the table: “Noisy weapons”) produces a Noise token which must be placed on the Zone where the Survivor resolved the Action. Each Survivor also counts as a Noise token. Yes, just breathing is noisy! Noise tokens are removed at the end of the gameturn, after the Zombies’ turn.

**EXAMPLE:** Crazy Ned opens a door with a fire axe. It’s a noisy way to open a door. This produces a Noise token. Later on a Zombie appears on Ned’s Zone, who knocks it down with two more axe hits. The fire axe is a silent killing weapon, so it produces no noise. There are two “Noises” in this Zone: the token that was produced to open the door and Ned himself.

In another Zone, Goth Amy executes three shooting Actions with her two Sub MGs. Although she rolled six dice, she gets only three Noise tokens on her Zone, one for each shooting Action. The tokens remain on the square where she produced them: they don’t follow Amy when she moves.

## THE ZOMBIES

There are four types of Zombies:



**Walker.** It stinks, it’s nasty and it’s slow. Eliminating a Walker provides 1 experience point.



**Fatty.** Big, bloated and tough, these Zombies are hard to put down. Weapons dealing only 1 damage can’t hurt them... at all. Each Fatty comes into play with two Walkers alongside him but not when its group is splitting, see Zombies’ turn. Killing a Fatty provides 1 experience point.



**Abomination.** Mutated beyond recognition, the Abomination is the Survivors’ worst nightmare. Only weapons dealing 3 or more damage can kill this monster. A well aimed Molotov will also do the trick. Luckily, there’s only one Abomination on the gameboard at any given time. If a second Abomination is drawn, replace it with a Fatty with its two Walkers. The Abomination spawns alone (possibly having eaten its Walker fellows). Downing an Abomination provides 5 experience points.



**Runner.** Amped up for some reason, these guys move twice as fast as Walkers. Each Runner has two Actions while all other Zombies only have one. Eliminating a Runner provides 1 experience point.

## NOISY WEAPONS

Many equipment, such as the fire axe, the crowbar or the chainsaw allow you to open doors as well as eliminate Zombies.



Equipment which allows you to open doors has this symbol.



Equipment which allows you to kill Zombies has this symbol.

The association of these symbols with one of the following symbols determines whether the equipment produces a Noise token when you use it to open a door or eliminate a Zombie:



Equipment which has this symbol produces a Noise Token.



Equipment which has this symbol is silent and does not produce a Noise Token.



**EXAMPLE 1:** the fire axe can open doors and kill Zombies. It produces a Noise token when used to open a door. When you use it as Melee weapon to put down a Zombie, it does not produce any Noise token.

**EXAMPLE 2:** the chainsaw can also open doors and kill Zombies. It produces a Noise token when used to open a door AND when you use it as Melee weapon to make Zombie slices!



## DANGER BAR AND EXPERIENCE

For each Zombie killed, a Survivor gains an experience point and moves up a notch on the Danger Bar. Some Mission objectives provide more experience, as does eliminating the Abomination.

There are four Danger Levels, representing a light drizzle of Zombies to a flash flood: Blue, Yellow, Orange and Red. You really don't want to know what happens at Red...

When a Survivor obtains 7 experience points, his Danger Level is Yellow and he obtains a fourth Action, which can be used immediately, and then every turn; i.e. he now permanently obtains an additional Action.

When a Survivor gets 19 experience points, the Orange Danger Level becomes active and he can choose between the two Skill choices as indicated on his Identity Card.

At 44 experience points, the Survivor reaches the Red Danger Level and obtains one Skill among the three available at this Level.

This experience has a side effect: when you draw a Zombie card, read the line that corresponds to the Survivor that has reached the highest Danger Level!

## #6 PLAYERS' TURN

The first player activates his Survivors one after the other, in the order of his choice. Each Survivor can execute three Actions at the Blue Danger Level. This is increased to four when the Survivor reaches the Yellow Danger Level.

Some Survivors have a free Action on the Blue Danger Level. Any free Actions do not count towards this total.

**EXAMPLE: Goth Amy uses her free Move Action. This does not count towards her Actions of the turn.**

The possible Actions are:

### MOVE

The Survivor moves from one Zone to another one, but cannot move through external building walls or closed doors. If there are Zombies on the Zone the Survivor is attempting to leave, he must spend an extra Action per Zombie present.

**EXAMPLE:** Crazy Ned is on the same Zone as two Walkers. To leave this Zone, he spends one Move Action, then two more Actions (one per Walker), for a total of three Actions. If there had been three Zombies on his square, Ned would have needed four Actions to move... or an assistance from another Survivor!



## SEARCH

You can only search Zones inside a building and with no Zombies in them. The player picks a card from the Equipment deck. A Survivor can perform only a single Search Action per turn, even if it's a free Action. After searching, the Survivor can freely reorganize his inventory (but the Survivor cannot trade with other Survivors: this is another Action!).

**Special case: cars.** You can search inside a car in a street Zone with no Zombies.

You can search inside a pimp mobile only once. It contains either Ma's Shotgun, or the Evil Twins. Some Missions may contain many pimp mobiles. In this case, only the weapons that have not yet been taken can be inside them. When there are no more... there are no more.

You can search inside police cars more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards make a Walker appear as usual and interrupts your searching.

**You may discard cards from your inventory to make room for new cards at any given time.**

## OPENING A DOOR

Doors are usually locked. In this case, the Survivor cannot open the door unless he is holding a Melee weapon with a "Open a door" symbol :



Opening the first door of a building reveals all Zombies which are inside. Point on each Zone of the building, one after the other, drawing a Zombie card each time. Place the corresponding number of Zombies on the correct Zone (see Zombie's turn).

## REORGANIZING THE INVENTORY AND TRADING WITH ANOTHER SURVIVOR

At the cost of one Action, a Survivor can change the weapons he is holding in his hands. The Survivor can simultaneously exchange any number of cards with only one Survivor who is on the same Zone. This other Survivor may reorganize his own inventory "for free".

## SHOOTING

The Survivor uses a Ranged weapon he is holding to shoot at a Zone that is within the range that is shown on the weapon's card (See Combat).

## FIGHTING HAND TO HAND

The Survivor uses a Melee weapon he is holding to attack the Zombies which are in his Zone (See Combat).

## GETTING IN OR OUT OF A CAR

The Survivor gets in or out of a car which is in his Zone. Taking another seat in a car also costs an Action. The specific rules about cars are explained in the cars chapter.

## TAKING OR ACTIVATING AN OBJECTIVE

The Survivor takes an "objective" token or activates an object which is in the same Zone as him. The game effects are described in the description of the Mission.

## MAKE SOME NOISE!

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

## DOING NOTHING

The Survivor does nothing and prematurely ends his turn. In this case the remaining Actions are lost.

Once all the players have completed their turn, the first player hands over the "first player" token to the player to his left. (this rule is repeated from the first section).

# #7 ZOMBIES' TURN

Once the players have activated all their Survivors, the Zombies play. Nobody takes their role: they do it themselves. During the Zombie turn, the players perform the following phases, in this order :

## PHASE 1 – ATTACKING.

Each Zombie which is on the Zone of a Survivor snatches, if possible, a piece of Equipment the Survivor is carrying. The player who controls that Survivor chooses the item and discards its card. The Survivor receives a Wounded card, which is put in place of the lost Equipment. When he reorganizes his Survivor's inventory, the player can move this Wounded card as if it was Equipment, but it cannot be discarded and reduces the amount of Equipment the Survivor can carry. A Survivor with two Wounded cards is eliminated and his Equipment is discarded. If different Survivors are on the same Zone, the players share the wounds in the way they prefer. Cooperation also means sharing the pain and suffering!

**EXAMPLE: a Walker is in the same Zone as two Survivors and inflicts a wound during the Zombie turn. The players choose which Survivor receives the wound and loses Equipment. They can decide, for example, to give the wound to a Survivor who is holding no equipment. They can also decide to give the wound to a Survivor who's already wounded and put him out of his misery!**

Zombies fight in groups: all Zombies on the same Zone join the Combat, even if there are so many that it would be overkill. Feeding frenzy!

**EXAMPLE: a group of seven Walkers is on the same Zone as a Survivor. The first two Walkers are enough to kill the hapless victim, but the whole group does nothing else. Chow time!**

## PHASE 2 – MOVEMENT.

The Zombies who have not attacked during the first phase move one Zone towards a Survivor they can see. If they see Survivor in different Zones, they move towards the noisiest group (**REMEMBER:** a Survivor counts as a Noise token).

If they see nobody, they move towards the Zone that contains the most Noise tokens.

The Zombies always move following the shortest route. If there is more than one route of the same length, the Zombies split into groups of the same number to follow all possible routes.

They also split up if different Zones contain the same number of Noise tokens. If necessary, add Zombies so that all groups contain the same number! The Abomination never splits. The players decide which direction it goes.

**EXAMPLE: a group of 4 Walkers, 1 Fatty and 3 Runners move towards a group of Survivors. The Zombies can take two routes of the same length. They split into two groups. 2 Walkers go one way, the other 2 take the other route. The Fatty joins one of the two groups of Walkers and a second Fatty is added and joins the other group! The 3 Runners split too, two on one side, the other to the second group. Another Runner is added to the latter group so that the original group can be split into two identical groups. Things just got a lot harder for the Survivors...**

## RUNNERS

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

**EXAMPLE 1: At the beginning of the Zombie turn, a group of three Runners is one Zone away from a Survivor. They do their first Action. Since there is nobody they can attack in their Zone, they use one Action to move and reach the Zone where the Survivor is. The Zombies do their second Action: since they are in the same Zone as a Survivor, they attack. Each one of the three Runners inflicts one Wound to the Survivor.**

**EXAMPLE 2: At the beginning of a Zombie turn, a group of three Runners is in the same Zone as a Survivor. They attack him with their first Action, inflict him 3 Wounds and eliminate him. Then the Zombies must do a second Action: since there are no other Survivors in their Zone, they move once towards the noisiest Zone.**

## PHASE 3 – SPAWN.

The Mission plans show where Zombies appear at the end of each turn: these are the Spawn Zones. Choose a Spawn Zone and draw a card. Place the amount of Zombies which is shown on the color that corresponds to the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange or Red). Repeat this operation for each Spawn Zone.

**ATTENTION:** each Fatty is accompanied by Walkers when it spawns but not when you add one to balance a group of Zombies that splits.

**NOTE:** always begin with the same Spawn Zone, then continue clockwise.

**EXAMPLE:** Wanda has 5 experience points, and is in the Blue Danger Level. Doug has 12, which puts him in the Yellow. In order to determine how many Zombies appear in the game, read the Yellow line which corresponds to Doug, the most experienced Survivor.

If at least one Survivor has reached the Red Danger Level, read this one. 5 Walkers! Brains ....

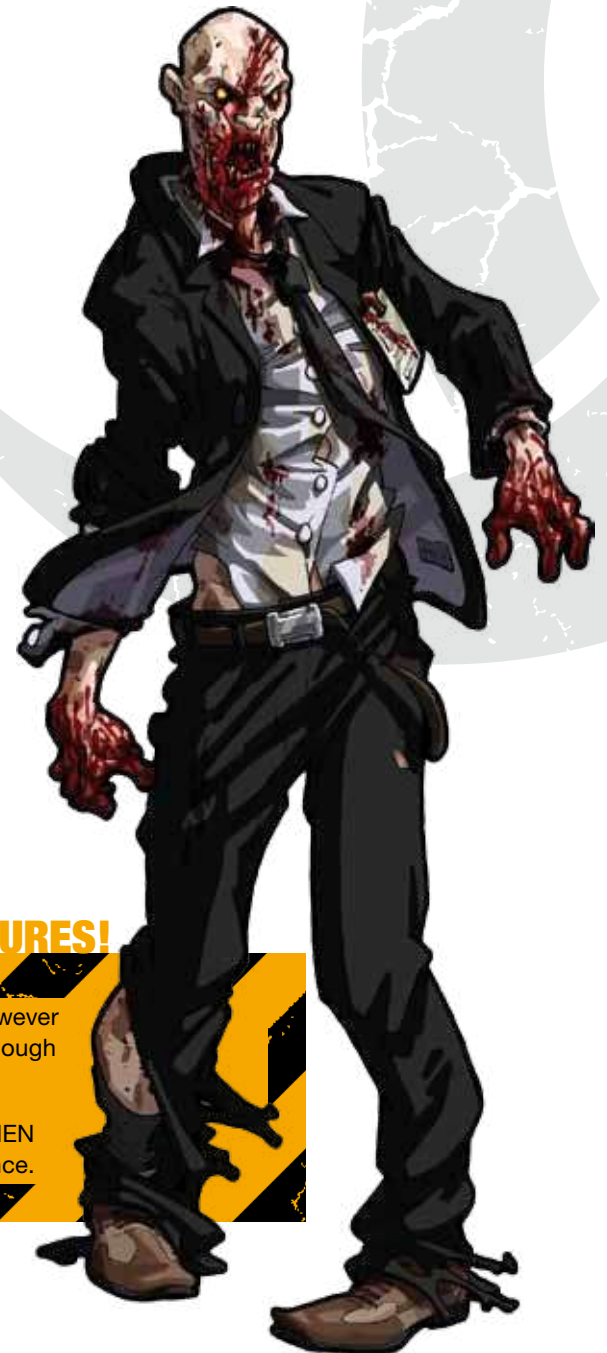
If the most experienced Survivor is in the Yellow Danger Level, 2 Runners appear when you draw this card.

If all Survivors are still in the Blue Danger Level, read this line. Phew... nothing.



At the Yellow Danger Level. All Runners are immediately activated. They receive two Actions as normal for this activation.

At the Blue Danger Level, nothing happens.



There are two special cases: the “extra activation” cards and the “manhole” cards. In both cases, no Zombies appear on the designated Zone.

## SO MANY ZOMBIES. SO FEW MINIATURES!

The *Zombicide* box contains enough Zombies to invade a city. However it is possible that a player draws a card and there are not enough miniatures of the requested Zombie type.

In this case, the remaining Zombies are placed (if there are any) THEN all the Zombies of the requested type gain an extra activation at once.

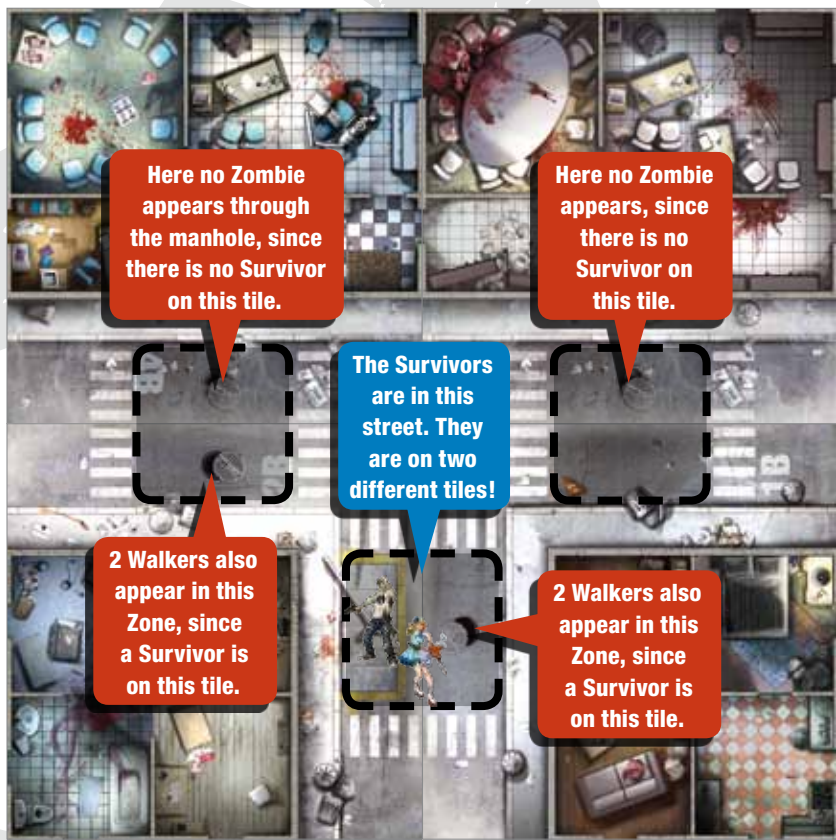
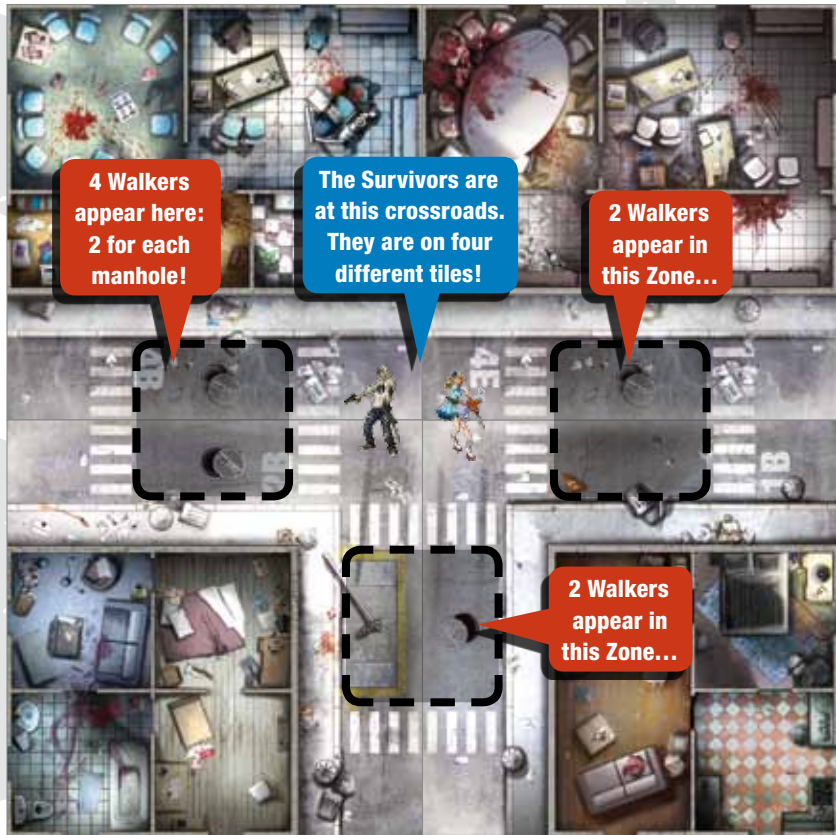
When you reveal an “extra activation” card, all Zombies of the requested type are activated once again (phase 1 and 2 of the Zombie turn, see above). Notice, these cards have no effect at the Blue Danger Level!

When you draw a "manhole" card, no Zombie appears on the designated Zone. Instead place the indicated number and type of Zombies in every Zone where a manhole is indicated on the map, on every tile where at least a Survivor stands. Manhole invasions never happen on tiles devoid of Survivors.



The most experienced Survivor reaches the Yellow Danger Level: place 2 Walkers per manhole.

**ATTENTION:** The Danger Level is set by the Survivor with the highest Danger Level and still in game. If this Survivor is eliminated, the Danger Level drops to that of the next most experienced Survivor.



# #8 COMBAT

## READING WEAPON CARDS

**DUAL:** if you have a pistol in each hand, you may use them both in a single Action (aim the same Zone).

**NOISY:** produces a Noise token when used. Dual weapons produce a single Noise token per Action.

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

**DICE:** roll as many dice as this value when an Action is spent to use this weapon.

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

**DAMAGE:** damage inflicted for each success. A "2" value is mandatory to eliminate Fatties. A "3" value is mandatory to eliminate the Abomination.

**OPENS DOORS:** can be used to open doors.

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

**SILENT:** doesn't produce a Noise token when used to open doors.

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

**DICE:** roll as many dice as this value when an Action is spent to use this weapon.

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

**DAMAGE:** damage inflicted for each success. A "2" value is mandatory to eliminate Fatties. A "3" value is mandatory to eliminate the Abomination.

## IMPROVED WEAPONRY: SNIPER RIFLE AND MOLOTOV

Specific Equipment cards can be combined from your Survivor's inventory to build improved weaponry. Combining costs no Action. When combined, they take a single slot in your Survivor's inventory. When built, improved weapons can freely and immediately be equipped.

**Sniper rifle:** combine a rifle and a scope to get a sniper rifle. Put the scope under the rifle card. Now you can choose your targets when firing with this rifle.

**Molotov:** discard a "glass bottle" and a "gasoline" card and give your Survivor a "Molotov" card. The Molotov doesn't need dice, Accuracy and damage values. Just terminate everything in the targeted Zone. Yes, even other Survivors and the Abomination. Discard after use.

On a Combat Action, roll as many dice as the dice number of the equipped weapon being used. If the active Survivor has two identical weapons with the Dual symbol, he can use his two weapons at the same time at the cost of a single Action. If these weapons are Ranged weapons, they may only be aimed at the same Zone.

**EXAMPLES:** Doug is holding two Sub MGs in his hands. The Sub MG has the Dual symbol. Doug can shoot them both with a single Action. This allows him to roll six dice in a single roll, as the Sub MG has a dice number of 3! Wanda is holding two machetes. She can strike with them both at once, so she can roll two dice for every Action she uses to attack.

Each roll that equals or exceeds the accuracy number of the weapon is successful. Each success inflicts to a single target the amount of damage that is specified by the damage value of the weapon. Walkers and Runners are killed with 1 damage. However, a 2 damage weapon or more is necessary to eliminate a Fatty, and only a 3 damage weapon will kill an Abomination. It does not matter if you obtain six successes with a weapon that inflicts 1 damage: a Fatty or Abomination will absorb the hits without flinching.



**EXAMPLE:** Doug unloads his two Sub MGs on three Walkers who are guarding a Fatty and scores 5 hits. The first three shots blow them away easily. However, the Fatty takes the two remaining rounds with no consequence: the Sub MG inflicts only 1 damage.

Wanda arrives to finish the job with her machete. She hits once but the machete inflicts 2 damage, which is enough to chop that Fatty down!

If there had been two Runners instead of a Fatty, a single hit with the machete would not have eliminated the two Runners; each successful hit can only take out one target, and remaining damage is overkill and wasted.

## MELEE

A Survivor can attack a Zombie in his own Zone. Each die roll that is equal or higher than the accuracy value on the card of the weapon is a successful hit. The player divides his hits as he wishes amongst the possible targets in the Zone.

**EXAMPLE:** Wanda attacks a group with her double machetes, comprising of a Walker, Runner and Fatty. She rolls  and , which means two hits. She decides to decapitate the Runner and to butcher the Fatty, leaving the Walker, the least dangerous of the three, for her next Action.

## RANGED

A Survivor can shoot only at the targets he can see (See Lines of sight).

**REMEMBER:** inside a building, sight is limited to the Zones that share an opening and just one Zone of distance away.

The range of a weapon is shown by the range value on its card, which represents the number of Zones it can shoot across. The first of the two values shows the minimum range. The weapon may not be shot at Zones below the minimum. In most cases this is 0: the Survivor can shoot in the Zone he is in.

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

**EXAMPLE:** the rifle has a range of 1-3, which means it can shoot up to 3 Zones away but can't be used on the same Zone the Survivor is in. The Sub MG has a range of 0-1, which means it can shoot in the Zone where his owner is in or into the adjacent Zone.

## NOTE

When a Zone is chosen for a Ranged Combat, ignore any Actors who are in the squares between the shooting and the target, i.e. Survivors may shoot through occupied Zones without consequence, to either other Survivors or Zombies.









The shooting Survivor does not choose freely the targets he hits with successful rolls.









Hits are assigned in this order:

- 1 – to Survivors who are in the Zone (except the shooter)
- 2 – to Walkers
- 3 – to Fatties or Abominations
- 4 – to Runners

The hits are assigned until all targets of the lower degree of priority have been eliminated.

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

Doug shoots again and gets , , , , , and , three more hits. The last Walker is down but the two remaining shots do no harm to the Fatty, which shields the two Runners. The only way to target the Runners first would have been with a Melee weapon, which can freely assign hits.

## CARS

Driveable cars are available in some Missions.

Getting in a car costs one Action. You can get in a car only if its Zone has no Zombies. A Survivor who gets in a car chooses a spare seat: the driver's seat or one of the three passengers'. A car with a driver and three passengers is full: no other Survivors may enter it.

When the driving Survivor is activated, he can spend one Action to move the car one or two Zones. This Action is not a Move and is not subject to movement modifiers such as a free Move Action, increased movement, nor is it affected by disadvantages which are related to Move Actions (ignoring the Zombies in the Zone of the car).



## DYNAMIC SURVIVOR IDENTITY CARD OVERVIEW

### 18 EXPERIENCE POINTS




Ned's in the Yellow Danger Level. One more experience point and he'll get to the Orange Danger Level. The player will then have to choose between two exciting new Skills.

### EXTRA EQUIPMENT

Ned was wounded earlier in the game. The Wounded card occupies an Equipment slot. Another Wound and Ned will be eliminated. Thankfully, he found a goalie mask to discard to prevent the next wound. Ned also has some gasoline which, combined with glass bottles, can be used to build a Molotov. Come on, Abomination, let's burn!

### EQUIPPED WEAPONS

Sniper rifle and fire axe. By combining a rifle and a scope, Phil has a priceless sniper rifle to shoot Runners among crowds of Walkers. In the other hand, a "2" damage valued fire axe allows Ned to break through doors and Fatties alike.

A car that enters, exits or goes through a Zone runs over everybody who is in it. The player who controls the driver rolls one die for each miniature in the Zone the car leaves, moves through or reaches. Each ,  or  inflicts one damage (only one: it is impossible to run over a Fatty or Abomination). The hits are assigned following the priority order, just like a Ranged attack: first Survivors, then Walkers, then Fatties and Abominations and finally Runners.

It is possible to make Melee attacks and shoot from the inside of a car. Zombies can also attack the Survivors in the car.

Changing seats in a car costs an Action.  
Cars cannot be driven into buildings.

## SKILLS

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

Some of the following Skills are not attributed to the Survivors in this box. They will be used by other Survivors in the future. Try them out with Survivors you create!

The effects of the following Skills and/or bonuses are immediate and may be used the turn in which they are acquired, e.g. if one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or perform an extra Action, if the Skill allows it).

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

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

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

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

**+1 die: Combat:** The Survivor rolls an extra die in Combat (Melee or Ranged).

**+1 die: Melee:** The Survivor rolls an extra die in Melee Combat.

**+1 die: Ranged:** The Survivor rolls an extra die in Ranged Combat.



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

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





**+1 free Search Action:** The Survivor has one free extra Search Action. This Action can only be used to Search.

**+1 max range:** The Survivor's maximum range with Ranged weapons is increased by 1.

**+1 Zone per Move:** The Survivor can move through one extra Zone each time he performs a Move Action. This ability stacks with other game effects benefitting Move Actions.

**1 re-roll per turn:** Once per turn, you can re-roll all the dice that are related to the resolution of an Action made by the Survivor. The new result takes the place of the previous one. This ability stacks with the effects of equipment that allow re-rolls.

**2 Zones per Move Action:** When the Survivor spends one Action to Move, he can move one or two Zones instead of one.

**Ambidextrous:** The Survivor treats all Melee and Ranged weapons as if they had the Dual symbol    .

**Born leader:** During the Survivor's turn, he may give one free Action to another Survivor. This Action must be used during the next turn of the recipient, otherwise it is lost.

**Destiny:** The Survivor can use this Skill once per turn, when he reveals an Equipment card he drew. Discard that card and draw another Equipment card.

**Gunslinger:** The Survivor treats all Ranged weapons as if they had the Dual symbol .

**Hoard:** The Survivor can carry one extra Equipment card.

**Hold your nose:** This Skill can be used once per turn. The Survivor gets a free Search Action in the Zone he/she has eliminated a Zombie (even outside a building) the very same turn.


**Is that all you've got?:** When a Survivor with this Skill is wounded he discards an Equipment card but does not receive a Wounded card. If he has no Equipment card to discard or if he doesn't want to discard an Equipment card then he receives a Wounded card.

**Lock it down:** At the cost of one Action, the Survivor can close an open door.

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

**Lucky:** The Survivor can re-roll once all the dice of each Action. The new result takes the place of the previous one. This ability stacks with the effects of other abilities ("1 re-roll per turn" for example) and Equipment that allows re-rolls.



**Matching Set!:** When a Survivor draws a weapon card with the Dual symbol , he can immediately search for a second card of the same type in the deck of Equipment cards. Shuffle the deck afterwards.

**Medic:** Once per turn, the Survivor can remove one Wounded card from a Survivor that is in the same Zone as him. He may also heal himself.

**Ninja:** The Survivor makes no Noise. At all. His presence does not count as a Noise token, and his use of Equipment or weapons produces no Noise tokens either!



**Slippery:** The Survivor does not spend extra Action(s) when he Moves through a Zone where there are Zombies.

**Sniper:** The Survivor chooses freely the targets of all his Ranged Combat Actions

**Starts with a [Equipment]:** The Survivor begins the game with the shown Equipment. The Equipment card is mandatorily assigned to him before the beginning of the game.

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

**Tough:** The Survivor ignores the first attack he receives every Zombies' turn.

**Trick shot:** When the Survivor is equipped with Dual Ranged weapons, he can aim at targets that are in different Zones with each weapon in the same Action.

# 00 TUTORIAL

We were with some friends when the first siren began to wail, quickly followed by countless others. In less than an hour, everything changed: the television and the radio announced horrible news. We decided to take shelter at our neighbor's house which was much safer. We just had to cross the street. But THEY were already there...

You will need the following tiles for this scenario: **1B & 2B.**

## OBJECTIVE

Take the objective token.



## SPECIAL RULES

• **Reduced Zombie deck.** Take the Zombie cards numbered 1, 2, 3, 4 and 41 to make the Zombie deck. Put the other ones in the box.

• **Special starting equipment.** Do not deal the "pistol", "fire axe" and "crowbar" card as starting equipment. Instead put them at the top of the Equipment deck. They will be the first three cards of the deck when a Survivor searches a Zone.



# 01 CITY BLOCKS

*Our shelter is safe... for now. Unfortunately, our food supplies are not going to last long. We've decided to arm ourselves and go explore the surrounding houses. We cannot come back empty-handed.*

You will need the following tiles for this scenario: **2C, 1C, 4B, 5C, 7B, 5D, 6B, 5E & 1B.**

## OBJECTIVES

- Take all the objective tokens.
- Find at least one canned food card, at least one rice card and at least one water card.
- Once you have reached the previous objectives, reach the exit area that's shown on the map with at least one Survivor. Gather the equipment and Survivors that escaped: you win if you have at least one canned food card, one rice card and one water card.

## SPECIAL RULES

Each objective token gives 5 experience points to the Survivor who takes it.



Player starting area



Zombie Spawn Zone



Exit Zone



Locked door



Objective (5 XP)

# 02 Y-ZONE

The living are losing ground. The pockets of resistance fall one after the other and our CB radio, once bustling with messages, is now silent. We must leave. The zombies are growing in numbers and our supplies are getting scarce. I could kill for some toothpaste.

You will need the following tiles for this scenario: **4B, 4E, 1B, 7B, 5D, 6B, 3C, 4C & 2C.**



## OBJECTIVE

Reach the Exit Zone shown on the plan with at least one Survivor.

## SPECIAL RULE

The objective token represents a medicine cabinet. The Survivor who takes it immediately loses a Wounded card.



Player starting area



Zombie Spawn Zone



Exit Zone



Locked door



Medicine cabinet



# 03 THE 24HRS RACE OF ZOMBICITY

There's a large rest home in sight. The buildings do not look too damaged and some cars look like they could still run. The supply room must be full.

We immediately understood why the looters hadn't lingered here: the area is swarming with zombies. The previous inhabitants couldn't really put up a fight. Before exploring, we have to clean up. I dream of bubblegum.

You will need the following tiles for this scenario: **2C, 4D, 4B, 5C, 6B, 5F, 1B, 3C & 4E.**

## OBJECTIVE







Reach the Red Danger Level with at least one Survivor.

## SPECIAL RULES

- Each objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- You can search a *pimp mobile* only once. It contains either the *Ma's Shotgun*, or the *Evil Twins* (choose randomly). Some Missions may contain many pimp mobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more... there are no more.



- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a Zombie as usual and interrupt the search.

-   
Player starting area
-   
Zombie Spawn Zone
-   
Locked door
-   
Objectives (5 XP)
-   
Cars you can drive
- 



# 04 DRIVE-BY SHOOTING

Our new shelter is not enough protection. The zombies just keep coming, we lack sleep and some of us are beginning to lose grip. We think there must be a nest around here, in the business area near the subway entrance. As long as this threat isn't neutralized, we'll be continuously attacked. I could use a new pair of shoes, my size.

You will need the following tiles for this scenario: **3C, 4D, 2C, 5F, 4E, 4B, 2B & 5C.**

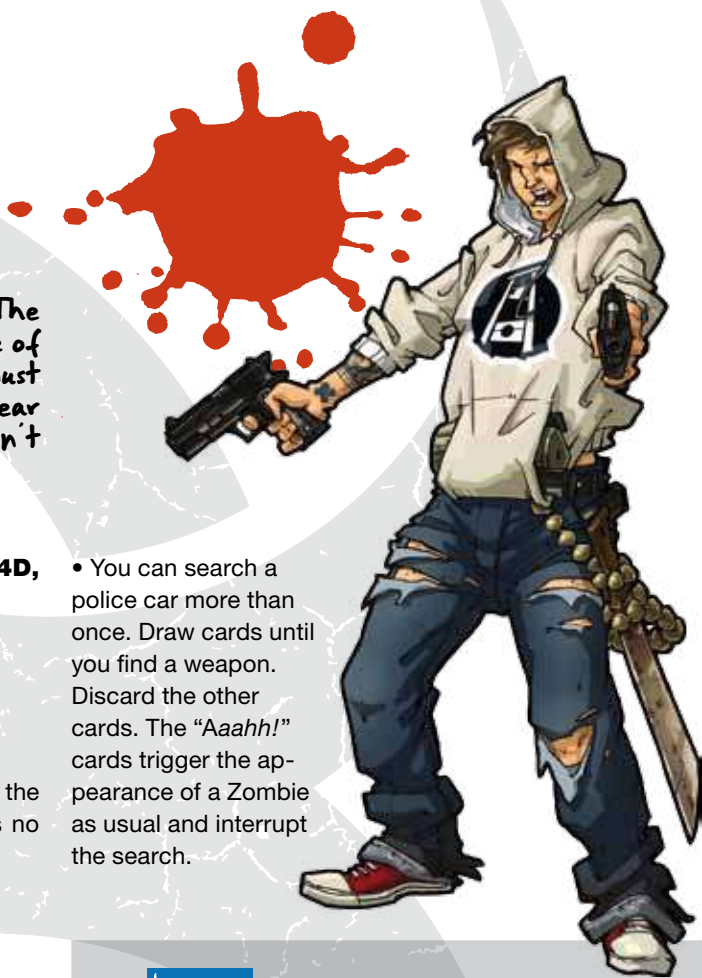
## OBJECTIVES

- Take all the objective tokens.
- Once you have reached the previous objective, place the surviving Survivors on a Zombie Spawn Zone that has no Zombies in it (to prevent further spawning).

## SPECIAL RULES

- Each objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- You can search a *pimp mobile* only once. It contains either the *Ma's Shotgun*, or the *Evil Twins* (choose randomly). Some Missions may contain many pimp mobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more... there are no more.

- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a Zombie as usual and interrupt the search.



		
<b>Player starting area</b>	<b>Locked door</b>	
		
<b>Zombie Spawn Zone</b>	<b>Objective (5 XP)</b>	<b>Cars you can drive</b>



# 05 BIG W

Zombies are dangerous but maybe they're not the greatest threat. We always have to find new resources, food, weapons, ammo and above all safe shelter. Here we are in the city center, a cemetery of concrete and glass. The big office buildings are definitely infested. Here we should find means of surviving a few more days.

Reminder: we must not open more than one door at a time and must not make too much noise or all the zombies of the city will be on us in minutes!  
I dreamt of bacon yesterday. Just bacon.

You will need the following tiles for this scenario: **5D, 2C, 1C, 7B, 5C, 6B, 5E, 1B & 4B.**







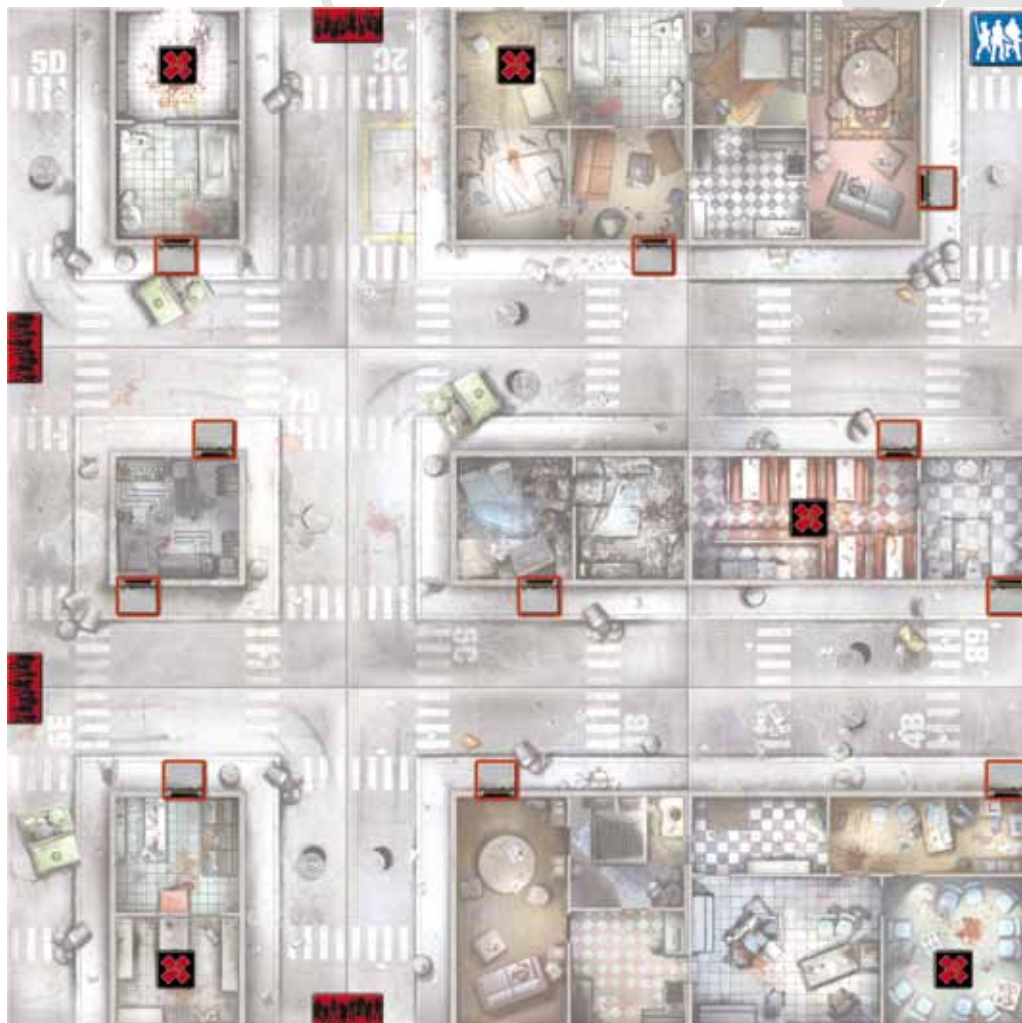
## OBJECTIVE

Take all the objective tokens.

## SPECIAL RULES

Each objective token gives 5 experience points to the Survivor who takes it.

-   
Player starting area
-   
Zombie Spawn Zone
-   
Locked door
-   
Objectives (5 XP)



# 06 THE ESCAPE

In the first hours of the infection, everybody mobbed the supermarkets to get food. Big mistake: public places were swarming with zombies. We've stumbled on a Z-Mart in the suburbs. Till now, everybody who entered just increased the number of infected. Today is our turn. We've finished the last of our supplies. We have no choice... but we have experience... and team work. I need a bigger gun and... toilet paper.

You will need the following tiles for this scenario: **4C, 2C, 7B, 3C, 1B & 5D.**

## OBJECTIVES

Accomplish the following tasks in this order:

- 1- Place up to six supply cards under the car tokens (see the special rules). The supply cards can be either canned food, rice or water cards.
- 2- Get into a car with the surviving Survivors.
- 3- Reach the Zone that's shown on the plan with the Survivors in the car. A car that reaches this Zone leaves the gameboard with its occupants and the supplies it contains.

Put aside the supply cards that made it off the gameboard with the cars: you win if there are 6 or more.

- You cannot search the Survivor' Starting Zone.
- Placing supplies in a car: for the cost of one Action, a Survivor can place (or take) one canned food, rice or water card under a car token that is in the same Zone as himself.
- You can use the cars.
- You can search a *pimp mobile* only once. It contains either the *Ma's Shotgun*, or the *Evil Twins* (choose randomly). Some Missions may contain many pimp mobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more... there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a Zombie as usual and interrupt the search.



# 07 GRINDHOUSE

While everything was collapsing, there was an accident at the nuclear power plant near-by. Before disappearing, the authorities placed a large number of the power plant technicians in a wing of the hospital under quarantine.

We must make sure these people are sealed off there forever, especially if they are infected.

Why? Because there's worse than a zombie: a radioactive zombie.

I wonder where all the dogs went.

You will need the following tiles for this scenario: **3C, 2C, 2B & 4C.**

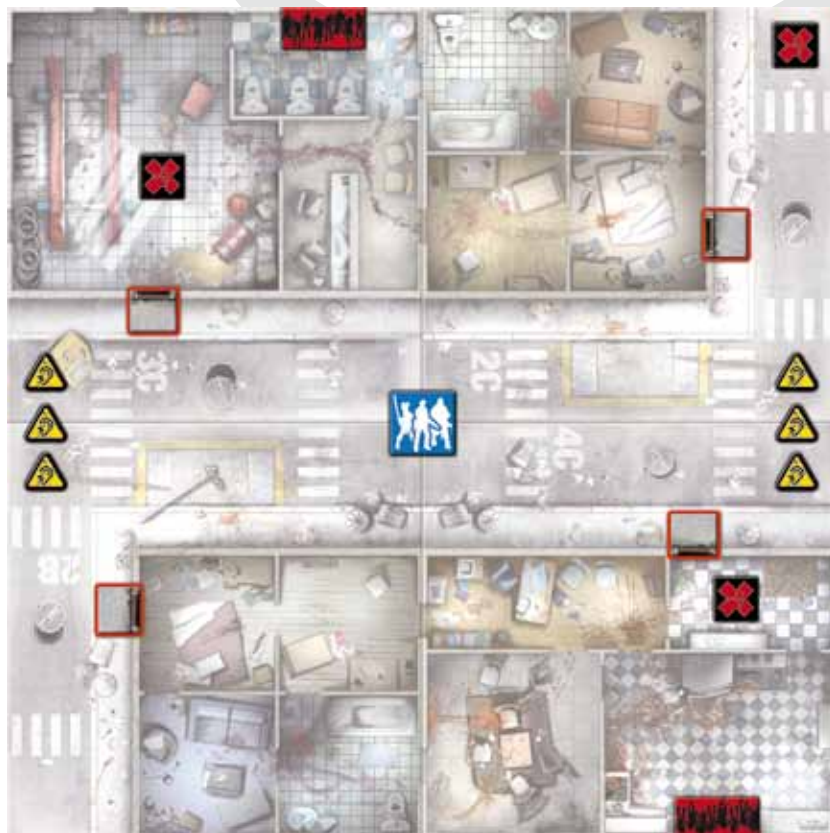
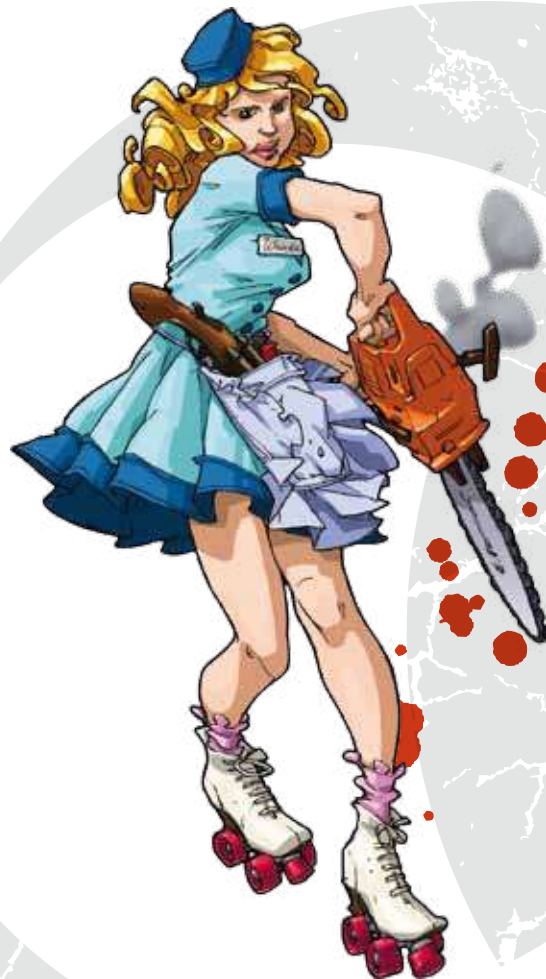
## OBJECTIVE

Neutralize the Zombie Spawn Zones (see special rules).

## SPECIAL RULES

- Each objective token gives 5 experience points to the Survivor who takes it.
- Zombie Exit: two Zones shown on the plan contain three permanent Noise counters. These Zones represent the exits through which the Zombies might escape. If a Zombie reaches one of these Zones, remove it from the gameboard and place it aside. If 4 Zombies leave the gameboard in this way, the game is immediately lost.
- Neutralizing the Zombie Spawn Zones: a Survivor can neutralize a Spawn Zone in the same Zone as him for the cost of one Action. The Zone must contain no Zombie.

	Player starting area	▶
	Locked door	▶
	Objectives (5 XP)	▶
	Permanent Noise token	▶
	Zombie Spawn Zone	▶



# 08 ZOMBIE POLICE

We killed a zombie that happened to be the mayor of this town. It was carrying a fax from the chief of police explaining how to reach a safe hideout: an old underground facility that had been turned into a bunker, close to the police station.

Apparently it contains an armory, food supplies and even a shower. This bunker would be the perfect shelter for us. Its entrance however is controlled from a distance and the district is swarming with zombies. This is a dangerous mission but the game is well worth it.

What doesn't kill you today just might tomorrow.

You will need the following tiles for this scenario: **2C, 7B, 4B, 1B, 5C & 3C.**










## OBJECTIVE

Place at least one Survivor in the "bunker" Zone shown on the map. The bunker must be cleansed of all occupying Zombies.

## SPECIAL RULES

- The blue door cannot be opened until the blue objective has been taken.

- The blue Spawn Zone will be activated when the blue objective has been taken.
- The green door cannot be opened until the green objective has been taken.
- Each objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- You can search a pimp mobile only once. It contains either the *Ma's Shotgun*, or the *Evil Twins* (choose randomly). Some Missions may contain many pimp mobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more... there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a Zombie as usual and interrupt the search.

		
<b>Player starting area</b>	<b>Zombie Spawn Zone</b>	<b>Zombie blue Spawn Zone.</b>
		
<b>5 XP. Not an objective.</b>	<b>5 XP. Green objective</b>	<b>5 XP. Blue objective</b>
		
<b>Locked door</b>	<b>Green door</b>	<b>Blue door</b>
		
		<b>Cars you can drive</b>



# 09 MIGHT MAKES RIGHT

We've found a shelter and we have enough supplies to feed a small army. There's also a radio and it's still working: thanks to this, we've found another group of survivors in the suburbs of the city. They are defenseless and surrounded by zombies. There's no reason for this to be a trap. United we stand. Let's make new friends. Found dental floss today, it felt like Xmas.

You will need the following tiles for this scenario: **1B, 2B, 2C & 7B.**

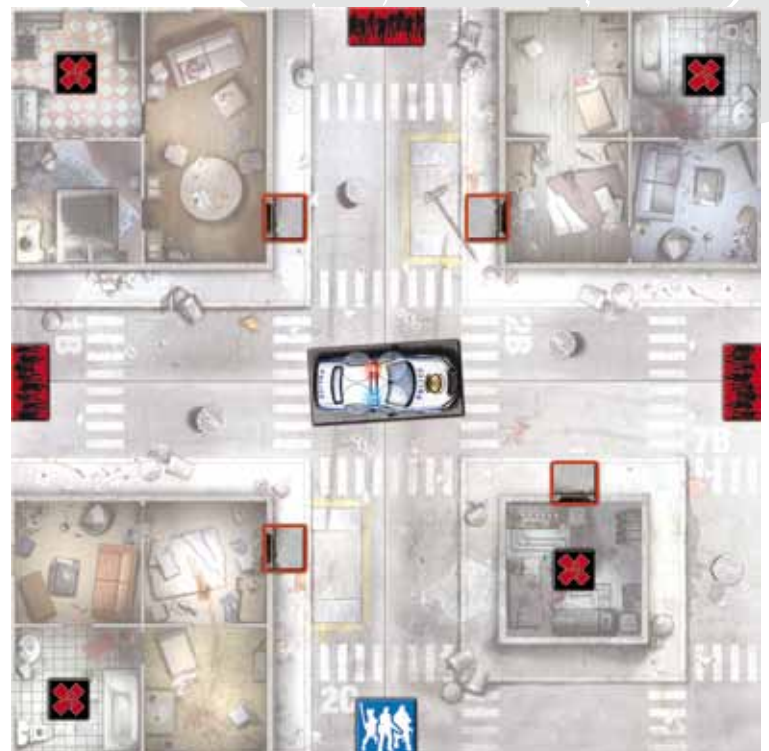
## OBJECTIVES

- Reveal all the objective tokens.
- Return to the starting Zone with at least 4 Survivors (1 player), 5 Survivors (2 players) or 6 Survivors (3 players). A Survivor who's placed on the starting area can leave the gameboard during his game turn. Put him aside with his equipment. You achieve victory as soon as the given number of Survivors are put aside.

## SPECIAL RULES

- Each player begins the game with a single Survivor.
- Four objectives are visible on the map. Three of them are "neutral" with identical sides. The fourth is "marked" with a standard side and blue side. Place the counters face down and randomly so no one knows where the marked counter is.
- Each objective token gives 5 experience points to the Survivor who takes it. Each time a "neutral" objective token is taken, the player who owns the least Survivors picks a new Survivor randomly (in case of tie, the player who gets the token decides). The new Survivor is revealed and placed without equipment on the Zone where the objective token was taken. He may now be played as normal. Revealing the "marked" objective token doesn't grant an additional Survivor but will still grant 5 experience points.
- You **cannot** use the cars.
- You can search a police car more than once. Pick cards until you find a weapon. Discard the cards which are not weapons. The "Aaahh!" cards trigger the appearance of a Zombie as usual and interrupt the search.

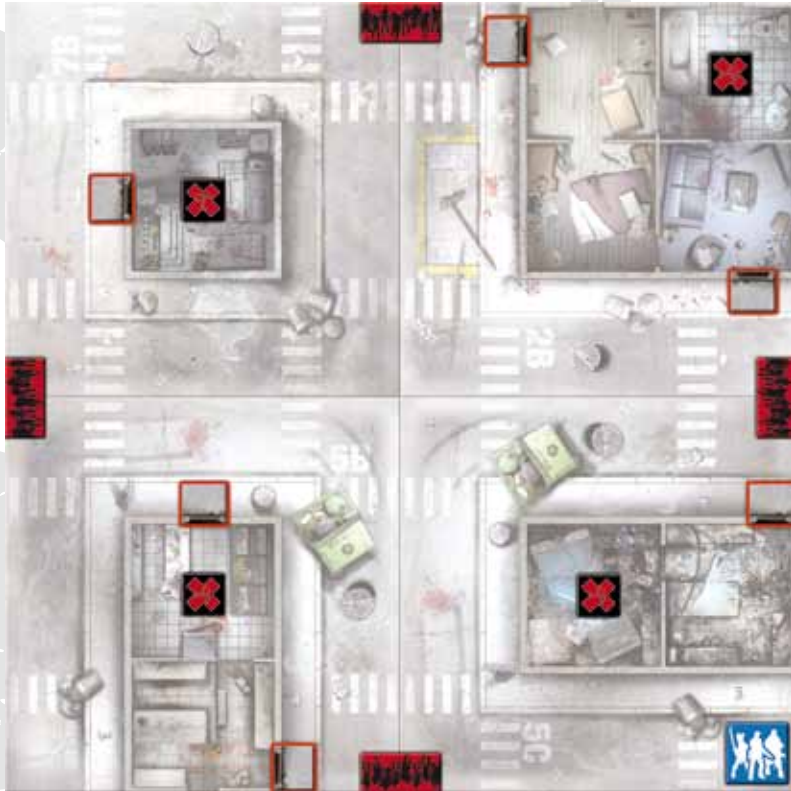
**WARNING: Might Makes Right was designed for one to three players.**



# 10 SMALL TOWN

Return to basics: we're exploring the surrounding area in wider and wider concentric circles, around our hideout. Several weeks have passed since the beginning of the infection and the zombie population peaked. What may apparently seem a routine mission is in truth an ordeal where the smallest mistake could be fatal. Glad I quit smoking or all this running around would kill me.

You will need the following tiles for this scenario: **7B, 2B, 5B & 5C.**



## OBJECTIVE

Take the objective tokens.

## SPECIAL RULE

Each objective token gives 5 experience points to the Survivor who takes it.



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Guillotine Games would like to thank David Doust, Mathieu ChanTsin and Alfredo Feilofu.

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*Zombicide*

First Edition: August 2012

First Reprint: December 2012

**THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.**

# TURN SUMMARY

(by courtesy of your favorite survivors)



## 1 FIRST STEP

Choose the first player (he receives the "first player" token).

**EACH TURN BEGINS WITH:**

## 2 PLAYERS' TURN

(as explained by Ned)

The first player plays all of his/her Survivors, one after the other, in the order of his/her choice. When he/she's done, the next player's turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen in the following list. Unless stated otherwise, each Action may be chosen several times.

- ✗ **MOVE:** Move 1 Zone.
- ✗ **SEARCH:** Indoor only. Draw a card in the Equipment pile (**1 search per turn and per Survivor only**).
- ✗ **OPEN A DOOR:** special equipment or Skill required.
- ✗ **REORGANIZE INVENTORY:** equipment exchange with another Survivor (in the same Zone) is possible.
- ✗ **RANGED COMBAT:** equipped Ranged weapon required.
- ✗ **MELEE COMBAT:** equipped melee weapon required.
- ✗ **GET IN OR GET OUT OF A CAR** (if allowed by the scenario).
- ✗ **TAKE AN "OBJECTIVE" TOKEN OR ACTIVATE AN OBJECT** (in the Survivor's Zone).
- ✗ **MAKE NOISE.** Gotta need it to risk it.
- ✗ **DO NOTHING** (and live with it).

**WHEN EVERY PLAYER'S FINISHED:**

## 3 ZOMBIES' TURN

(as observed by Josh)

Resolve the following phases in the following order.

1. **ATTACK**
2. **MOVE**
  - ▶ ▶ The Zombies who didn't attack, move. The others are having a brunch.
  - ▶ Each Zombie favors visible Survivors, then noise.
  - ▶ Choose the shortest way. If needed, split groups and add Zombies to make even groups.
3. **SPAWN**
  - ▶ ▶ Always activate the Spawn Zones in the same order (play clockwise).
  - ▶ Danger Level chosen = most elevated Danger Level among active Survivors.
  - ▶ Fatties come with two Walkers.
  - ▶ No more minis of specified type? All Zombies of specified type get an extra turn!

## 4 END OF TURN

- Remove all "Noise" tokens.
- The next player is given the "first player" token (play clockwise).

## ! ZOMBIES ECOLOGY

(as written down by Amy)

NAME	ACTIONS	MIN DMG VALUE TO DESTROY	DANGER POINTS INCOME
Walker	1	1	1
Runner	2	1	1
Fatty (*)	1	2	1
Abomination	1	3	5

(\*) Each Fatty comes with 2 Walkers during Spawn phase.

## TARGETING PRIORITY

(as defined by Phil)

**SURVIVOR** ▶ **WALKER** ▶ **FATTY** ▶ **RUNNER**

Abomination counts as a Fatty for targeting purposes.

**! DISCLAIMER: SEVERAL ZOMBIES WERE SEVERELY INJURED BY DOUG AND WANDA DURING THIS FOOTNOTE'S COMPILATION. !**