
ZOMBICIDE
GREEN HORDE
RULES AND QUESTS

Chapters

Game Components 3
Infected Hunger 5
Setup 6
Game Overview 8
- Players' Phase 8
- Zombies' Phase 8
- End Phase 8
- Winning and Losing 8

The Basics 9
- Useful Definitions 9
- Line of Sight 10
- Movement 11
- Reading an Equipment Card 12
  - Weapons And Combat Spells 12
  - Door-Breaching, Zombie-Killing, And Noisy Equipment 13
  - Combat Characteristics 14
- Noise 15
- Experience, Danger Level, and Skills 16
- Inventory 17
  - Hands 17
  - Body 17
  - Backpack 17
- The Zombies 18
  - Orc Walker 18
  - Orc Fatty 18
  - Orc Runner 18
  - Orc Abomination 18
  - Orc Necromancer 18
  - The Horde 19

Players' Phase 21
- Move 21
- Search 21
- Open a Door 21
  - Spawning In Buildings 22
- Reorganize/Trade 23
- Combat Actions 23
  - Melee Action 23
  - Ranged Action 23
  - Magic Action 23
- Enchantment Action 24
- Take or Activate an Objective 24
- Siege Actions - Trebuchet 24
  - Moving a Trebuchet 24
  - Firing a Trebuchet 24
- Make Some Noise! 24
- Do Nothing 24

Zombies' Phase 25
- Step 1 - Activation 25
  - Attack 25
  - Armor Rolls 26
  - Move 26
- Playing Orc Runners 28
- Step 2 - Spawn 28
  - Colored Spawn Zones 29
  - Extra Activations Cards 29
  - Running Out Of Miniatures 29
- Orc Necromancers 30

Necromancer Cabals 32
- Playing Your Cabal 32

Combat 32
- Melee Action 33
- Ranged Action 34
  - Targeting Priority Order 34
  - Friendly Fire 35
  - Reloadable Weapons 35
- Magic Action 35
- Firing a Trebuchet 35
- Dragon Fire 36

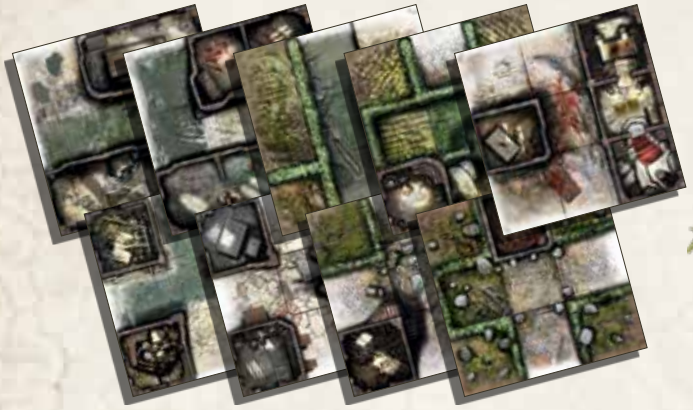
Barriers, Hedges, & Waterholes 37
- Barriers 37
- Hedges 37
- Waterhole Zones 37

Ultrared Mode 39
Playing With 7+ Survivors 39
Quests 40
- Quest 0 - Tutorial: The Evil Shrine 40
- Quest 1: Dragon Bile Quest 41
- Quest 2: Orc Necromancers? 42
- Quest 3: Know Your Enemy 43
- Quest 4: The River of the Dead 44
- Quest 5: The Cleansing Flood 45
- Quest 6: Siege Breakers 46
- Quest 7: Fire in the Horde! 48
- Quest 8: Culling the Herd 50
- Quest 9: Fallen Fortress 51
- Quest 10: A New Home 52

Skills 54
Index 59
Credits 59
Rules Summary 60

GAME COMPONENTS

9 GAME TILES (DOUBLE-SIDED)



65 ORC ZOMBIE MINIATURES



35 Orc Walkers



14 Orc Runners



14 Orc Fatties



1 Orc Necromancer



1 Orc Abomination

6 SURVIVOR MINIATURES AND ID CARDS



Asim



Berin



Seli



Rolf



Johannes



Megan

1 SIEGE ENGINE: TREBUCHET







48 TRACKERS



6 SURVIVOR COLOR BASES



6 SURVIVOR DASHBOARDS



6 DICE



68 tokens

Doors

- Blue x1
- Green x1
- Neutral x12



Dragon Bile x4



Exit Point x1



First Player x1



Noise x18



Free Action x1



Rotten x1



Barrier/Hedge x6



Objectives

- Red/Blue x1
- Red/Green x1
- Red/Red x8



Zombie Spawn

- Red/Blue x1
- Red/Green x1
- Red/Necromancer Green x1
- Red/Necromancer Brown x1
- Red/Necromancer Red x1
- Red/Necromancer Purple x1
- Red/Necromancer Grey x1
- Red/Necromancer Beige x1
- Red/Red x4



1 Reference Card (Trebuchet)



54 Zombie Cards (#167 to #220)



133 mini-cards

78 Equipment Cards

- Aaahh!! Orc Walker x4
- Apples x2
- Axe x2
- Bone Kukri *(Vault Weapon)* x1
- Bone Sword *(Vault Weapon)* x1
- Chainmail Armor x2
- Crossbow x2
- Curved Dagger x4
- Death Gale x2
- Dragon Bile x4
- Dwarven Axe *(Vault Weapon)* . . x1
- Dwarven Hammer x2
- Falchion x2
- Ghost Sight x1
- Great Axe x2
- Hand Crossbow x2
- Healing x1
- Lava Burst *(Vault Weapon)* x1
- Lightning Ball x2
- Longbow x2
- Norse Shield x2
- Norse Sword x1
- Norse Sword *(Starting Equipment)* x1
- Plate Armor x1
- Plenty Of Arrows x3
- Plenty Of Bolts x3
- Repeating Crossbow x2
- Repulse x1
- Salted Meat x2
- Scimitar x2
- Shield x2
- Short Sword x1
- Short Sword *(Starting Equipment)* x3
- Speed x1
- Spiked Bow x1
- Spiked Bow *(Starting Equipment)* x1
- Steel Bow *(Vault Weapon)* x1
- Telekinetic Blast x1
- Telekinetic Blast *(Starting Equipment)* x1
- Torch x4
- Tremor x1
- War Cleaver *(Vault Weapon)* . . . x1
- Water x2



Infected Hunger

This is the Western border, a land of black and green, where the sun and rain are caught in an eternal struggle to rule the skies. Here, nature grows with an unmatched vigor, and our houses have been standing for generations. We are a proud people.

We had been fighting the wild Orcs for two years when the zombie plague struck the kingdom. Our foes had grown beyond their own resources and were raiding our farms to avoid starvation. They were fighting like the hungry beasts they had become, and we answered in kind.

As Orcs are natural-born fighters and already hungry, they were harshly struck by the zombie plague. Almost all of them became infected in a short time. We were fighting the zombie plague as well, and the long feud was suspended for almost two weeks.

When the Orcs came back, they were changed. Their army had entirely turned zombie and was still determined to ravage our country. They were stronger and hungrier than ever, but craved a different kind of food. We quickly realized Orc Necromancers were directing the tide toward us, the survivors, the last obstacle between them and ultimate power.
Their infected army is no match for our untamed resolve. No matter how battered our ancestral home has become, it is ours and ours alone! Now is the time for Zombicide!



A Zombicide in Time

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



***Zombicide: Black Plague* is another core box for the fantasy era. *Black Plague* and *Green Horde* are set in the same universe and timeline, and are fully compatible.**



Classic *Zombicide* spans 3 Seasons, following the zombie apocalypse in a modern-day world, over a timespan covering roughly a year.

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

Zombicide: Green Horde is a cooperative game where 1 to 6 players face hordes of Zombies controlled by the game itself. Each player controls 1 to 6 Survivors in a fantasy world invaded by Zombies. The goal is simply to complete the Quest objectives, survive, and kill as many Zombies as possible!
Zombies are slow and predictable, but there are a lot of them. Watch out for their Abomination and Necromancer bosses, too! Survivors use whatever they can get their hands on to kill Zombies. The better the weapon, the higher the body count, but the more Zombies will appear, attracted by the onslaught! Survivors can trade equipment, and players can share tactics. Only through cooperation can players achieve the Quest objectives and survive. Battling Zombies is fun, but players will also need to rescue other Survivors, find food and weapons, uncover the Necromancers' secrets, and much more.

Setup

A *Zombicide: Green Horde* game usually features 6 Survivors, distributed in any way you see fit, among 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 team of 6 Survivors and clear hordes of Zombie pests all on their own!

1. Choose a Quest.

2. Place the tiles.

3. Place the doors, Objectives, and all tokens as indicated by the Quest.

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.

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 the 5 plastic trackers of the same color as their base.

6. Set aside all Equipment cards with the "Starting Equipment" keyword: 1 Spiked Bow, 1 Norse Sword, 1 Telekinetic Blast, and 3 Short Swords. These cards are identified by a grey back.



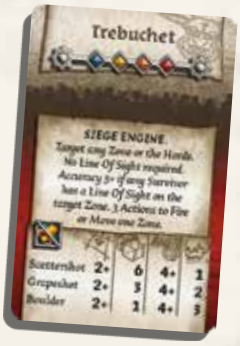
These are your team's Starting Equipment cards.

Also set aside the Equipment cards with the "Vault" keyword: Bone Kukri, Bone Sword, Dwarven Axe, Lava Burst, Steel Bow, and War Cleaver. These cards are identified by a blue back. Vault artifacts are usually found as Objectives. Follow the chosen Quest's rules to know about the way Objectives enter the game.



The potent Vault cards are usually found as Quest Objectives.

Place the Trebuchet's Reference card within view of all players. This card acts as a reminder of the Trebuchet's rules and stats, and does not belong to any single player.



Slow and cumbersome, the Trebuchet can be devastating!

7. Deal the starting Equipment cards as you see fit among the Survivors. *Zombicide: Green Horde* is a cooperative game, so decide as a team. Each Survivor starts the game with at least 1 card. If a Survivor's starting Skill lists any starting weapons, they receive those cards now, independent of the Starting Equipment you've just distributed.

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

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

10. Each player places their Survivors' 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 0 slot of the Wound Bar and another tracker in the slot for the first (blue) Skill. Place 3 more trackers in the reserve slots on the top of the Dashboard.



11. Decide who will be the first player, and give them the First Player token.



Example Setup of Quest 1.

GAME OVERVIEW

Zombicide: Green Horde is played over a series of Game Rounds, which proceed as follows:

PLAYERS' 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 uses their Actions to kill Zombies, move around the map, and perform other tasks to accomplish the various Quest Objectives. Some Actions make noise, and noise attracts Zombies!

Once a player has activated all their Survivors, the player to their 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 21.

ZOMBIES' 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 noisy Zones. 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 the active Spawn Zones on the board.

The Zombies' Phase is explained in depth on page 25.



END PHASE

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

WINNING AND LOSING

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

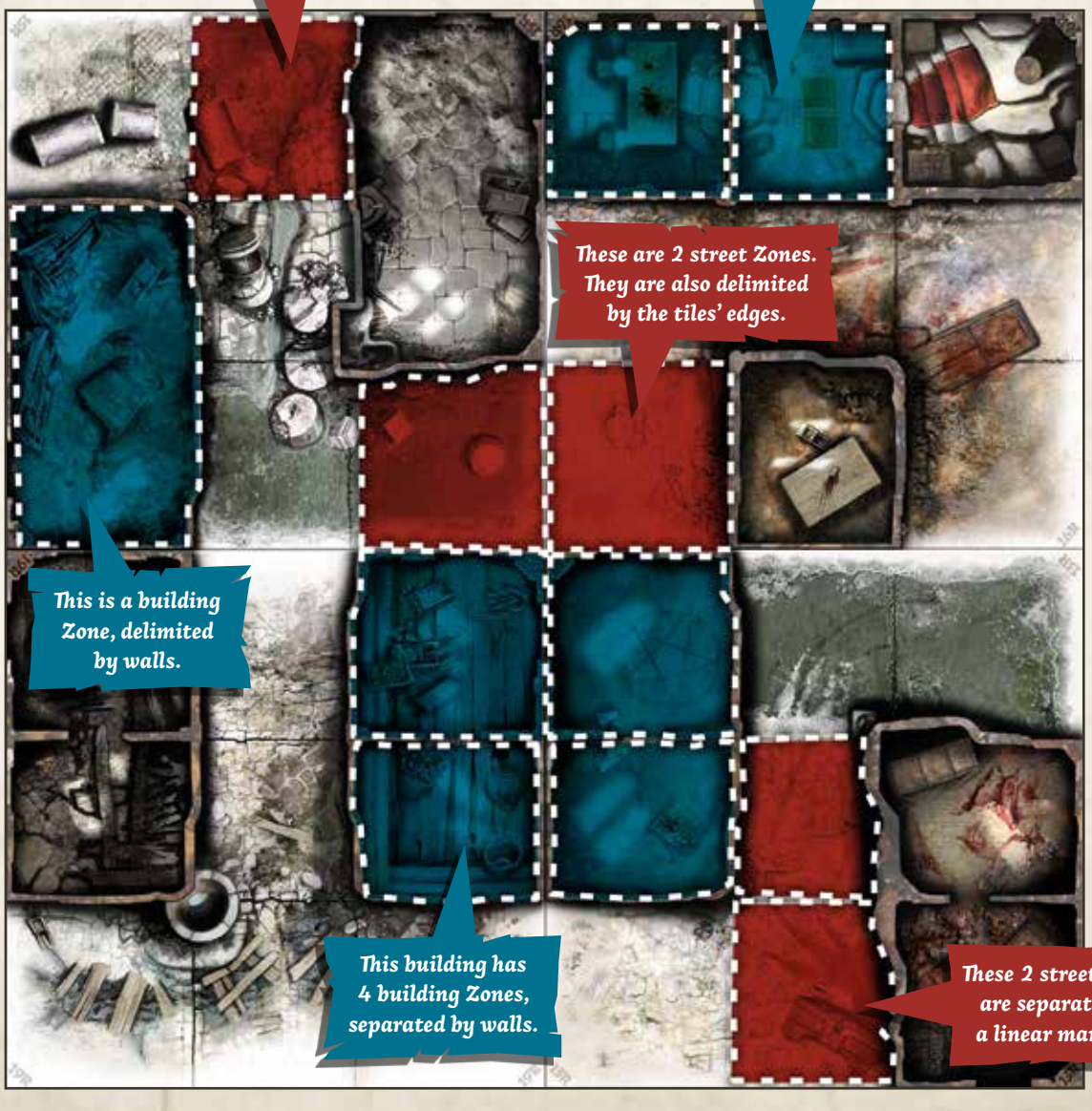
The game is won immediately when all of the Quest Objectives have been accomplished. *Zombicide: Green Horde* is a cooperative game, so all players win if the Quest Objectives are fulfilled.

THE BASICS



USEFUL DEFINITIONS

Actor: A Survivor or Zombie.
Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between 2 linear markings (or a linear marking and a tile's edge) and the walls of buildings along the street.



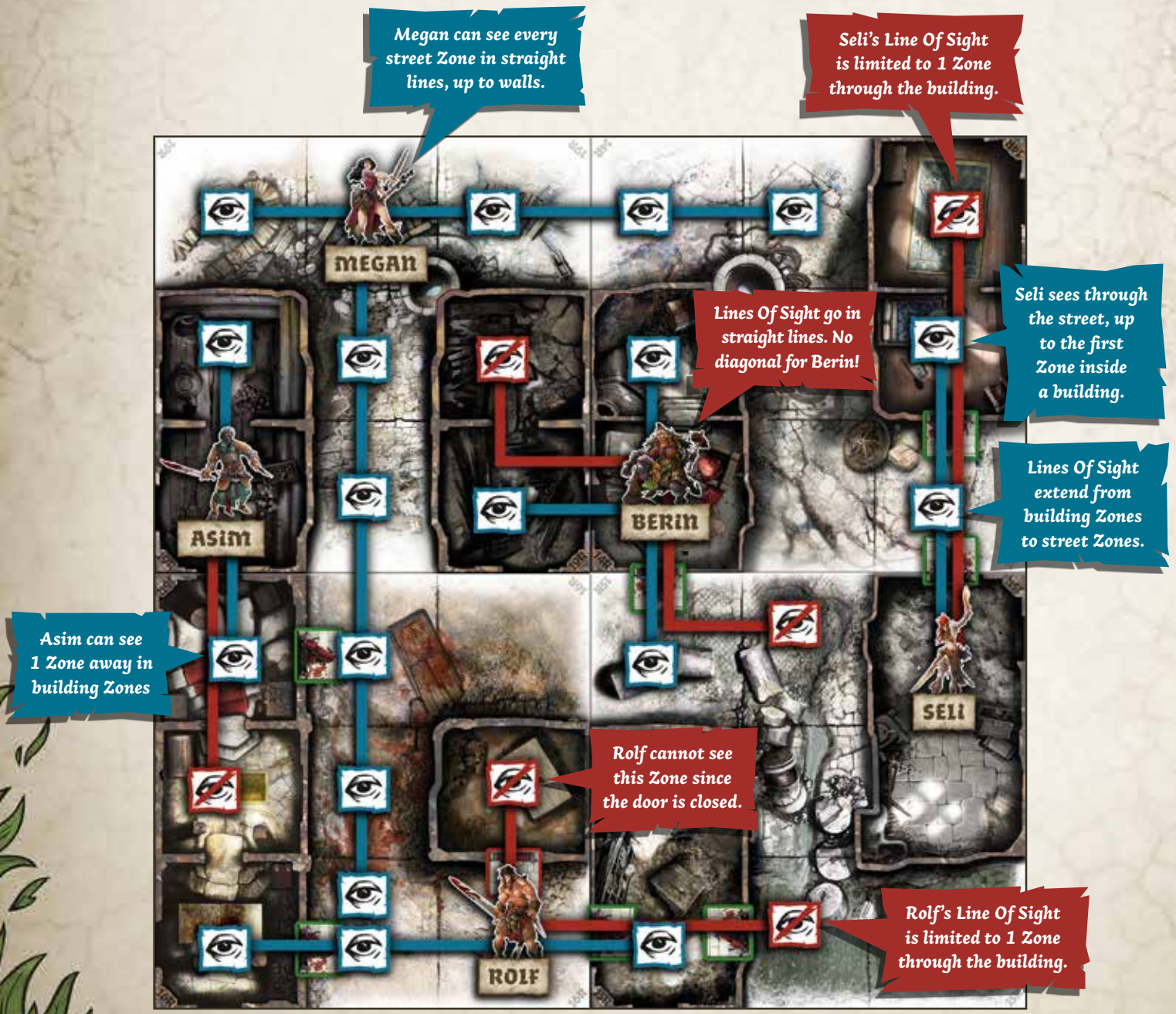
Line of Sight

Lines of Sight define whether Actors can see each other, such as if a Survivor can see a Zombie across the street, from a room to the next in a building, etc.

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

Inside a building, an Actor sees into all Zones that share an opening with the Zone the Actor currently occupies. If there is an opening, the walls do not block Line of Sight between 2 Zones. An Actor's Line of Sight, however, is limited to the distance of 1 Zone.
If the Survivor is looking out into the street or from the street into a building, the Line of Sight can go through any number of street Zones in a straight line, but only 1 Zone into the building.

NOTE: Hedges (see P. 37) interrupt Lines of Sight.





MOVEMENT

Actors can move from one Zone to the next as long as the first Zone shares at least 1 edge with the destination Zone. Corners do not count. This means Actors cannot make diagonal movements.

On streets, 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.

NOTE: Waterhole Zones are subject to special Movement rules (see. P. 37).





Reading an Equipment Card

Weapons And Combat Spells

Zombie Orcs are invading a land which has been at war for two years. Casualties have been horrendous on both sides, but as long as one of us stands, the battle is not over. On the bright side, there are empty houses and weapons everywhere!

Zombicide: Green Horde features many Equipment cards. The ones your Survivors use to blast Zombies fall in 3 categories: Melee weapons, Ranged weapons, or Combat spells.

· **Melee weapons** display a 0 Range value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (see P. 33).



Dwarven Hammers and Norse Swords are Melee weapons. Melee weapons are fairly common and can often be used to open doors (see P. 13)

· **Ranged weapons** have a maximum Range value of 1 (or more). They are used with Ranged Actions (P. 34). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



Steel Bows and Crossbows are Ranged weapons. They are great to thin out the Zombie ranks from afar.



· **Combat spells** have the distinctive appearance of a scroll and a maximum Range value of 1 (or more). They are used with Magic Actions (P. 35). Attacking at Range 0 with a Combat spell is still a Magic Action.



Lightning Ball and Telekinetic Blast are Combat spells. They can be used to hit close or distant targets, and sometimes get deadly special effects.

Some Equipment cards can belong to several types at once.



The Spiked Bow is both a Melee and a Ranged weapon.

Door-Breaching, Zombie-Killing, And Noisy Equipment



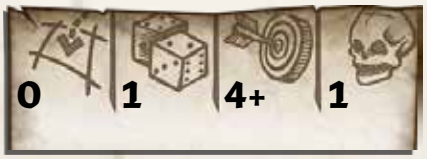


Equipment that allows you to open doors, but requires a die roll to do it, has this symbol. The die indicates the minimum roll needed to open the door.



Equipment that allows you to open doors without a die roll has this symbol.

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



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



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



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

Magic Equipment



These gems indicate at what Danger Level a Survivor needs to be at in order to use this card. Most Equipment cards display all four gems, so Survivors can use them at any Danger Level.
Magic Equipment cards have some of these gems removed, indicating that the card can't be used while the Survivor is at those Danger Levels (but can be stored in any eligible slot).

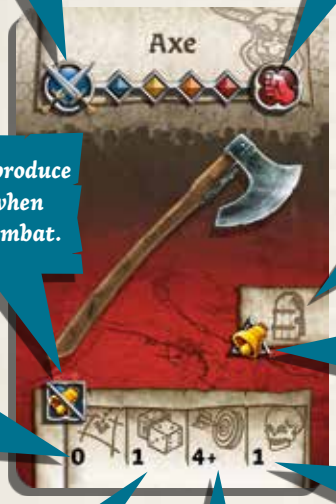


These are the Magic Equipment cards with limited Danger Level access featured in Zombicide: Green Horde. Please note that all of them are also Vault weapons (see P. 06).

Combat Characteristics

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





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

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

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

OPEN DOORS: *Opens doors without a die roll.*

NOISY: *Produces a Noise token when used to open doors.*

RANGE: *Min and max number of Zones the weapon can reach. 0 indicates that the Axe is Melee only.*

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

DICE: *Roll this many dice when a Melee Action is spent to use this weapon.*

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



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

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

RANGE: *Min and max number of Zones the weapon can reach. A max Range of 3 indicates that the Longbow is a Ranged weapon.*

DICE: *Roll this many dice when a Ranged Action is spent to use this weapon.*

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

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



NOISE



The zombie plague brought silence to the Orcish hordes. Huge zombie packs can slowly move around without uttering a single sound, save when they cross water pools or stumble upon some obstacle. Things may change upon hearing or seeing a survivor, though. At that point, zombie Orcs track their prey endlessly like the soulless shells they are. We often use noise to distract them or lure them to their demise.

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

- Place this token in the Zone where the Survivor resolved the Action. It stays in the Zone where it was produced, even if the Survivor moves.
- A single Action can only produce a single Noise token, no matter how many dice are rolled, how many hits are obtained, or whether Dual weapons are used.
- Noise tokens are removed from the board in the End Phase (see P. 8).

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

EXAMPLE: Berin spends an Action to open a door with an Axe. It's a noisy way to open a door. This produces a Noise token. Then, he attacks a Zombie in his Zone, knocking it down after 2 Melee Actions. The Axe is a silent killing weapon, so these Melee Actions produce no noise. However, 2 Noises remain in this Zone: the Noise token produced by opening the door and Berin's miniature itself. In another Zone, Megan performs 2 Magic Actions with her Death Gale. Although she rolled 2 dice for each Magic Action, she gets only 2 Noise tokens in her Zone: 1 for each Magic Action. The Noise tokens remain in the Zone where Megan produced them. They don't follow her when she moves.

EXPERIENCE, DANGER LEVEL, AND SKILLS

For each Zombie killed, a Survivor gains 1 Experience Point and moves up a notch on their Danger Bar. Some Quest Objectives provide more experience, as does eliminating Abominations. There are 4 Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. These represent everything from a light drizzle of Zombies to a flash flood.

At each Danger Level, the Survivor gains 1 new Skill to help them on their Quest (see Skills, P. 54). Skills stack across Danger Levels, so at Red Level, your Survivor will have 4 Skills. As new skills are unlocked, place new markers on the Survivor Dashboard to indicate them.

- When a Survivor reaches 7 Experience Points, their Danger Level moves to Yellow. They gain a fourth Action.
- When a Survivor reaches 19 Experience Points, their Danger Level moves to Orange. They gain 1 of the 2 Skills of their choice indicated on their ID Card.
- When they reach 43 Experience Points, their Danger Level moves to Red. Choose 1 of the 3 Skills indicated on their ID Card.

However, this experience 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 Zombie Spawn, P. 28). **The stronger your Survivor is, the more Zombies appear.**







INVENTORY

Each Survivor can carry up to 8 Equipment cards, divided into 3 types of Equipment slots on their Dashboard: 2 Hands, 1 Body, and 5 Backpack slots. You may discard cards from your inventory to make room for new cards at any time, for free (even during another player's Turn).

Hands



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

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

Body



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

- The Body slot is reserved for Equipment cards bearing the Body symbol.
- Alternatively, it can hold the specific Equipment card that is listed on it. It is then considered to be equipped in Hand, representing a special piece of Equipment that this Survivor can draw and use in the blink of an eye.
- An Equipment card bearing the Body symbol can only be used when put over the Body.

Backpack



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

- Up to 5 Equipment cards of any type can fit in the Backpack slots.
- Equipment cards bearing the Body or Hand symbol can be stored in the Backpack but, while there, they are not in use. **Any text on them will not be in effect until they are moved to their appropriate inventory slots.**
- An Equipment card bearing the Backpack symbol can only be stored in the Backpack and, while there, is always considered to be in use.



THE ZOMBIES

Green Horde features 5 types of Zombie Orcs. Learning about their characteristics is the best way to defeat them!
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. Then, its assailant immediately earns the listed Experience Points.



Orc Walker

Orc Walkers used to be the rank-and-file warriors of the Orcish warbands. The zombie plague took their cunning, but none of their strength. Each of them is as strong as two grown men. Moreover, there are a lot of them still roaming around fields, houses, and ruins.

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



Orc Fatty

Orc Fatties used to be leaders, shock troops, enforcers and... well, plain brutes. Pay extra attention to them: they are strong, even by Orc standards, meaning they can punch a hole right through your chest. If you have to approach one or go into close-quarters combat in an uncharted building, make sure you wear armor and carry a four-leaf clover.

Damage: 3
Min. Damage to destroy: Damage 2
Experience provided: 1 Point



Orc Runner

Orc Runners are Goblins, the Orcs' smaller and faster cousins. They were already troublesome in life, and infection made it worse. They are fast, very numerous, and really unpredictable. Like our own human Runners, they seem to have kept some of their survival instinct and hide behind their beefier cousins to avoid retaliation.

Damage: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 Point
Special rule: Each Orc Runner has two Actions per Activation.



Orc Abomination

We are not yet certain of the Orc Abomination's origin, but we know what defines it best: raw power. It is strong enough to rip an armored soldier apart in a moment's notice and impervious to anything but extreme damage. Spot them as early as you can in the wandering Orcish hordes, then plan two things: a way to destroy them and an escape route.

Damage: 3
Min. Damage to destroy: Damage 3
Experience provided: 5 Points
Special rules:
- Wounds inflicted by Abominations can't be prevented by Armor rolls (see P. 26).
- A Damage 3 weapon is required to kill an Abomination. To slay the monster, you need either a Trebuchet (see P. 24), or to throw Dragon Bile in its Zone then ignite it with a Torch, creating a Dragon Fire (see P. 36).



Orc Necromancer

Evil knows no bounds, color, or frontier. As the zombie plague spread, we soon observed that some figures among the Orcish hordes didn't turn into feral, mindless, killing machines. They were the ones keeping still with gloomy smiles, as their own people were being corrupted. These dark creatures were the necromancers. They caused all of this. The zombie horde is their weapon to spread chaos and seize power. They flee upon being discovered in order to spread the disease somewhere else. Make them your priority target, and kill them whenever possible.

Damage: 2
Min. Damage to destroy: Damage 1
Experience provided: 1 Point
Special rules: Necromancers' special rules are explained in depth on P. 30.



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

The Horde



Zombie cards marked with the Horde symbol are subject to the Horde rules.

The Horde stands for a growing Orc Zombie crowd, ready to invade the board and violently ambush Survivors from an unexpected entrance.

- Each time a Zombie card with the Horde symbol is drawn to spawn Zombies on the board, set aside **1 extra** Zombie miniature of the same type (Orc Walker, Orc Fatty, or Orc Runner). All miniatures set aside this way collectively form the Horde and are locked there until the Horde spawns.

Orc Zombies Overview

Zombicide: Green Horde features Orc Zombies. These brutal foes work in almost the same way as the classic, Standard Zombies found in *Zombicide: Black Plague*. Most of them are physically stronger, displaying a higher Damage value and thus inflicting more Wounds upon attacking Survivors. They also benefit from the Horde game mechanics and can invade the board in unpredictable ways.
All fantasy *Zombicide* contents are compatible: Orc Zombie cards may be mixed in any way you see fit with Zombie cards from other boxes.

NOTE: This effect does not apply with Orc Abominations and Orc Necromancers. The "Aaahh!! Orc Walker" Equipment card has no effect on the Horde either.

- Each time a Necromancer card with the Horde symbol is drawn (spawning or re-activating a Necromancer), players add 1 Orc Walker, 1 Orc Fatty, **and** 1 Orc Runner to the Horde.

- Whenever an "Enter the Horde!" card is drawn, the entire Horde spawns in the indicated Zone the Zombie card was drawn for. **Such an event ends the Spawn Step / ends the Zombie spawning in the building.**



The game is at Blue Level during the Zombies' Phase Spawn Step (detailed on P. 28). Players draw a Zombie card for this Spawn Zone: 1 Orc Walker. 1 Orc Walker miniature is set on the Spawn Zone. Another 1 is set apart in the Horde.

Then, the players draw a second Zombie card for the second Spawn Zone: 2 Orc Runners. 2 Orc Runner miniatures are set on the second Spawn Zone. 1 extra Orc Runner is set in the Horde.


BERIN
On the next Game Round, an Orc Abomination is drawn for the first Spawn Zone. Orc Abominations don't add Zombies to the Horde.
An Orc Necromancer card is drawn for the second Spawn Zone! An Orc Necromancer miniature is set, along with a Necromancer Spawn Zone (Necromancer rules are detailed on P. 30). The Orc Necromancer's appearance adds 1 Orc Walker, 1 Orc Runner, and 1 Orc Fatty to the Horde. A third Zombie card is drawn for the Necromancer Spawn Zone: 1 Walker. Another Walker miniature joins the Horde!


On the third Game Round, an "Enter The Horde!" card is drawn for the first Spawn Zone. The entire Horde is emptied into this Zone, representing an Orcish Zombie horde surging onto the board.
Drawing the "Enter The Horde!" card ended the Spawn Step. No Zombie Cards are drawn here!
BERIN

PLAYERS' PHASE

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

MOVE

Let the zombies come exactly where you want them, then strike with all your might. If you can't do that, just strike with all your might.

– Rolf

The Survivor moves from one Zone to the next but cannot move through external building walls or closed doors. If there are Zombies in the Zone the Survivor is attempting to leave, they must spend 1 extra Action per Zombie to leave the Zone. Entering a Zone containing Zombies ends the Survivor's Move Action, even if they have a Skill that allows them to move through multiple Zones per Move Action (or the Slippery Skill, see P. 57).

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

NOTE: *Waterhole Zones follow special rules to perform Move Actions (see P. 37). A Survivor must spend an additional Action to leave a Waterhole Zone with a Move Action. This rule doesn't apply if the Survivor leaves the Waterhole Zone via a Bank.*
Survivors benefiting from the Speed Enchantment ignore Waterhole effects.

SEARCH

Keep on looking. We never know what we could find, or how we could put it to use.

– Johannes

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

All Orc Zombie cards in *Zombicide: Green Horde* feature the Horde symbol, except for Extra Activations and "Enter the Horde" cards.



Other *Zombicide* boxes contain Zombie cards with the Horde symbol, like the *Tainted Walkers* in the *Friends and Foes* expansion. They are subject to the same Horde rules. Check them out!

After searching, the Survivor may freely reorganize their inventory. You may discard cards from your inventory to make room for new cards at any time, for free.
When the Equipment deck runs out, reshuffle all the discarded Equipment cards (with the exception of Vault cards, but including Starting Equipment cards) to make a new deck.

OPEN A DOOR

You see empty houses. I see graves. Both are equally silent and must be opened with caution.

– Seli



Open a door symbol with die icon.

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

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

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

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



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



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





Spawning In Buildings

Opening a closed building for the first time reveals all the Zombies inside all rooms of the building (a single building extends to all rooms connected by openings, sometimes straddling several tiles). Indicate each Zone of the building, one after the other in any order you choose, and draw a Zombie card for each Zone. Place the corresponding number and type of Zombies in the indicated Zone (see Zombies' Phase – Spawn, P. 28).

- If you draw an Extra Activation card, immediately perform the action indicated on the card.
- If you draw an "Enter the Horde" card (see P. 19), all Zombies set aside in the Horde spawn in the Zone. Spawning in this building ends right after the Horde's arrival.
- When the Zombie deck runs out, reshuffle all the discarded cards to make a new deck.

NOTE: Buildings that are open at the start of the game are never spawned in.



Reorganize/Trade

There! Err...if you don't have any use for that armor, please give it to me. I see the spare part I need to complete my crossbow!

– Johannes

At the cost of 1 Action, a Survivor can reorganize the cards in their inventory in any way they wish. The Survivor can simultaneously exchange any number of cards with 1 (and only 1) other Survivor currently in the same Zone. This other Survivor reorganizes 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 types of combat-oriented Equipment cards: Melee, Ranged, or Magic.

Melee Action



Where I come from, there is no fanciness. We strike fast and hard. Of course, we also scream. Let zombies hear the song of my people!

– Rolf

The Survivor uses a Melee weapon they are holding in Hand to attack Zombies in their own Zone (see Combat, P. 32).

Ranged Action

Engineering is my magic. Look, with this crossbow, I can invoke wooden bolts and throw them at my enemies just like you do with fire and brimstone, but without the headache. Moreover, your scrolls are not waterproof.

– Johannes, to Megan



The Survivor uses a Ranged weapon they are holding in Hand to fire at a single Zone within the Range shown on the weapon's card (see Combat, P. 32). Survivors shoot at Zones, not Actors. This is especially important for Targeting Priority Order (see P. 34).
Using a Ranged weapon at Range 0 is still a Ranged Action.

Magic Action

At some point, your weapons' edge will dull, and your armor will turn to dust. You will run out of arrows and bolts. While you will fight for your lives bare-handed, I will still invoke elemental powers and save your butts. Magic seems old-fashioned for a reason. It was always there and always will be.

– Megan, to Johannes



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

Enchantment Action

I'm not sure about the invisible forces at work, but whatever it is we call upon when casting these enchantments doesn't seem to like zombies either!

– Asim



These are Enchantments.

The Survivor uses an Enchantment (a spell without Combat characteristics) they are holding in Hand. Resolve the game effect(s) described on the card.

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



Take or Activate an Objective

Look at the map. The artifact could be here, here, or there. How do we proceed?

- In the same old way: the shortest path, killing everything in between.

– Megan and Rolf

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

Siege Actions - Trebuchet

Zombicide: Green Horde features a Trebuchet miniature, used to kill Zombies at very long distance and help reach Quest Objectives. The Trebuchet is a Siege Engine. It is not an Actor. In order to perform Siege Actions, a Survivor spends a variable amount of Actions all at once.

Moving a Trebuchet

Action Cost: 3
The Survivor and the Trebuchet both move from a Zone to the next. This Action uses the standard Move Action rules but does not benefit from additional Skills and game effects related to Move Actions.
A Trebuchet is destroyed whenever it is set in a Waterhole Zone. Remove its miniature.

Firing a Trebuchet

Action Cost: 3
The Survivor loads and fires the Trebuchet, aiming at a Zone at Range 2 or more (no Line of Sight is required). Firing a Trebuchet is explained in depth in the Combat Rules (see P. 35). Firing a Trebuchet is not a Combat Action and does not benefit from Combat Action-related game effects (Equipment or Skills). **Firing a Trebuchet does not produce Noise.**

Make Some Noise!

The Survivor makes Noise in an attempt to attract Zombies. Place 1 Noise token in their Zone.

Do Nothing

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

Zombies' Phase

The most prominent danger with Orc Zombies is their strength, but it's not the only one. They kept their pack mentality, and infected hordes still roam around, looking for prey in almost complete silence. And then comes their twisted, corrupted savagery. In the blink of an eye, a warband can surge and rush your positions. Never underestimate stupid creatures in large numbers.

– Megan



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

Step 1 - Activation

Each Orc 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 Orc Zombie performs either an Attack **OR** a Move with a single Action.

Attack

Each Orc Zombie in the same Zone as Survivors performs an Attack. An Orc Zombie's Attack is always successful, does not require any die rolls, and inflicts a specific amount of Wounds, depending on its type:

- Orc Walker: 2 Wounds
- Orc Fatty: 3 Wounds
- Orc Runner: 1 Wound
- Orc Abomination: 3 Wounds, no Armor roll (see next page)
- Orc Necromancer: 2 Wounds

Survivors in the same Zones share the Orc Zombie Attacks in any way the players prefer, even if it means dealing them all to a single Survivor.



Each Orc Zombie Attack deals the corresponding Wound amount.

After any applicable Armor rolls (see next chapter), the Wound Bar's tracker is moved 1 point higher per Wound received. **A Survivor is eliminated as soon as their Wound Bar reaches 3.** Remove their miniature and discard their Equipment.

Feeding Frenzy! Zombies fight in groups. All Zombies activated in the same Zone as a Survivor join the Attack, even if there are so many that it would be overkill.

EXAMPLE: A group of 5 Orc Walkers is in the same Zone as 2 Survivors. 4 of them would be enough to kill both Survivors, but the players decide to allocate all Zombie Attacks on the same Survivor. Your name will be remembered, pal!

Armor Rolls



Armor: Survivors wearing an armor Equipment card in their Body slot can perform Armor rolls to avoid Attacks. Roll as many dice as the number of Zombie Attacks the Survivor wants to avoid. Each die result that equals or exceeds the Armor number of the armor card negates a Zombie Attack of your choice, on a one-for-one basis. A lucky Survivor could even choose to be the target of all Zombie Attacks for teammates in their Zone and get away without a scratch!

Shield: A Hand-held Shield allows Armor rolls if the Survivor isn't wearing actual armor. If they are wearing armor, the Shield allows re-rolling its Armor rolls once. Re-roll all the dice, and the new result takes the place of the previous one.

Abomination Attacks, and being eliminated by a Dragon Fire, can't be prevented by Armor rolls.

EXAMPLE: Rolf and Seli are in the same Zone as 2 Orc Walkers and 1 Orc Fatty. Both Survivors have full health and Seli is wearing Chainmail Armor (Armor 4+). The Zombies attack, each Orc Walker inflicting 2 Wounds and the Orc Fatty inflicting 3 Wounds. The players decide how these 3 Zombie Attacks are distributed among the Survivors:

- One of them could try to endure them all. Seli is the obvious choice as a buffer, as her Chainmail Armor can negate Zombie Attacks.

- They can also share the Zombie Attacks in any way they please. They choose to direct 1 Orc Walker to Rolf (no armor) and the other Orc Walker and the Orc Fatty to Seli (Chainmail Armor 4+). Rolf has no Armor and thus can't negate the 2 Wounds he receives. Seli rolls 2 dice for Armor (1 for each Zombie Attack), obtaining ⚄ and ⚂. One success! A Zombie Attack is negated. Seli chooses to negate the Orc Fatty Attack, and endures 2 Wounds from the Orc Walker Attack her Armor failed to prevent.

Move

Zombies don't need sleep, rest, or daylight. Perhaps that's why they are so slow most of the time. Somehow, they know deep inside they will reach you, one way or another. Why hurry?

– Asim

The Orc Zombies that have not attacked use their Action to Move 1 Zone toward Survivors:

1: Orc Zombies select their destination Zone.

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

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

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

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

If there is more than one route of the same length, Orc Zombies split into groups of equal numbers to follow all possible routes. They also split up if different target Zones contain the same number of Noise tokens. **If necessary, add Orc Zombies so that all new groups resulting from a splitting group contain the same number of each Orc Zombie type!**



Special Cases for Splitting:

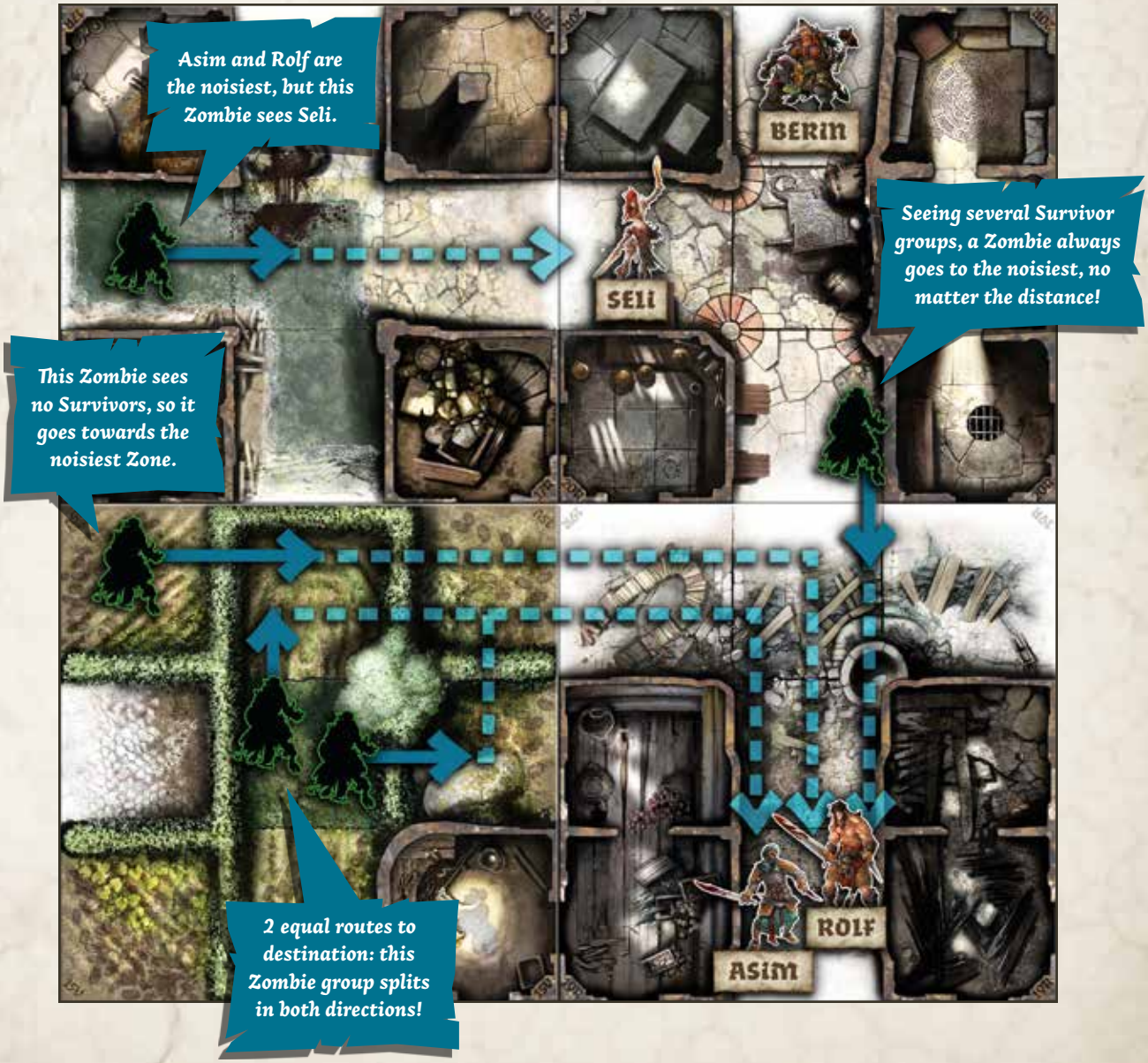
- Orc Abominations and Orc Necromancers never split. The players decide which direction they go.
- If there aren't enough Orc Zombie miniatures to add for an even split, decide which Orc Zombie group gets the final reinforcement and which direction the uneven split groups go. It doesn't generate extra Activations (see P. 29).

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

- *2 Orc Walkers go one way, the other 2 take the other route.*
- *The Orc Fatty joins one group of Walkers, and a second Orc Fatty is added to the other group.*
- *The 3 Orc Runners also split, 2 joining the first group, and the other joining the second group. Another Orc Runner is added to the latter group so that the groups remain even.*

Things just got a lot harder for the Survivors.

NOTE: *Orc Necromancers use their own Movement rules. They always Move toward the nearest non-Necromancer Spawn Zone (see P. 30).*



PLAYING ORC RUNNERS

Orc Runners are pack predators, in the worst way. They roam around in packs with uncanny speed and often get unpredictable speed bursts. We used to perceive Goblins as mischievous, traitorous critters with an agenda. Now, they're just monster speedsters with a one-track mind: kill you.





Orc Runners have 2 Actions per Activation. After all Orc Zombies (including Orc Runners) have gone through the Activation step and resolved their first Action, Orc Runners go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to attack.

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

EXAMPLE 2: An Orc Runner is in the same Zone as a Survivor, and an Orc Walker is in the adjacent Zone. The Orc Runner Attacks the Survivor with its first Action, inflicting a Wound, and the Orc Walker Moves into the Zone, since it sees the Survivor. Then the Orc Runner performs its second Action. It Attacks the Survivor again, inflicting a second Wound.

EXAMPLE 3: A Survivor stands in the same Zone as 2 Orc Walkers, 1 Orc Fatty, and 2 Orc Runners. All Orc Zombies Attack and inflict 9 Wounds (3 Wounds are enough to kill the Survivor). None of the Zombies Move, as they all Attacked. Then the Runners resolve their second Action. They have no one to Attack, so they Move 1 Zone toward the noisiest Zone.

STEP 2 - SPAWN

Infected or not, it makes no difference. Whatever the odds, the only good Orc is a dead Orc... oh, wait.

— Berin

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



Zombie Spawn tokens mark the Spawn Zones' locations.

Indicate a Spawn token and draw a Zombie card. Read the line on the card that corresponds to the color of the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange, or Red). Place the number and type of Orc Zombies shown.



Repeat this for each Spawn token.

Always begin with the same Spawn Zone and continue clockwise. When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.



Remember, Zombie cards with the Horde symbol trigger Horde rules (see P. 19). Whenever you spawn Orc Zombies using one of these cards, put an additional Orc Zombie of the same type in the Horde!

EXAMPLE: Asim has 5 Experience Points, placing him in the Blue Danger Level. Seli has 12, which puts her in Yellow. In order to determine how many Zombies spawn, read the Yellow line, which correspond to Seli, the most experienced Survivor. For the card shown above, you'd spawn 4 Orc Runners in the Zone and add 1 Orc Runner to the Horde.

Colored Spawn Zones



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

Extra Activations Cards

I like my foes to offer a little challenge. It keeps me on the edge.

– Asim



When you reveal an Extra Activation card, no Orc Zombies appear in the designated Zone. Instead, all Zombies of the indicated type immediately get an extra Activation (see Activation step, P. 25). Notice that these cards have no effect at the Blue Danger Level!

Running Out Of Miniatures

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

NOTE: *Being unable to set an Orc Zombie in case of a split (see P. 26) doesn't trigger an extra Activation.*

Multiple Activations may occur in a row. This rule is especially important for Orc Abominations and Orc Necromancers, as there is a single miniature of each in the ***Zombicide: Green Horde*** core box. Under some circumstances, an Abomination or Necromancer may get several extra Activations in a single Game Round.
Several Abominations and Necromancers can roam the board if you own miniatures of them.

Always keep a wary eye on the Orc Zombie population on the board **(and especially the Horde)** or risk an unexpected Zombie riot!

ORC NECROMANCERS

Being traitors to their own species and evil beyond reason, Orc Necromancers do their best to spread havoc and seize power. They don't have time to battle Survivors on their own and try to flee as soon as they are discovered. Orc Necromancers follow these special rules:

- An Orc Necromancer is a Zombie for game purposes.

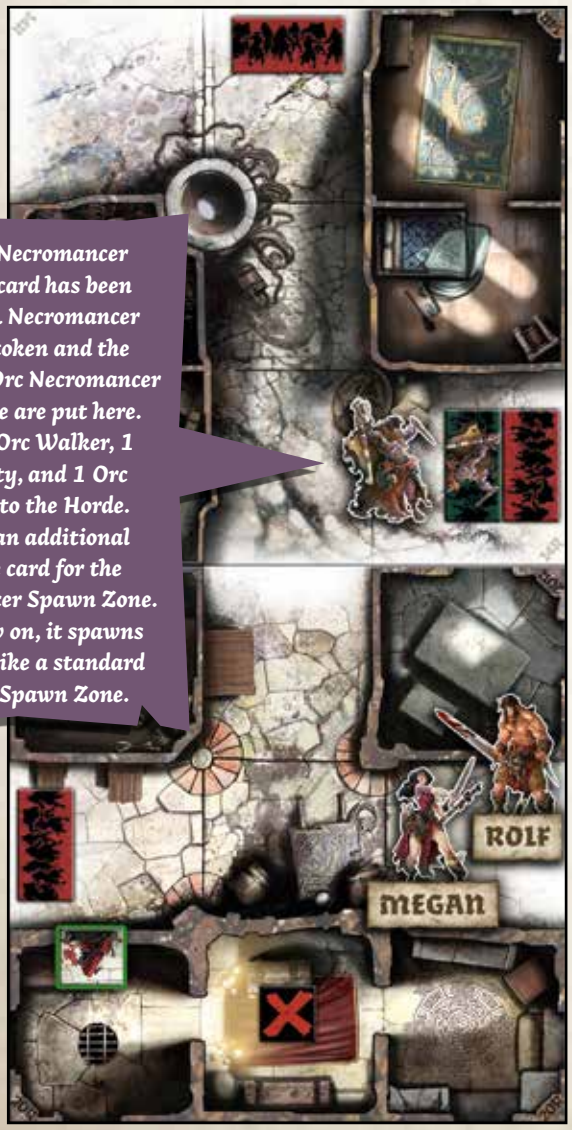
- An Orc Necromancer comes with its own infected army. When a Necromancer Spawns, put an additional Zombie Spawn token (on its Necromancer side) in its entry Zone. Then, immediately resolve a regular Zombie Spawn for it. From now on, the Necromancer Spawn token is active. It spawns Zombies from the Zombie deck in the same way a standard Spawn Zone would.

- Each subsequent drawing of additional Necromancer Zombie cards, no matter the type, gives an Extra Activation to every Necromancer on the board until they flee or die.

- Each time an Orc Necromancer card is drawn (spawning or re-activating a Necromancer), players add 1 Orc Walker, 1 Orc Fatty, and 1 Orc Runner to the Horde (see the Horde rules, P. 19).

- An Orc Necromancer tries to flee the board. If there are no Survivors in its Zone for it to Attack during its Activation (see Zombies' Phase, P. 25), it Moves 1 Zone toward the nearest **active** Spawn Zone (NOT its entry Zone or inactive Spawn Zones), ignoring any Survivors it might see. If several escape Spawn Zones are at the same distance, choose one.

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



STEP 1



STEP 2

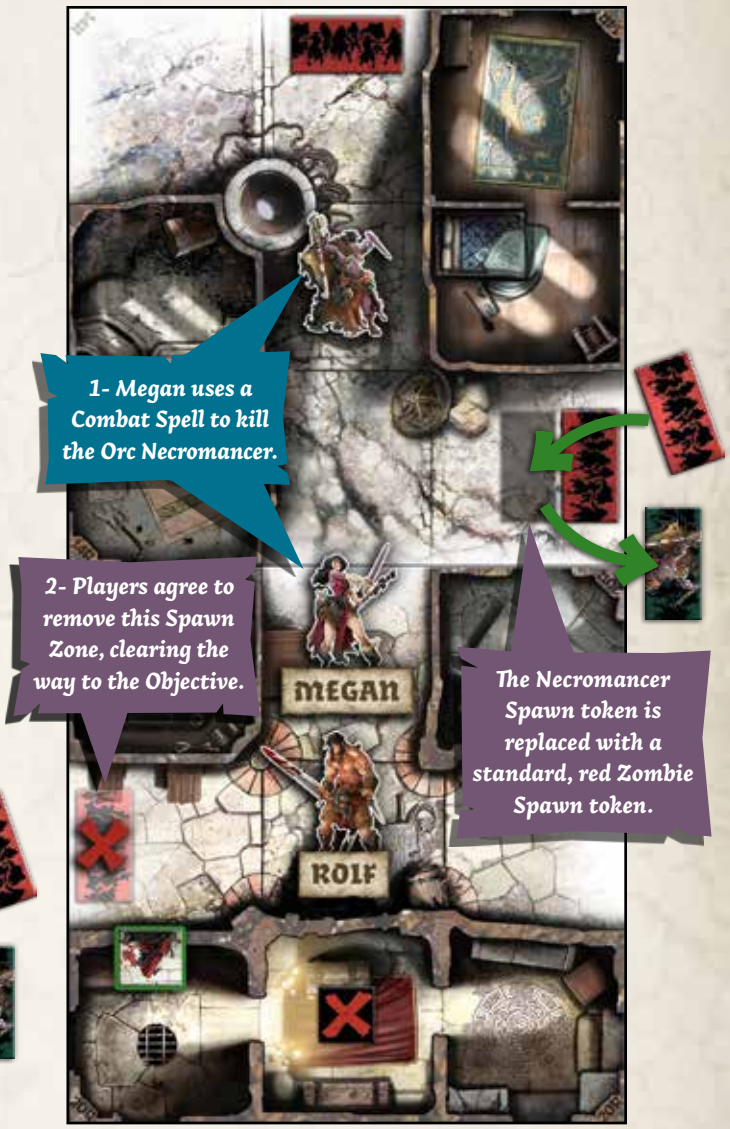


- An Orc Necromancer escapes the board as soon as it activates on its escape Spawn Zone. Replace the Orc Necromancer Spawn token it placed on the board with a standard Zombie Spawn token.



STEP 3: Evil Ending

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



STEP 3: Good Ending

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

NECROMANCER CABALS

PLAYING YOUR CABAL

Necromancer Cabals' rules allow you to play with multiple Necromancers at once during your ***Zombicide: Green Horde*** games. To use these rules, you require extra special Necromancers, such as the ones included in some of the ***Special Guest Boxes*** (sold separately).

1. Create your own Necromancer Cabal during Game Setup: Choose the Necromancers you want your Survivor team to face (the more, the deadlier!). Sort out the 6 Orc Necromancer cards from the Zombie pile, and replace them in any combination you see fit with your favorite Necromancer cards. Replace these 6 tailored cards in the Zombie pile and shuffle. You're ready to go against the Cabal!

EXAMPLE: Your group owns 2 Orc Necromancer miniatures along with Ostokar and To-Me Ku-Pa. You choose to play all 4, and tailor your 6-card Cabal this way: Orc Necromancer (x3), Ostokar (x2) and To-Me Ku-Pa (x1). You could choose any other card combination. To-Me Ku-Pa will only appear once in a while, but his special rules will make it spectacular!

2. Use the Necromancer rules to Spawn and Move Necromancers. Use the colors of the Necromancer Spawn Zones to track where each of them spawned, and to determine its escape Spawn Zone.
Remember: Drawing a Necromancer Zombie card also gives an extra Activation to all other Necromancers on the board.

EXAMPLE: An Orc Necromancer, Ostokar, and To-Me Ku-Pa are already on the board. You draw an Orc Necromancer card. Put an Orc Necromancer miniature in the Zone you just spawned in, along with its additional Necromancer Spawn Zone (don't forget to fill the Horde as well). All 3 other Necromancers get an extra Activation. The end is near!

3. Beware the dark ritual! Necromancers standing at Range 0-1 from each other at the end of a Zombies' Phase flee the board as if they escaped through their escape Spawn Zone. Replace the Necromancer Spawn tokens they placed on the board with standard Zombie Spawn tokens.

4. Each of the special Necromancers have special rules written on their Zombie cards. These rules are in effect from the moment they enter the board until they flee or die.

COMBAT

We are not on a battlefield. We face zombies in our ravaged villages, in forests, on muddy ground. We can't even talk of a proper war, perhaps only about resistance. A very active and angry resistance, against a very active and angry invader.



Dice symbol

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



Dual symbol

If the active Survivor has 2 identical weapons or Combat spells with the Dual symbol equipped in Hands, they can use both weapons at the same time at the cost of a single Action. For Ranged and Magic Actions, both weapons/spells must be aimed at the same Zone.

EXAMPLE 1: Johannes has 2 Repeating Crossbows in his Hands. The Repeating Crossbow has the Dual symbol, so Johannes can shoot them both simultaneously. This allows him to roll 6 dice in a single Ranged Action, as each Repeating Crossbow has a Dice number of 3!



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





Accuracy symbol

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



Damage symbol

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

- Orc Walkers, Orc Runners, and Orc Necromancers are killed with a Damage 1 hit (or more).
- Orc Fatties are killed with a Damage 2 hit (or more). It does not matter how many hits you obtain with a weapon that inflicts Damage 1. An Orc Fatty will absorb the hits without flinching.
- Orc Abominations are killed with a Damage 3 hit (or more). As no weapon naturally has Damage 3 in *Zombicide: Green Horde*, you'll have to destroy the monster with Dragon Fire (see P. 36) or the Trebuchet (see P. 35).

THREE HANDS?

Putting the proper Equipment card in their Body space, a Survivor could effectively be considered as having 3 cards equipped in Hand. For obvious reasons, they can only use 2 of them at any given time. Choose any combination of 2 among these 3 before resolving Actions or rolls involving the Survivor.

EXAMPLE: Johannes unloads his 2 Repeating Crossbows on 3 Orc Walkers guarding an Orc Fatty and scores 5 hits. The first 3 shots easily blow away the Orc Walkers. However, the Orc Fatty takes the 2 remaining hits with no consequences, as the Repeating Crossbow only inflicts Damage 1.
Seli arrives to finish the job with her Norse Sword. She only hits once, but the Norse Sword inflicts 2 Damage, which is enough to kill that Fatty!
If there had been 2 Orc Runners instead of a Fatty, a single hit with the Norse Sword would not have eliminated the 2 Orc Runners. Each successful hit can only take out 1 target. Any remaining Damage is overkill and wasted.

MELEE ACTION



A Survivor holding a Melee weapon (a weapon with a max Range of 0) in Hand can attack a Zombie in 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 (see P. 35).

EXAMPLE: Berin attacks an Orc Walker, an Orc Runner, and an Orc Fatty with his Scimitar. He rolls a ⚄ and ⚅, which means 2 hits. He decides to kill the Orc Runner and the Orc Walker, as the Scimitar's Damage value is not high enough to kill the Orc Fatty. Though Rolf is also in the same Zone, he is safe from Berin's slashes.



RANGED ACTION



A Survivor holding a Ranged weapon (a weapon with a max Range of 1 or more) in Hand can shoot at a Zone they can see (see Line of Sight, P. 10) and that is within the weapon's Range.

Remember:

- Inside a building, the Line of Sight is limited to the Zones that share an opening and just 1 Zone away.
- Hedges block Line Of Sight (see P. 37).
- Missed shots can cause Friendly Fire (see P. 35), so aim carefully!



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

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

When a Zone is chosen for a Ranged Action, ignore any Actors in the Zones between the shooter and the target. This means Survivors may shoot through occupied Zones without danger to either fellow Survivors or Zombies. A Survivor can even shoot at another Zone while there are Orc Zombies in their 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 this Targeting Priority Order:

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

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

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

EXAMPLE: Armed with 2 Hand Crossbows (Range 0-1, Dice 2, Accuracy 3+, Damage 1, Dual Ranged weapons), Seli shoots at 2 Orc Walkers, 1 Orc Fatty, and 2 Orc Runners standing 1 Zone away. She rolls 4 dice (2 for each Hand Crossbow, Dual weapons) and gets: ⚅, ⚄, ⚃, and ⚂. The Hand Crossbows hit on 3, 4, 5, or 6, which means 3 hits. The first 2 kill both Orc Walkers, as they are first in the Targeting Priority Order. The last hit lands on the Orc Fatty, but doesn't kill it, since a Damage value of 2 is required to eliminate an Orc Fatty.

Friendly Fire

Oooops.

– Your (former) best friend

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

In that case, misses on the attack roll automatically land on Survivors standing in the target Zone. Assign these Friendly Fire hits in any way you want.
Armor rolls are allowed, successes cancelling Friendly Fire hits on a 1-to-1 basis. Each remaining Friendly Fire hit inflicts on the Survivor as many Wounds as the Damage value of the weapon (or Combat spell) used.
Remember: Friendly Fire doesn't apply to Melee Actions.
Killing a Survivor earns no experience.

EXAMPLE 1: Johannes shoots with a Crossbow (Dice 2, Accuracy 4+, Damage 2) at a Zone containing Berin and 2 Orc Walkers. He rolls and : 1 hit and 1 miss! The hit kills an Orc Walker, and the miss means a bolt hits his fellow Survivor. Berin endures 2 Wounds. Ouch.

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

EXAMPLE 3: Seli shoots a Hand Crossbow (Range 0-1, Dice 2, Accuracy 3+, Damage 1) in her own Zone, where she stands along Rolf and 2 Orc Walkers. She rolls and , 1 success and 1 miss. The success kills an Orc Walker. The botched bolt automatically lands on Rolf, as a Survivor can't hit themselves with their own attacks. Rolf endures a Wound.

Reloadable Weapons

While most weapons can be used repeatedly, a few, like the Hand Crossbow, 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 that the weapon is empty and needs to 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 2 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: Seli holds 2 Hand Crossbows at the beginning of her Turn. She unloads them both with her first Action, reloads them with her second Action, then fires them off again with the third. The Hand Crossbows are now empty.
At the End Phase, both Hand Crossbows are reloaded for free.

Magic Action



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

Firing a Trebuchet

For 3 Actions, the Survivor loads and fires the Trebuchet standing in their Zone. This Action does not benefit from additional Skills and game effects related to Combat Actions. **Firing the Trebuchet does not produce Noise.**

1. The player designates **any** Zone on the board, at Range 2 or more, as a target (it can even be a building Zone). No Line Of Sight is required.

2. Choose which ammunition type you want to use (all 3 are always available), then perform an attack:
- Scattershot. 6 dice. Accuracy 4+. Damage 1.
- **Grapeshot.** 3 dice. Accuracy 4+. Damage 2.
- Boulder. 1 die. Accuracy 4+. Damage 3.
The Accuracy is lowered to 3+ if any Survivor (not necessarily the shooter!) has a Line Of Sight on the target Zone.

3. Hits and casualties are applied as per standard rules. Targeting Priority Order and Friendly Fire apply.

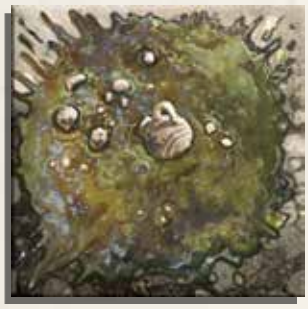
Bombarding the Horde: The Trebuchet can be used to shoot at the Horde. In that case, treat all Zombies set aside in the Horde as standing in a single Zone (there is no Line Of Sight on the Horde). Targeting Priority Order applies.

DRAGON FIRE

When all else fails, call upon dragons.

– Megan





Dragon Bile pools can be ignited with a Torch.

At the cost of 1 Action, a Dragon Bile card can be discarded from Hand to put a Dragon Bile pool at Range 0-1 of the Survivor, and within Line Of Sight.



Later, another Action can be spent to discard a Torch card from Hand and ignite a Dragon Bile pool at Range 0-1 within Line Of Sight, creating a Dragon Fire. Every Actor and Siege Engine in the token's Zone is killed/destroyed, no matter its Damage threshold, Armor values, or remaining Wounds. **Dragon Fire produces no Noise.**

The Dragon Bile pool is then removed, and the Survivor who threw the Torch earns all applicable Experience Points.

Use Dragon Fire to set blazing Zombie traps! If all Dragon Bile tokens are already on the board and you need to set a new one, choose one of them and move it to the new Zone.



Surrounded by Zombies, Asim throws a Dragon Bile bottle in his own Zone. A Dragon Bile token is set. Then Asim Moves away.



All Zombies moved to chase Asim. The Survivor now throws his Torch in the Dragon Bile, creating Dragon Fire! All Zombies in the token's Zone are eliminated. Asim earns all the Experience Points!

Barriers, Hedges, & Waterholes

Zombicide: Green Horde features a countryside environment with few buildings. High Hedges border fields and gardens. The region's stormy weather creates Waterholes of varying shapes and sizes, bordered by Banks and Ledges.

Barriers



Barriers are set on straight borders between 2 Zones, preventing Move Actions/Steps between those Zones, without blocking Lines Of Sight. They are useful to trap Zombies and thin their ranks with Ranged attacks.

- Survivors can't Move through a Barrier. However, they can still perform Actions (Magic Actions, Ranged Actions, etc.) and use Skills (Jump, etc.) with Line Of Sight requirements through Barriers.

- Barriers are obstacles that prevent Zombies' Move Step. They redefine their route around the Barriers to reach their destination Zone. If no other route can be taken to reach their destination Zone, adjacent Zombies destroy the Barrier, for free, before performing their Move Step. Remove the Barrier token before moving Zombies.

- Quest descriptions may feature additional rules for Barriers.

Hedges

Always plan for a fight when crossing hedges, for no one knows what lurks behind. Do not be satisfied with being a survivor, become a predator!

- Rolf

Hedges are printed on tiles and are also available as tokens to customize the layouts of Quests. Shortening Lines Of Sight in a significant way, Hedges play a major role in Movement, Ranged Combat in any form, and defining Zombie routes. They literally allow Survivors and Zombies to play a deadly game of hide-and-seek with each other.



- Hedges interrupt Lines Of Sight (for Survivors and Zombies alike). Actors standing on a tower Zone (see the Wulfsburg expansion) are not affected by this rule.

- Roll a die whenever a Survivor crosses a Hedge without any Survivor having a Line Of Sight to the destination Zone. On a ⚀, add an Orc Walker in the destination Zone (it was wandering around, unseen so far). This Spawn has no effect on the Horde but can trigger extra Activations if you run out of miniatures (see P. 29).

- Additional Hedges can be created by putting Hedge tokens on straight borders between 2 Zones. Use them in a strategic way to introduce variations to your favorite Quests and to create your own custom Quests!

Waterhole Zones

Waterhole Zones represent Street Zones where Actors stand waist-deep in water. Most of them connect with dry Zones either via Banks or Ledges.
A **Bank** represents a smooth, easy passage from the Waterhole to a dry Zone. Their common border is designed as a gradual, irregular shore. It's light and foamy.
A **Ledge** represents a steep division between the Waterhole and a dry Zone. Their common border is designed as a strict, dark divide.



Actors can move from a dry Zone into a Waterhole Zone normally, with no special restrictions. However, performing an Action **to leave** a Waterhole Zone has different results depending on the destination and what's at the edge of the Waterhole:

	LEAVING A WATERHOLE ZONE		
	TO ANOTHER WATERHOLE ZONE	THROUGH A BANK	THROUGH A LEDGE
SURVIVOR	Spend an additional Action	No penalty	Spend an additional Action
ZOMBIE	No penalty	No penalty	Zombies can't leave through a Ledge. Select another route.

- Other features on the common border still apply: walls prevent Movement and Line Of Sight, Hedges prevent Lines of Sight, etc.

- Survivors benefitting from the Speed Enchantment ignore Waterhole effects.

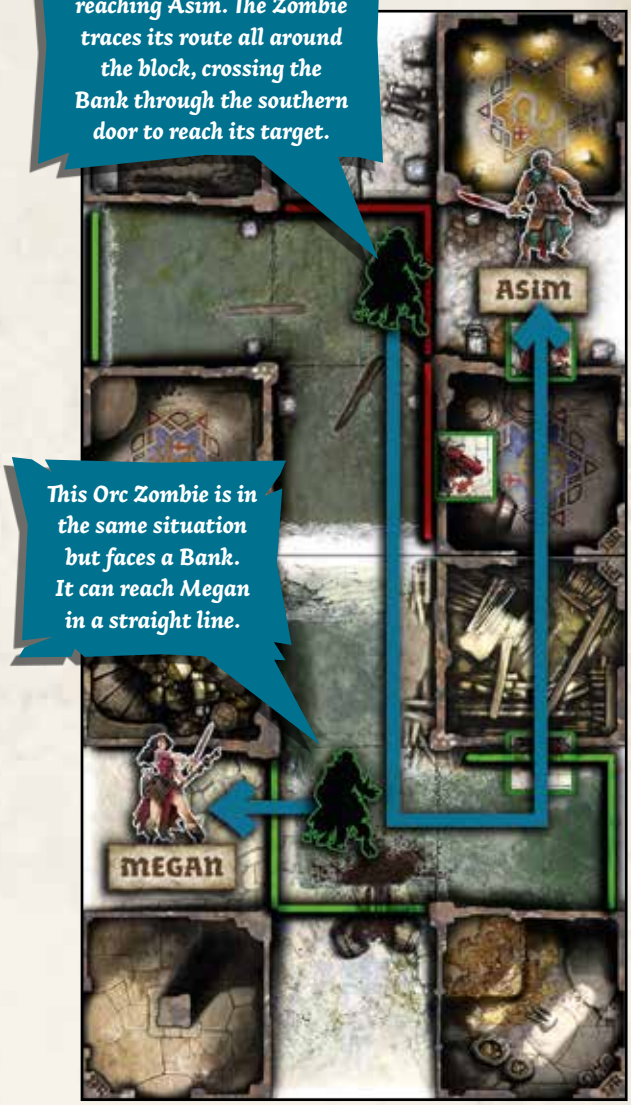
- Siege Engines are destroyed whenever they are set in a Waterhole Zone. Remove the miniature.

- Dragon Fire (from any origin) has no effect in Waterhole Zones.

- Actors moving from a dry Zone to a Waterhole Zone, whether it is through a Bank or a Ledge, follow the normal movement rules with no special limitations.

The examples below highlight the Banks and Ledges around the Waterholes, and how they affect gameplay.







Ultrared Mode

Zombies may be strong, but they are dead and, as far as I know, the dead can't learn from experience. On the other hand, we survivors are few, but we use our will to live to fight back, learn... and evolve.

– Seli

The Ultrared mode allows your Survivors to gain Experience Points beyond the Red Danger Level and pick up additional Skills. This mode is great to reach amazing body counts and complete very large boards.

Ultrared Mode: When your Survivor reaches the Red Level, move the experience tracker back to 0 and add any Experience Points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps their Skills. Count additional Experience 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 *Zombicide: Green Horde* Skills (except those featuring brackets, such as Starts with [Equipment], for example) upon reaching Orange and then Red Level.

EXAMPLE: Seli just earned her 43rd Experience Point, getting to the Red Level. She has the following Skills: Jump (Blue), +1 Action (Yellow), +1 free Melee Action (Orange), and +1 free Move Action (Red).
The player moves the experience tracker back to the start as the zombicide continues. Seli is still at Red Level and keeps on earning Experience Points as she kills Zombies.
Seli 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 "Hit & run", her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the 2 remaining ones for this Level and goes for "Zombie link". The experience counter returns to the start.
During her third go through the experience bar, Seli 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: "Roll 6: +1 die Combat". The experience counter goes to the start again.
From now on, Seli still earns Experience Points and gets a player-chosen Skill every time she reaches the Orange Level, and then another upon reaching the Red Level.

Playing with 7+ Survivors

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



- For each Survivor above the sixth, add 1 additional Starting Equipment card from the expansion to the pool of cards that will be distributed among Survivors during Setup.

- Add 1 additional Zombie Spawn token per 2 Survivors above the sixth (rounded up). Stack these additional Spawn tokens in the same Zones as existing ones or in any new Spawn Zone of your choice, if you have several available. Yes, that means some Zones will double or even triple their spawn rate!

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

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

Quests

Quest 0 - Tutorial:
The Evil Shrine

EASY / 4+ SURVIVORS / 45 MINUTES

Looking for fresh water, we stumbled across a desecrated druidic shrine, now vibrating with dark energies. Zombies are lured to the area like moths to a flame, threatening everyone in the vicinity. We are survivors and zombie hunters: putting this necromancer plot to an end is our duty.

Zaaand our pleasure. Yeah, I admit it. Sorry mom!!

Tiles needed: **16R, 17R, 18R, & 20V.**





Objectives

Accomplish the Objectives in this order to win the game:
1 – Prevent the invasion in the vicinity. To do so, destroy all 3 Spawn Zones (blue, green, and red).
2 – Adventure awaits! Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.



Special Rules

· **Setup:** Put the green Objective randomly among the red Objectives facedown.

· **Necromantic beacons:** The blue and the green Spawn Zones are active at the start of the game.
The blue Spawn Zone is removed as soon as the blue Objective is taken. The green Spawn Zone token is removed as soon as the green Objective is taken.

· **Destroying the corrupted shrine:** Any Siege weapon (like the Trebuchet) can be used to target, fire at, and remove the red Spawn Zone token. It is considered last in the Targeting Priority Order and is removed with Damage 1.



QUEST 1:

DRAGON BILE QUEST

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Dragon bile becomes impossible to find. We have inspected all the alchemist shops in town and in nearby villages, but to no avail. Food is also becoming scarce... maybe it's time to move to the countryside, where farmers used to have crops and fields. At least we won't starve. We have heard about a village sitting near the border of the Orc's territory. It was protected by several fortresses because of its strategic production of Dragon bile. It could be a good start. Let's explore a new environment: hedgerow farms, a small and peaceful village.
And Orcs, but they are probably too busy with zombies to bother us, aren't they?

Tiles needed: **12V, 13V, 15V, 17R, 18V, & 20V.**

15V	13V
12V	18V
17R	20V



Objectives

Accomplish the Objectives in this order to win the game:
1 – Find the Dragon Bile and anything valuable. Collect the 4 Dragon Bile cards and all the Objectives.
2 – Pack and leave. The Quest succeeds as soon as all Survivors are in the same Zone, without Zombies in it.

Special Rules

· **Setup:** Take 4 Dragon Bile cards and shuffle them with 3 random Vault weapon cards. Set them facedown in the marked Zones. The cards having different colored backs is not an issue: you choose!

· **Alchemical components.** Each Objective gives 5 Experience Points to the Survivor who takes it.

· **What you came for.** A Survivor may spend 1 Action to take a card in their Zone (in the same way they would take an Objective). They can then freely reorganize their inventory.



QUEST 2:

ORC NECROMANCERS?

MEDIUM / 6+ SURVIVORS / 30-90 MINUTES

Our expedition in the alchemists' village proved that Orcs have been struck by the plague and can turn into zombies, like humans do... but more greenish, and much, MUCH, more powerful! Or numerous, in Goblins' case. Around the basecamp, a couple of hypotheses flew by:

The optimistic: The zombies will keep the Orcs busy, so they let us in peace for a while.

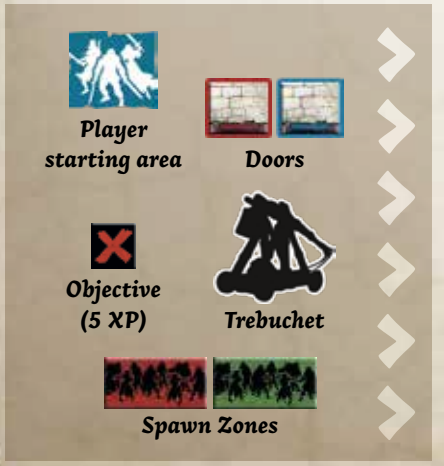
The pessimistic: The Orcs will take this opportunity to attack us.

The realistic: The green horde, gathering hundreds or thousands Orcs, is easy prey for the zombie plague. We're about to face an infected army.

So, we decided to see for ourselves and found an odd Necromancer lair in a ravaged village. We're prepared for the worst: the only thing worse than Orc Zombies... Orc Necromancers!

Tiles needed: **14V, 15V, 16V, & 20V.**





Objectives

Accomplish the Objectives in this order to win the game:
1 – Find the key to the Necromancer's lair. Take Objectives until you find the blue one.
2 – Investigate the house. The Quest succeeds as soon as a Survivor is in the building behind the blue door, without any Zombies in it.

Special Rules

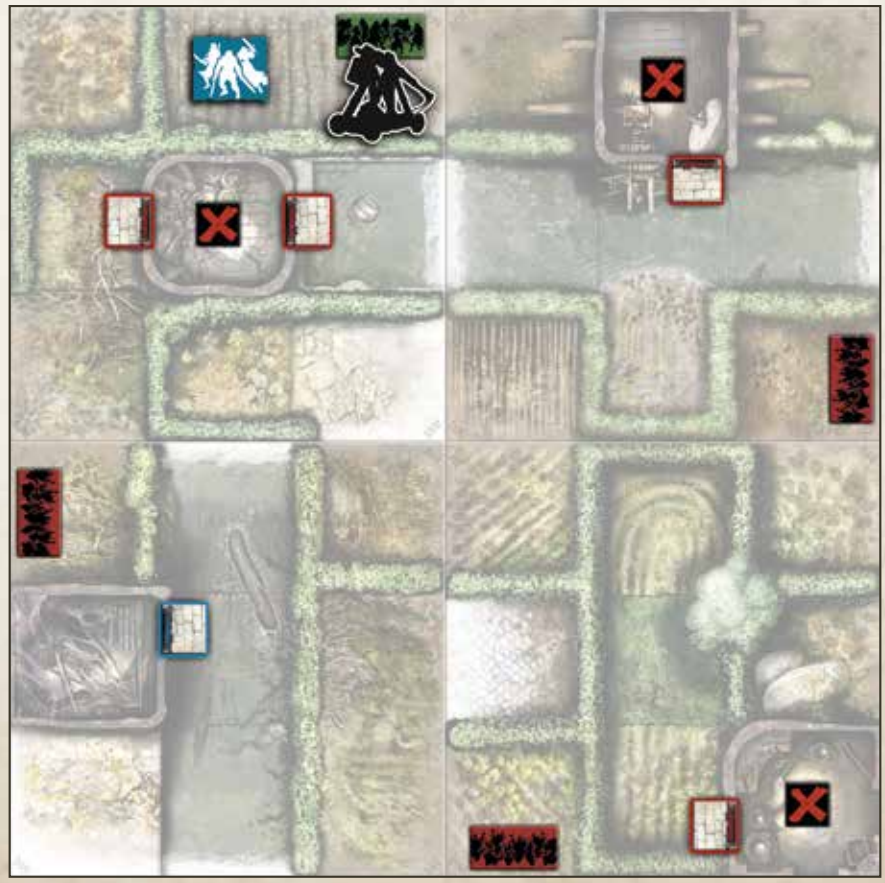
· **Setup:** Put the blue and the green Objectives randomly among 5 red Objectives facedown (for a total of 7 Objective tokens). Shuffle them, then place 3 of them on the board in the corresponding Zones. Set aside the remaining 4 in an Objective pile, without revealing them.

· **Orc Necromancer's fetishes.** What are they for? Each Objective gives 5 Experience Points to the Survivor who takes it.

· **Is this an Orc Necromancer?** Each time a Survivor kills a Necromancer, pick an Objective token from the side pile. The Survivor gets 5 Experience Points, and the Objective is revealed.

· **The Necromancer's key.** The blue door cannot be opened until the blue Objective has been taken.

· **Uh-oh. The Necromancer's servants!** When the green Objective is taken, the green Spawn Zone activates.



QUEST 3:

KNOW YOUR ENEMY

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We can't believe what we found. Orc Necromancers! We need to locate more of them! First, to estimate their numbers and, second, to learn how to fight them. Know your enemy...

Tiles needed: **14R, 15V, 17R, 18V, 19R, & 20R.**

Objectives

Accomplish the Objectives in this order to win the game:
1 – Enter the Necromancers' lairs. Find the blue and the green Objectives.
2 – Destroy the Necromancers' phylacteries. Take the 2 Objectives behind the blue and the green doors.







Special Rules

• **Setup:** Take 10 Objective tokens, including a blue and a green.
- Put 2 red Objectives in the buildings closed by the blue and the green doors, respectively, as shown on the map.
- Shuffle the other Objectives facedown. Put 4 of them randomly in the other marked Zones and keep the last 4 in a dedicated facedown pile next to the board.

• **Treasure chests.** Each Objective gives 5 Experience Points and a random Vault weapon to the Survivor who takes it.

• **Claiming what's ours.** A Survivor who kills a Necromancer gets an Objective from the pile, with the corresponding benefits (5 Experience Points and a random Vault weapon).

• **Sealed doors.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.



QUEST 4:

THE RIVER OF THE DEAD

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We have figured out the use of the strange Orc fetishes and totems we found in our second quest. Orc Necromancers are using them as bait to attract zombies to the river. They use the current to drag them and gather the horde. There is a catch: the river created several marshes and flooded many villages in the region. We are stuck at that point and are unable to pinpoint the horde.

For now, the best thing to do is bar the way to the river. Better the Orc Zombies go anywhere else than where the Necromancers want them.

Tiles needed: **12R, 14R, 15V, 18V, 19R, & 20V.**

15V	14R
20V	12R
18V	19R



Objectives

Accomplish these Objectives in any order to win the game:

- **Destroy the zombie baits.** Take all Objectives.
- **Cut the reinforcements line.** Gather all Zombie Spawn tokens in the Zone marked as the River Current.

Special Rules

- **Setup:** Put the blue and the green Objectives randomly with 5 red Objectives facedown. Then distribute them in the corresponding Zones.

- **Destroying zombie baits.** Each Objective gives 5 Experience Points to the Survivor who takes it.

- **Breaking the supply chain!** When the blue or the green Objective is taken, a Zombie Spawn token may be moved to the indicated Zone.



QUEST 5:

THE CLEANSING FLOOD

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Our journey led us to a small tower guarding a border crossing. Of course, Orc Zombies overwhelmed the garrison and are still swarming the area. However, that's not the reason we're here. The tower shelters a trebuchet! There is also a dam providing a water reserve for the village in the vicinity. If we could use the trebuchet to destroy the dam, the flood would cleanse the place of Orc Zombies.

Tiles needed: **13R, 14R, 15R, 16V, 19V, & 20R.**

Objectives

Accomplish the Objectives in this order to win the game:

1 – Access the Trebuchet. The Trebuchet is in a small, fortified tower. Find the blue and the green Objectives, and open the corresponding doors.

2 – Survive the flood. Use the Trebuchet and reach the Exit with all Survivors in the same Turn. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

14R	20R
13R	15R
19V	16V



Special Rules

· **Setup:** Put the blue and the green Objectives randomly among the red Objectives facedown.

· **Lucky find.** Each Objective gives 5 Experience Points and a random Vault weapon to the Survivor who takes it.

· **Fortress doors.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.

· **Flooding the town.** Any Survivor can use 3 Actions to fire the Trebuchet (no target) and trigger the flood. To complete the Quest:
- All other Survivors must be on the Exit (with no Zombies in it).
- The Survivor firing the Trebuchet must be able to reach the Exit Zone in the same Turn.



QUEST 6:
SIEGE BREAKERS

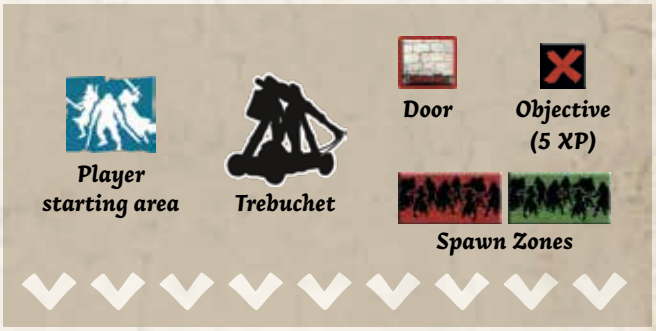
MEDIUM / 6+ SURVIVORS / 90 MINUTES

Now that we have a trebuchet, we must practice. Destroying a couple of zombies with a direct hit is funny, but it can also be used in a more... strategic way. A well-placed, 200-pound piece of rock can create holes in the ground or huge piles of debris that the zombies will be unable to cross. We found the village and the stone quarry where the royal garrison produced the projectiles they used against the Orcs. It's a perfect place to practice. There is even a trebuchet ready to be used!



Tiles needed: **12V, 14R, 15R, 17V, 19V, & 20R.**

12V	14R	15R
20R	17V	19V





Objectives

Accomplish the Objectives in this order to win the game:
1 – Find the ammunition. Take all Objectives.
2 – Strategic practice. Remove all Spawn Zone tokens with a Siege Weapon (see Special Rules).

Special Rules

• **Setup:** Put the green Objective randomly among 4 red Objectives facedown. Then, reveal all Objectives.

• **Ammunition.** Each Objective gives 5 Experience Points to the Survivor who takes it.

• **Just because you're paranoid...** The green Spawn Zone token can't be removed by killing a Necromancer.

• **... doesn't mean they're not after you.** When the green Objective is taken, the green Spawn Zone activates.

• **Siege practice.** Once all Objectives have been taken, any Siege Engine (like the Trebuchet) can be used to target, fire at, and remove Spawn Zone tokens. Spawn Zone tokens are considered last in the Targeting Priority Order and are removed with Damage 1.



QUEST 7:
FIRE IN THE HORDE!

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Learning to fire a trebuchet is a step, but mastering it is a feat. The true siege master also knows how to build and repair it, something we learned at our expense. Both trebuchets we previously found are ruined. As big as it is, a trebuchet is a delicate engine! It doesn't like moisture and rain, for example. The pouring rain impaired our first trebuchet, and the other one was lost as we tried to cross a river. We need to learn to maintain our new toys.



We finally found a disassembled trebuchet in a farm, just in time to turn the tide against a huge zombie horde. Let's rebuild this engine and turn the horde into zombie pulp!

Tiles needed: **13V, 14R, 15V, 16V, 17V, & 20V.**

Objectives

Accomplish the Objectives in this order to win the game:
1 – Find the Trebuchet's parts. Take all double-faced red Objectives.
2 –Rebuild the Trebuchet. To do so, spend an Action with a Survivor in the green Objective's Zone. There must be no Zombies in it.
3 – Falling skies! The Quest succeeds as soon as there are no Zombies in the Horde: either the Horde has emptied onto the map or you have fired the Trebuchet at the Horde until it is empty.

Special Rules

· **Setup:**
- Put the blue Objective randomly among the red Objectives facedown.
- Put the green Objective in the marked Zone.

· **Trebuchet parts (Or not).** Each Objective gives 5 Experience Points to the Survivor who takes it. The green Objective can't be taken.

· **What a view!** Remember, the green Objective can't be taken. When all 3 double-faced red Objectives have been taken, a Survivor standing in the green Objective's Zone (without any Zombies) may spend an Action to build a Trebuchet. Then, replace the green Objective with a Trebuchet miniature. The Survivor gains 5 Experience Points.

· **Oooh shiny! Oooh, wait.** A Survivor taking the blue Objective gets 2 random Vault weapons (in addition to the 5 Experience Points), and can immediately reorganize their inventory for free. Also, the blue Spawn Zone becomes active.

· **Fortifications.** Barriers can't be moved or destroyed by normal means. Zombies benefiting from extra Activations in a Zone containing a Barrier destroy it instead (No Move or Attack Step). Remove the token.



15V	20V	13V
17V	16V	14R

Player starting area

Door

Trebuchet building location

Objective (5 XP)

Spawn Zones

Barrier



QUEST 8:
CULLING THE HERD

MEDIUM / 6+ SURVIVORS / 60 MINUTES

The art of war offers quite a few responses to legions of cannon fodder infantry, like zombies. One is the Chevaux de Frise, something the mundane people simply calls "pointy barriers". Whatever. Zombies are just too stupid to understand how to move them, and simply walk around unless they have no other way. Be smart about how you place them, and you can keep them out of an area you want to defend. Barriers can also be used to gather zombies in a chosen field. Like a trebuchet firing range, for example.

Let me show you.

Tiles needed: **12V, 15V, 19V, & 20R.**

Objectives

Accomplish the Objectives in this order to win the game:
1 – Gather the Zombies. Block the red Spawn Zones with Barriers to force the Zombies to gather.
2 – Free the Trebuchet. The Quest succeeds as soon as all Survivors are in a Zone with the Trebuchet. There must be no Zombies in it.





Special Rules

· **Setup:**
- Shuffle the blue Objective among the red Objectives facedown.
- Place 2 Orc Fatties, 2 Orc Runners, and 4 Orc Walkers in the Trebuchet's Zone. These Zombies are ignored during Zombie Phases/Move Steps until the blue door is opened.

· **Zombie access:** The blue Spawn Zone is active from the start.
- Only Necromancer Spawn tokens can be removed when a Necromancer is killed.

· **It's locked!** The blue door cannot be opened until the blue Objective has been taken.

· **A hero stood here.** Each Objective gives 5 Experience Points to the Survivor who takes it. The Survivor taking the Objective also gets a Vault weapon (you choose), and can immediately reorganize their inventory for free.

· **Moving Barriers around.** A Survivor standing in the same Zone as a Barrier may spend 1 Action to take it. It goes on their dashboard, but doesn't occupy an inventory slot. At the end of an Action, the Survivor can freely put a Barrier they're holding on a straight border of their Zone. By the end of their Turn, all Barriers a Survivor is holding must be set this way.

· **Blocking the way.** Barriers cannot be destroyed. A Spawn Zone is shut whens all its accesses are blocked by Barriers and/or walls. Move the Spawn Zone token to the blue Spawn Zone. Trapped Zombies stay there until the way is open again or until they're eliminated.



QUEST 9:
FALLEN FORTRESS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Now that we know about barriers and trebuchets, maybe we could find a remote place, gather food reserves, and get through the coming winter in a nice, warm, and zombie-free place? Easier said than done. We found countless fortified places to survive an invasion but nowhere to survive the zombies. The fallen fortress in front of us is a tragic example of such a failure. We're about to explore it anyway. Watch... and learn.

Tiles needed: **12R, 13R, 15R, 16R, 17R, & 20V.**

Objectives

Explore the place. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.





Special Rules

· **Setup.**
- Place the blue and the green Objectives randomly facedown.
- Randomly put 6 Vault weapon cards in the marked Zones facedown. Spend 1 Action in the Zone to pick up the card.

· **Nice find!** Each Objective gives 5 Experience Points to the Survivor who takes it.

· **Barricaded doors.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.

· **Attracting unwanted attention.** The green Spawn Zone is inactive until the green Objective is taken.

· **Heavy Barriers.** Barriers can't be destroyed.



QUEST 10:
A NEW HOME

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We know everything we need to survive and succeed. We found a nice place to rest for some time. We created our own trebuchet. All we need to do now is use barriers to fortify our new home against the zombies.

They will come, inevitably.

Tiles needed: **14R, 15V, 16V, 17R, 19R, & 20V.**

Objectives

Fortify your future home. The Quest succeeds as soon as:
- There are no Spawn Zones on tiles 14R and 19R.
- Barriers are set to cut all the routes to the tiles 14R and 19R.

The map shows where Barriers must be set on the streets in order to do so, and you may also have to block a couple of doors if you open them!



Special Rules

· **Setup:** Put a random Vault weapon facedown under each Objective.

· **Lucky day!** Each Objective grants the Survivor taking it:
- 5 Experience Points.
- The Vault weapon card placed under it. The Survivor can freely reorganize their inventory.
- A Barrier (see Mobile Barriers, next).

· **Mobile Barriers.**
- Barriers can't be destroyed.
- A Survivor standing in the same Zone as a Barrier may spend 1 Action to take it. It goes on their dashboard, but doesn't occupy an inventory slot. At the end of an Action, the Survivor can freely put a Barrier they're holding on a straight border of their Zone. By the end of their Turn, all Barriers a Survivor is holding must be set this way.



20V	17R	16V
15V	19R	14R





Skills

Each Survivor in ***Zombicide: Green Horde*** 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 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 Damage: [Type] – The Survivor gets a +1 Damage bonus with the specified type of Combat Action (Magic, Melee, or Ranged).

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

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

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

+1 to dice roll: Melee – The Survivor adds 1 to the result of each die they roll on a Melee Action. The maximum result is always 6.

+1 to dice roll: Ranged – The Survivor adds 1 to the result of each die they roll on a Ranged Action. The maximum result is always 6.

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

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

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

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

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

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

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

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

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



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

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

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

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

2 Zones per Move Action – 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 Combat spells, Melee, and Ranged weapons as if they had the Dual symbol.

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

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

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

Bloodlust: Combat – Spend 1 Action with the Survivor: they Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Combat Action (Melee, Ranged, or Magic).

Bloodlust: Magic – Spend 1 Action with the Survivor: they Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Magic Action to use immediately.

Bloodlust: Melee – Spend 1 Action with the Survivor: they Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Melee Action to use immediately.

Bloodlust: Ranged – Spend 1 Action with the Survivor: they Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Ranged Action to use immediately.

Born leader – During the Survivor's Turn, the Survivor may give 1 free Action to another Survivor to use as they please. This Action must be used during the recipient's next Turn or it is lost.

Break-in – In order to open doors, the Survivor rolls no dice and needs no Equipment (but still spends an Action to do so). They don't make Noise while using this Skill. However, other prerequisites still apply (such as taking a designated Objective before a door can be opened). Moreover, the Survivor gains 1 extra free Action that can only be used to open doors.

Brother in arms: [game effect] – The Survivor can use this Skill whenever standing in the same Zone as at least 1 other Survivor. As long as Brother in arms is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect.

Charge – The Survivor can use this Skill for free, as often as they please, during each of their Turns: they move up to 2 Zones to a Zone containing at least 1 Zombie. Normal Movement rules still apply. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Collector: [Zombie type] – The Survivor gains double the experience each time they kill a Zombie of the specified type.

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

Double casting – Every time the Survivor performs an Enchantment Action, they can select an extra target for the same Enchantment for free. First, designate both targets, then resolve one application after the other, in any order.

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

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

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



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

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

Hit & Run – The Survivor can use this Skill for free, just after they resolved a Magic, Melee, or Ranged Action resulting in at least 1 Zombie kill. They can then resolve a free Move Action. The Survivor benefits from the effects of the Slippery Skill for this Move Action.

Hold Your Nose – This Skill can be used once per Turn. The Survivor gets a free Search Action in the Zone if they have eliminated a Zombie (even in a Street Zone or Vault - see *Zombicide: Black Plague*) in the same Game Round. This Action may only be used to Search, and the Survivor can still only Search once per Turn.

Ironclad: [Zombie type] – The Survivor ignores all Wounds coming from Zombies having the indicated keyword in its name (such as "Walker", "Runner", etc.). "Ironclad: Walker" works with Orc Walkers, for example.

Iron Hide – The Survivor can make Armor rolls with a 5+ Armor value, even when they are not wearing armor on their Body slot. When wearing armor, the Survivor adds 1 to the result of each die they roll for Armor rolls. The maximum result is always 6.



Iron Rain – When resolving a Ranged Action, the Survivor may substitute the Dice number of the Ranged weapon(s) they use with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Ranged, still apply.

Is That All You've Got? – You can use this Skill any time the Survivor is about to get Wounded. Discard 1 Equipment card in your Survivor's inventory for each Wound they're about to receive. Negate 1 Wound per discarded Equipment card.

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 Line Of Sight. Movement related Skills (like +1 Zone per Move Action or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply. Ignore everything in the intervening Zone.

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

Low Profile – The Survivor can't get hit by Survivors' Magic and Ranged Actions (Siege Actions still apply). Ignore them when casting a Combat spell or shooting in the Zone they stand in. Game effects that kill everything in the targeted Zone, like Dragon Fire, still kill them, though.

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

Mana Rain – When resolving a Magic Action, the Survivor may substitute the Dice number of the Combat spell(s) they use with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Magic, still apply.

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

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

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

Reaper: Combat – Use this Skill when assigning hits while resolving a Melee, Ranged, or Magic Action. 1 of these hits can freely kill 1 additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

Reaper: Magic – Use this Skill when assigning hits while resolving a Magic Action. 1 of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

Reaper: Melee – Use this Skill when assigning hits while resolving a Melee Action. 1 of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

Reaper: Ranged – Use this Skill when assigning hits while resolving a Ranged Action. 1 of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

Regeneration – At the end of each Game Round, remove all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

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

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

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

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



Rotten – At the end of their Turn, if the Survivor has not resolved any Combat Action (Melee, Ranged, or Magic), not Fired a Siege Engine, and not produced a Noise token, place a Rotten token next to their base. As long as they have this token, they are totally ignored by all Zombies and are not considered a Noise token. Zombies don't attack them and will even walk past them. The Survivor loses their Rotten token if they resolve any kind of Combat Action (Melee, Ranged, or Magic), Fire a Siege Engine, or makes noise. Even with the Rotten token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Zombies.

Scavenger – The Survivor can Search in any Zone free of Zombies. This includes street Zones, Waterhole Zones, etc.

Search: +1 card – Draw 1 extra card when Searching with this Survivor.

Shove – The Survivor can use this Skill, for free, once during each of their Turns. Select a Zone at Range 1 from your Survivor. All Zombies standing in your Survivor's Zone are pushed to the selected Zone. This is not a Movement. Both Zones need to share a clear path. A Zombie can't cross closed doors, ramparts (see the *Wulfsburg* expansion), or walls, but can be shoved in or out of a Vault (see *Black Plague*), a Waterhole Zone, and through a Barrier or Hedge.

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.



Spellbook – All Combat spells and Enchantments in the Survivor's Backpack are considered equipped in Hand. With this Skill, a Survivor could effectively be considered as having several Combat spells and Enchantments cards equipped in Hand. For obvious reasons, they can only use 2 identical Dual Combat Spells at any given time. Choose any combination of 2 before resolving Actions or rolls involving the Survivor.

Spellcaster – The Survivor has 1 extra free Action. This Action may only be used for a Magic Action or an Enchantment Action.

Sprint – The Survivor can use this Skill once during each of 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.

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

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

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

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

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

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

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

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

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

Zombie Link – The Survivor plays an extra Turn each time an Extra Activation card is drawn from the Zombie pile. They play before the extra-activated Zombies. If several Survivors benefit from this Skill at the same time, choose their Turn order.



INDEX

Abomination 18
Accuracy 14, 33
Actions 21
Actor 9
Armor 26
Backpack Slot 17
Barrier 37
Body Slot 17
Building 9
Combat 23, 32
Combat Spell 12
Damage 14, 33
Danger Level 16
Dice 14, 32
Door Opening 13, 21
Dragon Fire 36
Dual 14, 32
Enchantment Action 24
End Phase 8
Equipment 12
Experience 16
Extra Activation 27, 29
Fatty 18
Friendly Fire 35
Hand Slot 14, 17
Hedge 37
Horde 19
Inventory 17
Line of Sight 10
Magic Action 23, 35
Melee Action 23, 33
Melee Weapon 13
Move 21
Movement 11
Necromancer 18, 30
Noise 13, 15, 24
Objectives 24
Orc Zombies 18
Players' Phase 8, 21
Quests 40
Range 14, 34
Ranged Action 23, 34
Ranged Weapon 12
Reloadable Weapons 35
Reorganize/Trade 23
Room 9
Runner 18, 28
Search 21
Setup 6
Shield 26
Siege Actions 24, 35
Silent 14
Skills 16, 54
Spawn 22, 28
Starting Equipment 6
Street 9
Targeting Priority 34
Trebuchet 24, 35
Vault Artifacts 6, 13
Walker 18
Waterhole 37
Wounds 25
Zombie Activation 25
Zombie Attack 25
Zombie Move 26
Zombies' Phase 8, 25
Zone 9

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GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY!

Each Game Round begins with:

PLAYERS' PHASE

The first player activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per Activation.

- **Move:** Move 1 Zone (spend extra Actions if there are Zombies).
- **Search** (1x per Turn): In a Building Zone free of Zombies only. Draw a card from the Equipment deck.
- **Open a Door:** Spawn Zombies inside a building if it's the first door.
- **Reorganize/Trade:** Exchange Equipment with another Survivor standing in the same Zone. You can trade however you want, it doesn't have to be even.
- **Combat Action:**
  - **Magic Action:** Equipped Combat spell required.
  - **Melee Action:** Equipped Melee weapon required.
  - **Ranged Action:** Equipped Ranged weapon required.
- **Enchantment Action:** Equipped Enchantment required.
- **Take or Activate an Objective** in the Survivor's Zone.
- **Make Noise:** Put a Noise token in the Survivor's Zone.
- **Do Nothing.** All remaining Actions are lost.
- **Siege Action:**
  - **Moving a Trebuchet** (3 Actions): Destroyed in Waterhole.
  - **Firing a Trebuchet** (3 Actions): Target a Zone at Range 2+ or the Horde. No Line Of Sight required. Accuracy 3+ if any Survivor has a Line Of Sight on the target Zone. Choose:
    - **Scattershot.** 6 dice. Accuracy 4+. Damage 1.
    - **Grapeshot.** 3 dice. Accuracy 4+. Damage 2.
    - **Boulder.** 1 die. Accuracy 4+. Damage 3.

When every player's finished:

ZOMBIES' PHASE

Step 1– Activation: Attack OR Move

All Zombies spend 1 Action doing 1 of these 2 things:

- Zombies in the same Zone as at least 1 Survivor Attack them.
- The Zombies which didn't Attack, Move.

Necromancers follow special rules (see P. 30).

Each Zombie favors visible Survivors, then Noise. Choose the shortest path. If several paths share the same length, split the Zombies in equal groups.

NOTE: Runners get 2 Actions per Activation. Once all Zombies have taken their first Action, Runners go through the Activation Step again to resolve their second Action.

Step 2– Spawn

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

END PHASE

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

TARGETING PRIORITY ORDER

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

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

(1) Abomination: Ignore Armor rolls.