
An expansion for
ZOMBICIDE: BLACK PLAGUE
ZOMBICIDE
WULFSBURG
ADDITIONAL RULES
AND QUESTS

Chapters

Game Components 2
Introducing Wulfsburg 3
New Zombies: Zombie Wolfz 4
Wolfbominations 4
Updated Targeting Priority Order 5
New Tiles: Towers 5
Magic Equipment 9
Ultrared Mode 10
Additional Quests 11



Game Components

2 Game Tiles (Double-Sided)



4 Survivor Miniatures and ID Cards



Theo *Ariane* *Morrigan* *Karl*



22 Zombie Miniatures



1 Wolfbomination



21 Zombie Wolfz

4 Survivor Dashboards



32 Trackers



4 Survivor Colored Bases



30 Mini-Cards

22 Equipment cards

- Axe Of Carnage x1
- Bastard Sword x2
- Chain Lightning x2
- Chaos Longbow x1
- Deflecting Dagger x1
- Disintegrate x2
- Dragon Fire Blade x1
- Earthquake Hammer x1
- Flaming Great Sword x1
- Ironclad: Zombie Wolfz x1
- Mana Blast *(starting Equipment)* x1
- Quicksilver Sword x1
- Shield Of Ages x1
- Short Bow *(starting Equipment)* . x1
- Short Sword *(starting Equipment)* x2
- Storm Bow x1
- Transmutation x1
- Vampire Crossbow x1



8 Zombie cards (#55 to #62)



Introducing Wulfsburg

The zombie invasion took everyone by surprise. Fortunately, some among us are usually prepared for the worst of all situations. Although, can anyone be truly prepared for streets and alleys choked with the walking dead? Still, after the initial mass zombicide, we climbed atop the pile of (finally) still corpses to find the entire city taken. This was no mere riot, contained in a single district led by petty cultists. No, the Necromancers had assaulted the entire kingdom, and our beloved city was just a pawn on the chessboard. The Necromancers have seized the princes' seats in the highest towers, and now their damned wolfz prey upon the living. Yet the fight still goes on. We are not alone! We must unite and stand. The future is ours!



Wulfsburg **requires a core** *Zombicide: Black Plague* **box to play. Using it to enhance your games is easy: unless stated otherwise in the Quest's briefing, simply add all** *Wulfsburg* **Equipment and Zombie cards to their respective standard piles.**

New Zombies: Zombie Wolfz

We now believe the wolves were the first signs of the coming horde.

They hunt, certainly, but nothing will draw them like a fresh kill. Scavenging is smart, and numerous wolves can run any lone mountain lion off their kill. When they first encountered the shambling hordes, straggling in like the zombies do, we're sure the wolves couldn't resist such easy prey. But, eating that infected meat... well. It changed them.

The old druid that lived beyond the first ridge warned us that something wasn't right. He said we should be extra wary. A few long-ranging hunters ignored him. They never returned.

Now the 'wolfz' are here. They roam the city streets, right alongside their zombie kin.



The hunting season is open for Zombie Wolfz. Run!

Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rule: Zombie Wolfz have 3 Actions per Game Turn. After all Zombies (including the Runners and Zombie Wolfz) have gone through their Activation step and resolved their first Action, the Runners and Zombie Wolfz go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to Attack. Then the Zombie Wolfz go through the Activation step for a third time, using their third Action to attack a Survivor in their Zone or Move if there is nobody to attack.



Wolfbominations

The Big Bad Wolf exists, and it is a bloodthirsty nightmare. We don't know yet how the Wolfbominations are created, if they are just alpha males turned zombies or the result of hideous experiments, but there is one thing for sure: if you see one, keep away from it for as long as you can. And save dragon bile for them, whatever comes for you first.



Beware the (infected) Big Bad Wolf!

Min. Damage to destroy: Damage 3
Experience provided: 5 points
Special rules:
· Wolfbominations are Abominations.
· Wounds inflicted by Abominations can't be prevented by Armor rolls.
· A Damage 3 weapon or Dragon Fire is required to kill an Abomination.
· Wolfbominations have 3 Actions per Game Turn. This is played in the same way as Zombie Wolfz.



TARGETING PRIORITY ORDER

This updated Targeting Priority Order chart includes *Zombicide: Black Plague* and this expansion.

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

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.
(1) Abomination: Ignore Armor rolls.
(2) Wolfbomination: Ignore Armor rolls.

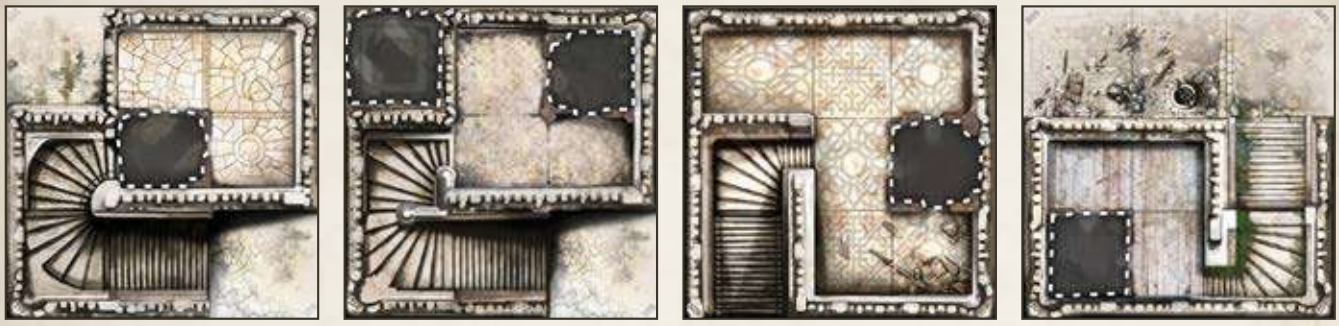
NEW TILES: TOWERS

We've got a few high towers around the city. Some still cling to their sanctified status, and serve as bulwarks against the encroaching horde. Others have fallen to the necromancers, and are places of death. They're highly strategic structures, for one because they offer unprecedented fire zones for wizards and archers (on both sides), and for two they offer greater visibility. Superior tactical intelligence will win us this fight, make no mistake. Yet, if you can see the zombies, they can see you. They hunt primarily by sight. Don't draw in more than the tower can withstand.



Wulfsburg features four towers on both sides of two additional tiles. They are great to deepen the fantasy theme in your *Zombicide* games, as well as adding a strategy component to your Quest plans. They can be used to control vast areas on the board without fear of Zombie retaliation (as long as your rate of fire is high enough), or as starting areas for your Survivors and foes. We all love almighty necromancers laughing maniacally from the top of their dark towers!

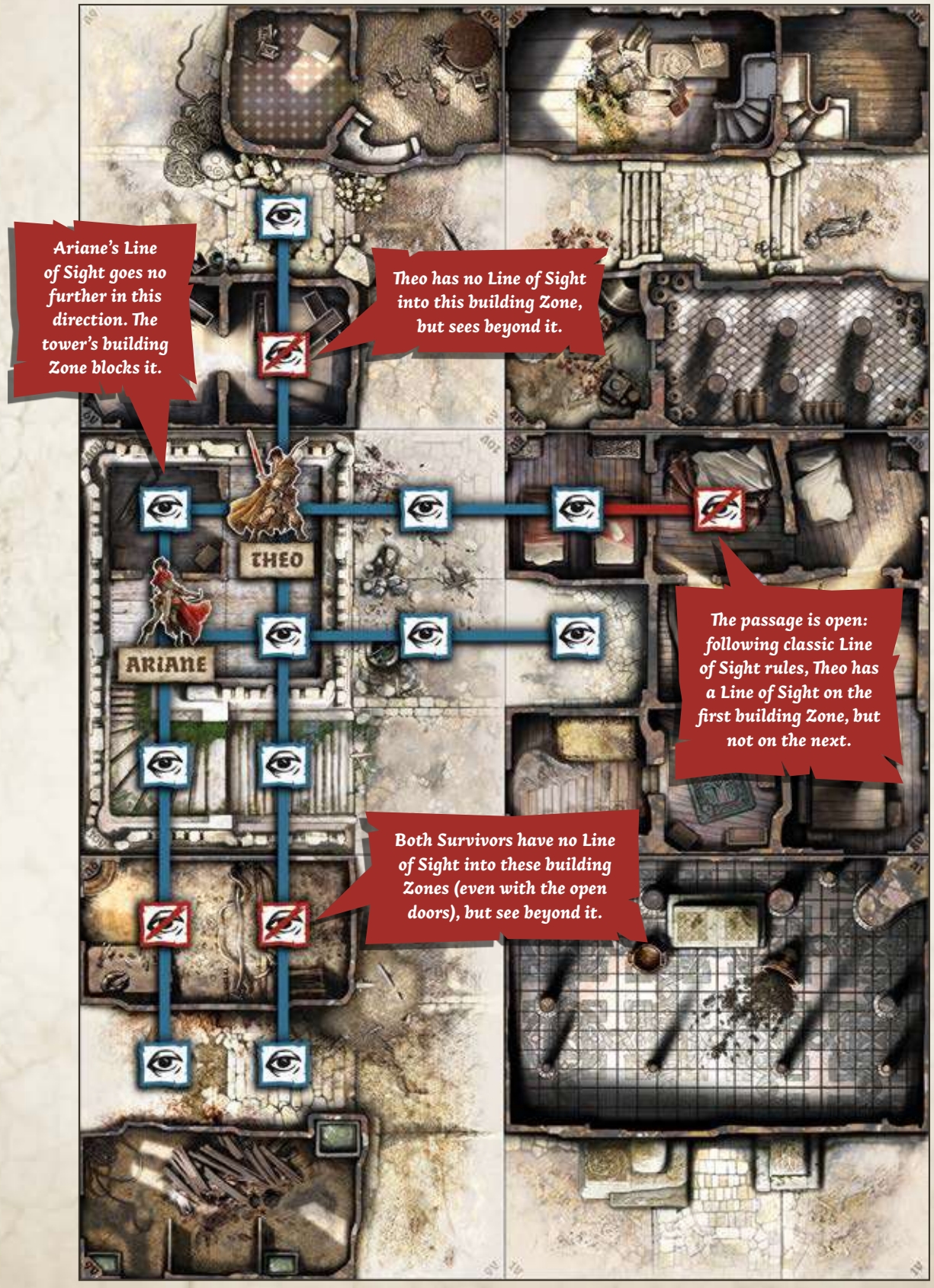
Tower tiles feature both building and street Zones, bordered by **ramparts** (see examples on the next pages).
- Ramparts can't be crossed but don't block Lines of Sight.
- Ramparts can be shot through.
- An Actor in a tower Zone can see over a building to Zones beyond it. Likewise, any Actors in one of these Zones has a Line of Sight to the Actor on the tower.
- A Survivor can shoot from a tower Zone, over a building Zone. The building Zone that is shot through counts towards the weapon or spell's Range, but there is no Line of Sight to it.
- Lines of Sight can't be drawn between tower Zones bordered with ramparts and building Zones next to them, even with an open door.

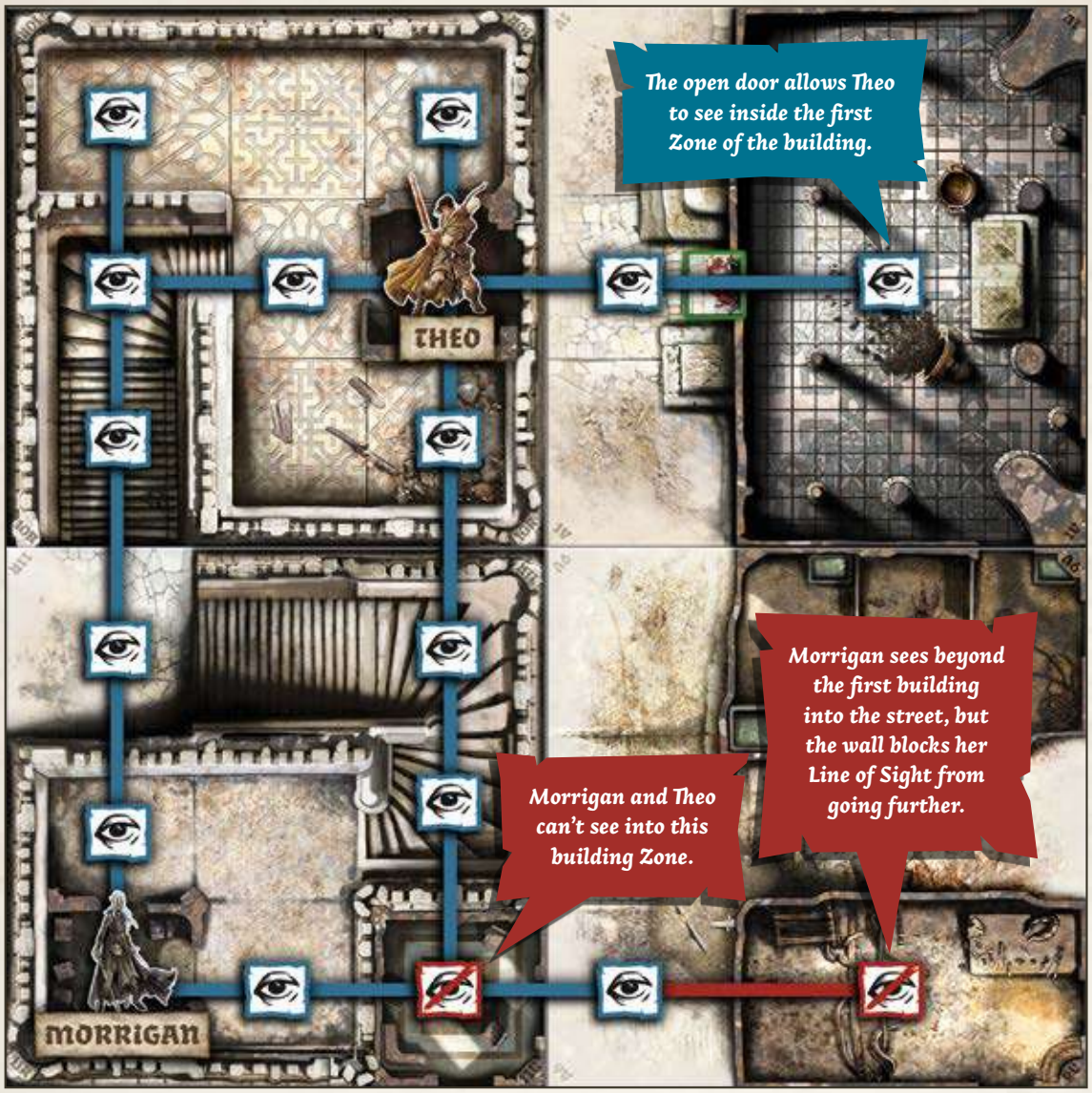


Each tower tile featured in **Wulfsburg** *has nine Zones. The building Zones are marked here. All other Zones in these tiles are street Zones.*



Here are Ariane and Theo's Lines Of Sight while being on a tower.




The open door allows Theo to see inside the first Zone of the building.
THEO
Morrigan sees beyond the first building into the street, but the wall blocks her Line of Sight from going further.
Morrigan and Theo can't see into this building Zone.
MORRIGAN


KARL
Karl and the Walker have a Line of Sight to each other through the rampart. None of them sees inside the building Zone.
The Walker takes this route to reach Karl.

Magic Equipment

We peasantry knew about magical weapons and armor from stories and legends of course, relics of great wars, now long past. They'd become collector's pieces for the rich and noble, magnificent trophies won with coin rather than blood. When the horde came, it didn't take long for their own armsmen to seize upon these artifacts. The nobles even encouraged it... anything at all to save their blue blood from the zombie hordes. But even a great flaming weapon is not enough for a lone warrior, surrounded and alone. Now these treasures lay in the streets, mingled with the muck and mud. In the right hands – smarter hands – these arms shall forge legends of our own!

Wulfsburg comes with ten Magic Equipment cards:
- Axe Of Carnage
- Chaos Longbow
- Deflecting Dagger
- Dragon Fire Blade
- Earthquake Hammer
- Flaming Great Sword
- Quicksilver Sword
- Shield Of Ages
- Storm Bow
- Vampire Crossbow



Magic Equipment cards are Equipment cards in every aspect, but feature a specific Danger Levels pre-requisite of their own, represented by the gems at the top of the card. They can only be used by Survivors at the Danger Levels displayed by unbroken gems on the card. **Unless they are armors, Magic Equipment cards can't be equipped in Body slots.**
Magic Equipment cards often have special rules. Feel the power!



ULTRARED MODE

Those who fight for money are constantly weighing costs. If the balance tips away from their love of coin, they flee. Those of us who fight for survival have no such option. There's still a cost to be paid, and that cost isn't just your life. It's the lives of your loved ones: the husband with the lame leg, or your wife and children, who have never raised a blade against anyone. The scales are permanently weighted, and flight is not an option. Make this your edge.

Imagine the zombies tearing into the helpless. Worse, imagine you yourself tearing into your own, now risen as abominations. That red you're seeing now... that's the rage that will see you win.

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 his 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 any *Zombicide: Black Plague* Skills (except those featuring brackets, such as Starts with [Equipment], for example) upon reaching Orange and then Red Level.

EXAMPLE: Morrigan just earned her 43rd experience point, getting to the Red Level. She has the following Skills: Reaper: Combat (Blue), +1 Action (Yellow), +1 free Melee Action (Orange) and Bloodlust: Combat (Red).
The player moves the experience tracker back to the start as the zombicide continues. Morrigan is still at Red Level, and keeps on earning experience points as she kills Zombies.
Morrigan doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time: she has all available Skills for these Levels. Reaching the Orange Level again, she gains "Spellcaster", her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the two remaining ones for this Level and goes for "+1 to dice roll: Magic". The experience counter returns to the start.
During her third turn on the experience bar, Morrigan doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "+1 Damage: Melee". The experience counter goes to the start again.
From now on, Morrigan 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.



Additional Quests

These Quests were conceived and tested mixing *Wulfsburg*'s contents with *Zombicide: Black Plague*. Feel free to add or alter anything you want, at your own risk!

Quest 1:
Welcome to Wulfsburg

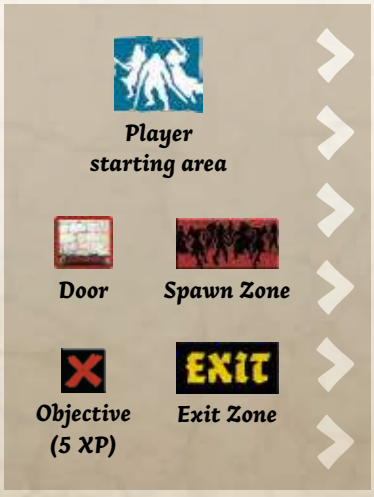
EASY / 6 SURVIVORS / 60 MINUTES

The prosperous city of Wulfsburg earned its name due to the many wolf packs roaming the surrounding forests and mountains. Nobles and merchants built tall towers here, the better to view the scenic valley (and display their wealth and status). With the plague's coming, the wolf packs attacked wandering zombies, and fell victim to the infection themselves. Now hungry for living flesh, the wolfz' made the city their new hunting ground.

Wulfsburg has become a Necromancer outpost, populated with hidden, terrified survivors. We're on our way to liberate the city. Breaching the inner city will take time, however, and we'll need supplies. Fresh food is scarce, but still to be had.

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1V, 3V, 5R, 6V, 8V & 10V.**

5R	8V
1V	10V
6V	3V





Objectives

Reach the objectives in this order to win the game:
1– Gather all you need for your punitive trip. Take all Objectives. Some of them hide nice surprises!
2– Reach the inner city. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

Special Rules

· **Setup.** Put the blue and the green Objectives randomly among the red Objectives, face down.

· **Dirty lethal secrets.** Each Objective gives 5 experience points to the Survivor who takes it. Taking either the blue or green Objective also grants a random Vault artifact.



QUEST 2:

KNOW YOUR ENEMY

MEDIUM / 6 SURVIVORS / 90 MINUTES

Wulfsburg sustained some unusual damage, as if a civil war had raged inside. In some place, people were not killed by zombies but by soldiers. We don't know yet if survivor groups are prone to fighting one another here, or if someone tried to invade the infested city, killing any survivors they ran across in the process. Exploring the area could give us a clue.

Come to think of it, Wulfsburg was known for its elven beer. That would be a rare treat!

9V	11R
4R	6R
1R	10V



Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1R, 4R, 6R, 9V, 10V & 11R.**

Objectives

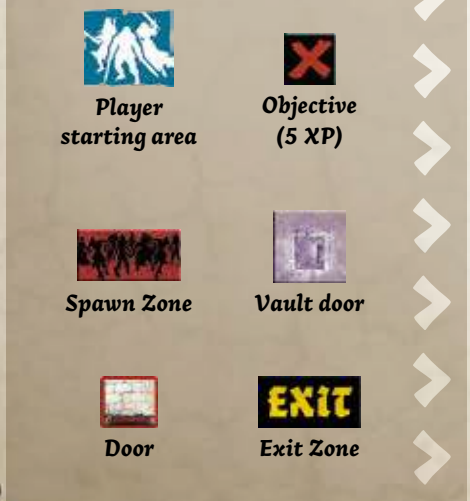
Reach the objectives in this order to win the game:
1– Get a clue. Take all Objectives.
2– Reach the Exit. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

Special Rules

· **Setup.** Put a random Vault artifact in the Vault.

· **Find the clues.** Each Objective gives 5 experience points to the Survivor who takes it.





QUEST 3:
THE EVIL TWINS

MEDIUM / 6 SURVIVORS / 120 MINUTES

We found a soldier's journal among the bloodstained houses. It seems a foreign prince had come to Wulfsburg shortly after the invasion began with his private army. Even its fallen state, the city retains its wealth. Zombies aren't interested in treasure, so he thought it'd be an easy conquest.

The blood-spattered journal ends with an entry about a pair of abominations stalking the final few survivors from the prince's retinue. The 'Evil Twins' they were called, and they seem to haunt the Usurer's Ward, a block away.

They've surely caught our scent now as well, and could attack at any time. So, we'll attack first.
The best defense is sometimes all-out offense, right?

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **2R, 3V, 4V, 5V, 6R, 7R, 9V, 10V & 11V.**

Objectives

Reach the objectives in this order to win the game:
1– Monster hunting. Take all Objectives. The Evil Twins are hiding out there and must be stopped!
2– Reach the Exit. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it, and no Abomination in play.

Special Rules

· **Setup.**
- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put a Vault artifact randomly in each Vault.

· **Hide and Stink.** Each Objective gives 5 experience points to the Survivor who takes it. Taking either the blue or green Objective also spawns an Abomination in the Zone. If an Abomination is already in play, taking the colored Objective spawns a Zombie card read at Red Level's worth of Zombies in the Zone instead.









7R	4V	2R
3V	5V	10V
11V	6R	9V



QUEST 4:
THE AMBUSH

MEDIUM / 6 SURVIVORS / 90 MINUTES

We were returning to our haven as night began to fall, when the wizard spotted some esoteric writing on the walls. Before our eyes they flared to brilliance, and we heard shuffling footsteps! An ambush! Someone placed zombie lures all around, and the infected are hot on our trail! We must resist long enough to destroy the lures and secure our escape. The Necromancers know we're here, and consider us a threat. I don't know what to think about this flattering change.

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **3V, 5R, 8R, 9V, 10V, & 11V.**

8R	5R	3V
10V	9V	11V

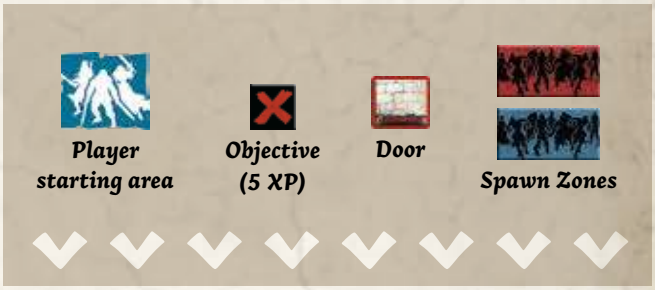
Objectives

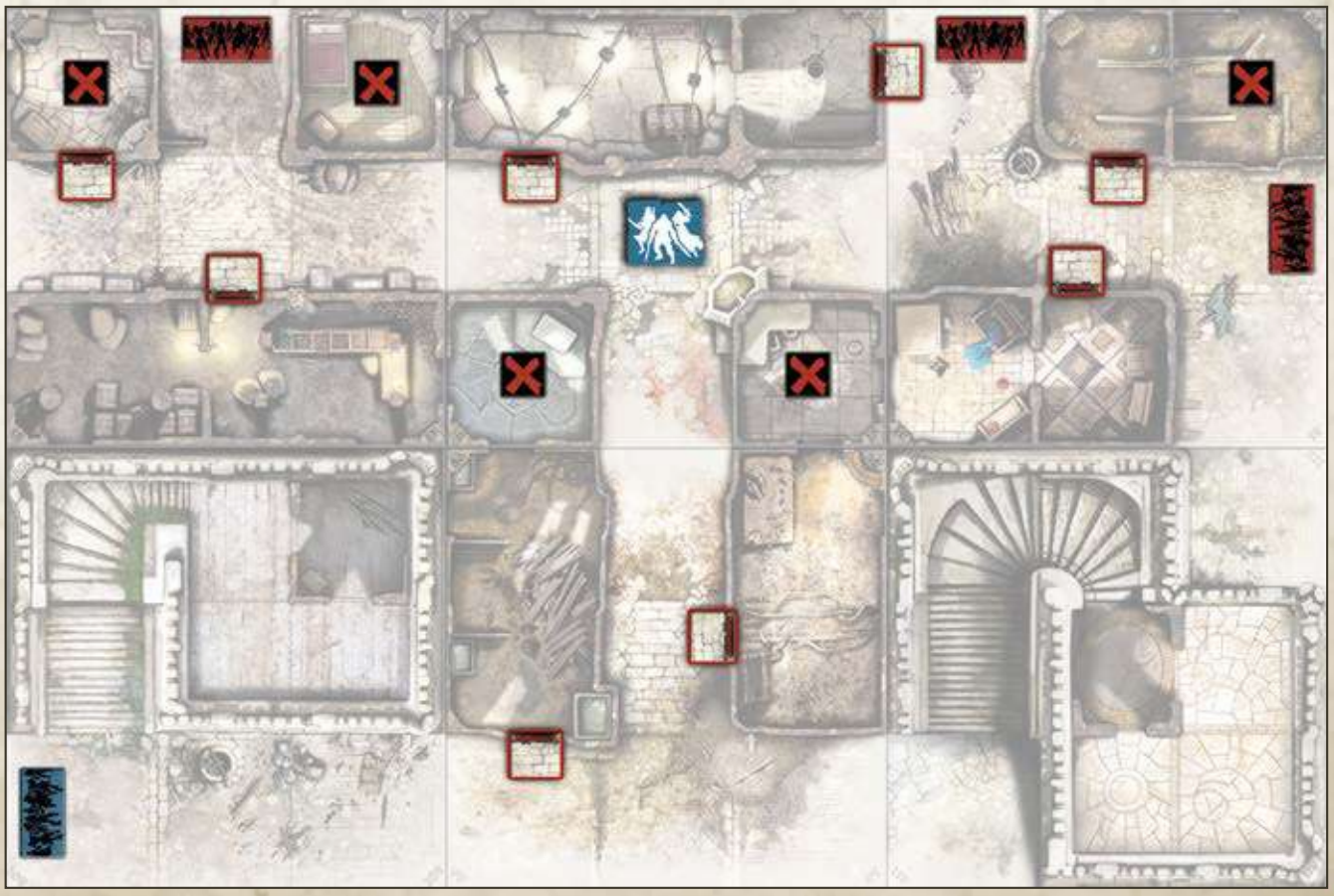
Clear the breach. You can achieve the first two objectives in any order.
· **Destroy the lures.** Take all Objectives.
· **Secure the way out.** Get the blue Spawn Zone out of the board by killing Necromancers.
Then, get at least one Survivor in each tower of tiles 10V and 11V.

Special Rules

· **Zombie lures.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Clear the way!** The blue Spawn Zone represents the Necromancers' chokepoint. Lock it down for good! It's active at the start of the game, and can be removed as usual using Necromancer rules.





QUEST 5:
IMMORTAL

MEDIUM / 6 SURVIVORS / SPECIAL

Night has fallen, and the zombies are still dogging our footsteps by the dozen. To make matters worse, we seem to have killed the same Necromancer at least four times. He keeps coming back, over and over. He's rallying his hordes and summoning more. We're experienced survivors, but we're still just mortals. We either figure out how to kill him permanently, or die from exhaustion. The wizards say he likely has some kind of magical anchors binding him to this area. If we destroy them, we can probably kill him for good and take a rest. (And then I can enjoy some of that Elven brew I found before. Don't tell anyone!)

11R	3V
6R	10V
8V	1V





Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1V, 3V, 6R, 8V, 10V & 11R.**

Objectives

Reach the objectives in this order to win the game:
1– Destroy the anchors. Take all Objectives.
2– Purge the evil. You win the game when there are no colored Spawn Zones and no Necromancers on the board.
NOTE: This Mission's duration relies in great part on luck.

Special Rules

· **The anchors.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Weak points.** The blue and the green Spawn Zones are active at the start of the game. They can't be removed when a Necromancer is killed (see below).

· **Immortal (?)** Necromancers don't add a Necromancer Spawn Zone token when they spawn on the board. However, when they spawn through a colored Spawn Zone (blue or green), that Spawn Zone token is replaced with a Necromancer Spawn Zone token.

QUEST 6:
ZOMBIE COURT

HARD / 6 SURVIVORS / SPECIAL

We finally discovered the fate of that invading prince and his retinue. They were hunted, encircled, and butchered by a giant zombie wolfz pack. Fresh cadavers are everywhere.

Wait.

Make that: fresh zombies are everywhere. Well, let's call this morning training, eh?

While we're here, let's find the prince's royal implements; a crown or scepter for example. It would be nice to return them to the king, and a good reminder that the land belongs to free people now!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1R, 3V, 6V, 9V, 10V & 11R.**



Objectives

Get the crown and the scepter. Find the blue and the green Objectives to win the game.
NOTE: This Mission's duration relies in great part on luck.

Special Rules

· **Setup.**
- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put a Vault artifact randomly in each Vault.

· **A dangerous quest.** Each Objective gives 5 experience points to the Survivor who takes it. It also triggers a Zombie Spawn in the Zone (except for the blue and the green Objectives).

11R	6V	3V
1R	9V	10V









QUEST 7:
BLOOD RED

MEDIUM / 6 SURVIVORS / 180 MINUTES

We've discovered a district just packed with zombies. The Necromancers use the wolfz to round them up and herd them here. We don't know why, but packing such large numbers of infected into such close quarters is a target too tempting to ignore!

Let's show them why it's called zombicide!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **2R, 3V, 6R, 9V, 10V & 11R.**

2R	9V	3V
10V	6R	11R

Objectives

Paint it red. Get every Survivor to Ultrared levels (see Ultrated Mode P. 10).

Special Rules

· **Setting.** Put the blue and the green Objectives randomly among the red Objectives, face down.

· **One step closer to the Apocalypse.** Each Objective gives 5 experience points to the Survivor who takes it. Taking the blue or the green Objective also grants a random Vault artifact.

· **Special guests.** Only the Necromancer Spawn Zone token can be removed when a Necromancer is killed.











QUEST 8:
THE GHOST DOOR

HARD / 6 SURVIVORS / 150 MINUTES

Being reliably sturdy and easy to defend, towers are havens of choice for any survivor group, and for Necromancers as well. The wealthy Wulfsburg is home to many towers built by merchants and nobles as headquarters for their guilds and testimonies to their wealth.

One of these towers bears the mark of the 'immortal' Necromancer that we killed yesterday. Taking a peek at his stuff could give us a clue about the Necromancers' master plan (if there even is such a thing). He had plenty of guards, but we're betting on some nice artifacts too!



Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1R, 2R, 3V, 5R, 6V, 7V, 8R, 9V & 10R.**

Objectives

Reach the objectives in this order to win the game:
1– Achieving power. Get at least one Survivor to the Red Danger Level.
2– Through the Ghost Door. Reach the Exit Zone with a Survivor at the Red Danger Level. He may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

Special Rules

· **Setup.** Put two random Vault artifacts in the Vault.

· **Nice artifacts.** Each Objective gives 5 experience points to the Survivor who takes it. It also grants him an Equipment card of your choice, taken either from the Equipment deck or the Equipment discard deck. The Survivor can then reorganize his Inventory for free. Shuffle the deck afterwards.







1R	9V	3V
2R	10R	5R
6V	8R	7V



Player starting area



Door



Objective (5 XP)



Spawn Zone



Exit Zone



Vault door



QUEST 9:
THE ZOMBIE ARMY

HARD / 6 SURVIVORS / 120 MINUTES

We found another Necromancer's lair! The good news is: it's filled with treasure! The bad news is: the Necromancers have spotted us. Even now, their hordes encircle us. But by now, we're all experienced survivors. We've faced worse than just this petty army, right? Zombicide!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1V, 6R, 9V & 10R.**

Objectives

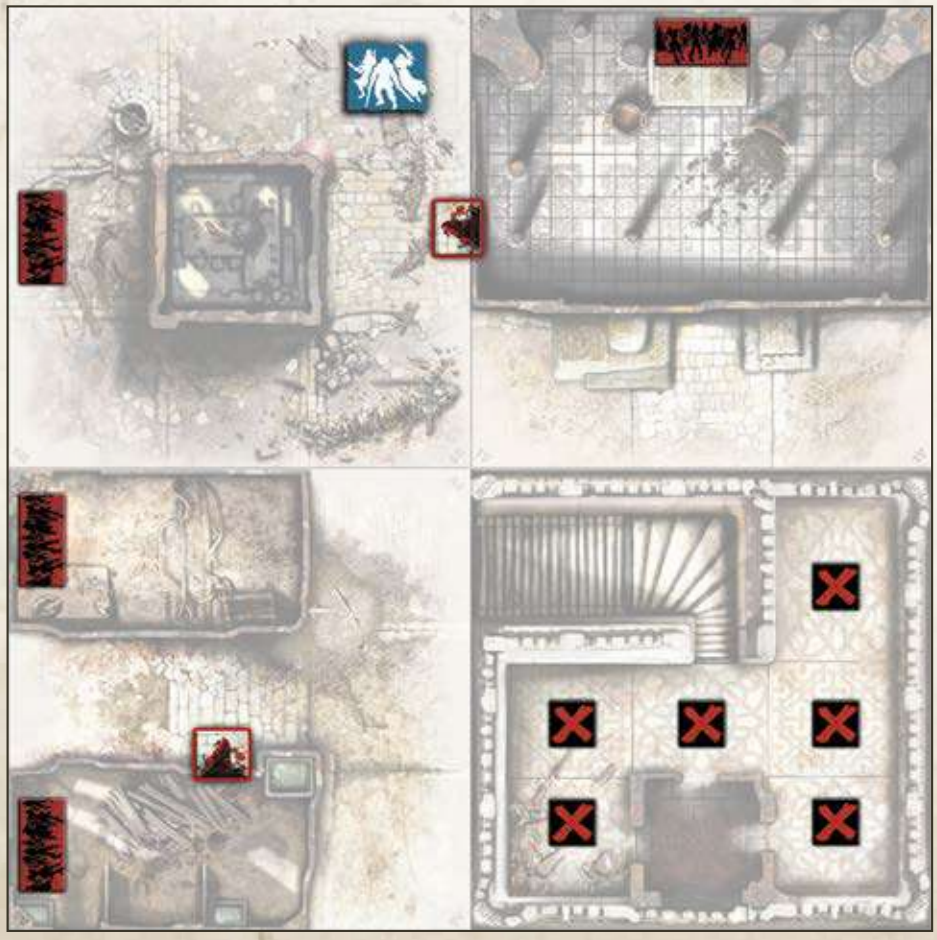
Facing a zombie army. The Zombie deck is not reshuffled once the sixth Spawn Zone token is put on the board (see the Special Rules). The game is won when the Zombie deck is empty and no Zombie remains on the board.

Special Rules

· **Setup.** Put the blue and the green Objectives randomly among the red Objectives, face down.

· **Necromancer treasure.** Each Objective gives 5 experience points to the Survivor who takes it.
- Taking the blue or the green Objective also grants a Vault artifact of your choice.
- Taking a double-sided red Objective also grants the Survivor an Equipment card of your choice, taken either from the Equipment deck or the Equipment discard deck. The Survivor can then reorganize his Inventory for free. Shuffle the deck afterwards.





· **The zombie army.** Spawn Zone tokens can't be removed. That includes Necromancer Spawn Zones. Once the sixth Spawn Zone is set on the board, Necromancers don't come with Necromancer Spawn Zones anymore. However, the game is lost if a Necromancer leaves the board afterward!





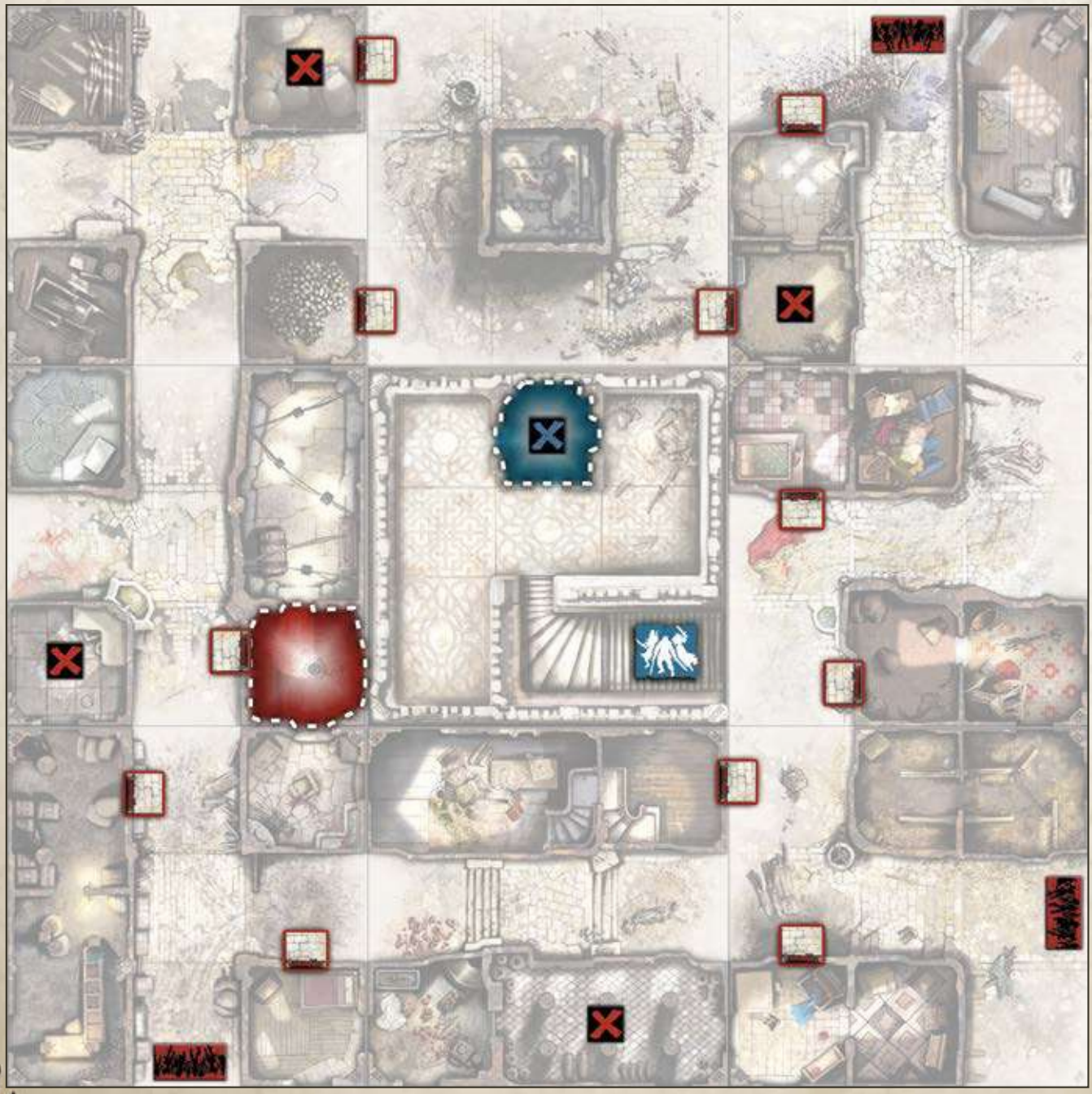
QUEST 10:

A COIN FOR THE FERRYMAN

HARD / 6 SURVIVORS / 180 MINUTES

7V	6R	1R
5R	10R	2R
8R	4R	3V

Turns out the Necromancers are human after all. They've been using the towers to boost their egos and pile up plundered treasure, just like their former owners did. But, the Necromancers have also opened magical gates leading to some hidden place! The next step in their invasion, perhaps? Who knows? Finding these towers and sealing the gates will trap them here in Wulfsburg with us. Then we finish it, once and for all!





Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1R, 2R, 3V, 4R, 5R, 6R, 7V, 8R & 10R.**

Objectives

Destroy the Necromancers' portal. Take the blue Objective representing the dark portal. And wish the Necromancers happy holidays!



Special Rules

· **Setup.** Put a random Vault artifact in the marked Zone.

· **Mystical keys.** Each Objective gives 5 experience points to the Survivor who takes it.

· **The Necromancers' portal.** The Zone with the Blue Objective can only be entered when all red Objectives are taken.

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Guillotine Games would like to thank Marbella Mendez, David Doust, Chern Ng Ann, Stephen Yau, Spencer Reeve, Jogando Offline, M. Phal, Gilles Garnier, Jose Rey and our great friend Paolo Parente.

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Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown.

Made in China.

Zombicide: Wulfsburg
First Edition: January 2016

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

GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY RULES.

1 FIRST STEP

Choose the first player at the beginning of the game. He receives the "first player" token.

Each Game Round begins with:

2- PLAYERS' PHASE

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

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

When every player's finished:

3- ZOMBIES' PHASE

Step 1– Activation: Attack OR Move

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

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

Each Zombie favors visible Survivors, then noise.

Necromancer follow special rules.

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

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

Step 2– Spawn

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

END PHASE

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

TARGETING PRIORITY ORDER

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

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

(1) Abomination: Ignore Armor rolls. (2) Wolfbomination: Ignore Armor rolls.