
ZOMBICIDE
BLACK PLAGUE
RULES AND QUESTS

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GAME COMPONENTS

9 GAME TILES (DOUBLE-SIDED)



65 ZOMBIE MINIATURES



35 walkers



14 Fatties



14 Runners



1 Abomination



1 Necromancer

6 SURVIVOR MINIATURES AND ID CARDS



Nelly *Ann* *Silas*



Clovis *Baldric* *Samson*



6 SURVIVOR DASHBOARDS



6 DICE



6 SURVIVOR COLOR BASES



48 TRACKERS

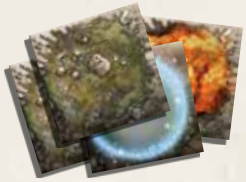


68 tokens

Doors
- Blue x1
- Green x1
- Neutral x12



Dragon Bile x4



Exit point x1



First player x1



Noise x18



Free Action x1



Rotten x1



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



Vault doors
- Violet x2
- Yellow x2



Vault Zone
- Violet x1
- Yellow x1



125 mini-cards

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



54 Zombie cards (#01 to #54)



GET MEDIEVAL!



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

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

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

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

They were wrong.

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

WHAT ABOUT THE MODERN-ERA ZOMBICIDE?



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

Zombicide: Black Plague is a cooperative game where one to six players face hordes of Zombies controlled by the game itself. Each player controls one to six Survivors in a fantasy world invaded by Zombies. The goal is simply to complete the Quest objectives, survive, and kill as many Zombies as possible!

Zombies are slow and predictable, but there are a lot of them. Watch out for their Abomination and Necromancer bosses, too!

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

Survivors can trade equipment, and players can share tactics. Only through cooperation can you achieve the Quest objectives and survive. Battling Zombies is fun, but you will also need to rescue other Survivors, find food and weapons, uncover the Necromancers' secrets, and much more.

After experiencing *Zombicide: Black Plague*, your gaming group will be the ultimate monster hunters!



Setup

1. Choose a Quest.

2. Place the tiles.

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

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



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

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

6. Put aside all Equipment cards with the "Starting Equipment" keyword: a Hammer, a Mana Blast, a Short Bow and three Short Swords. These 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: Inferno and Orcish Crossbow. These cards are identified by a blue back.



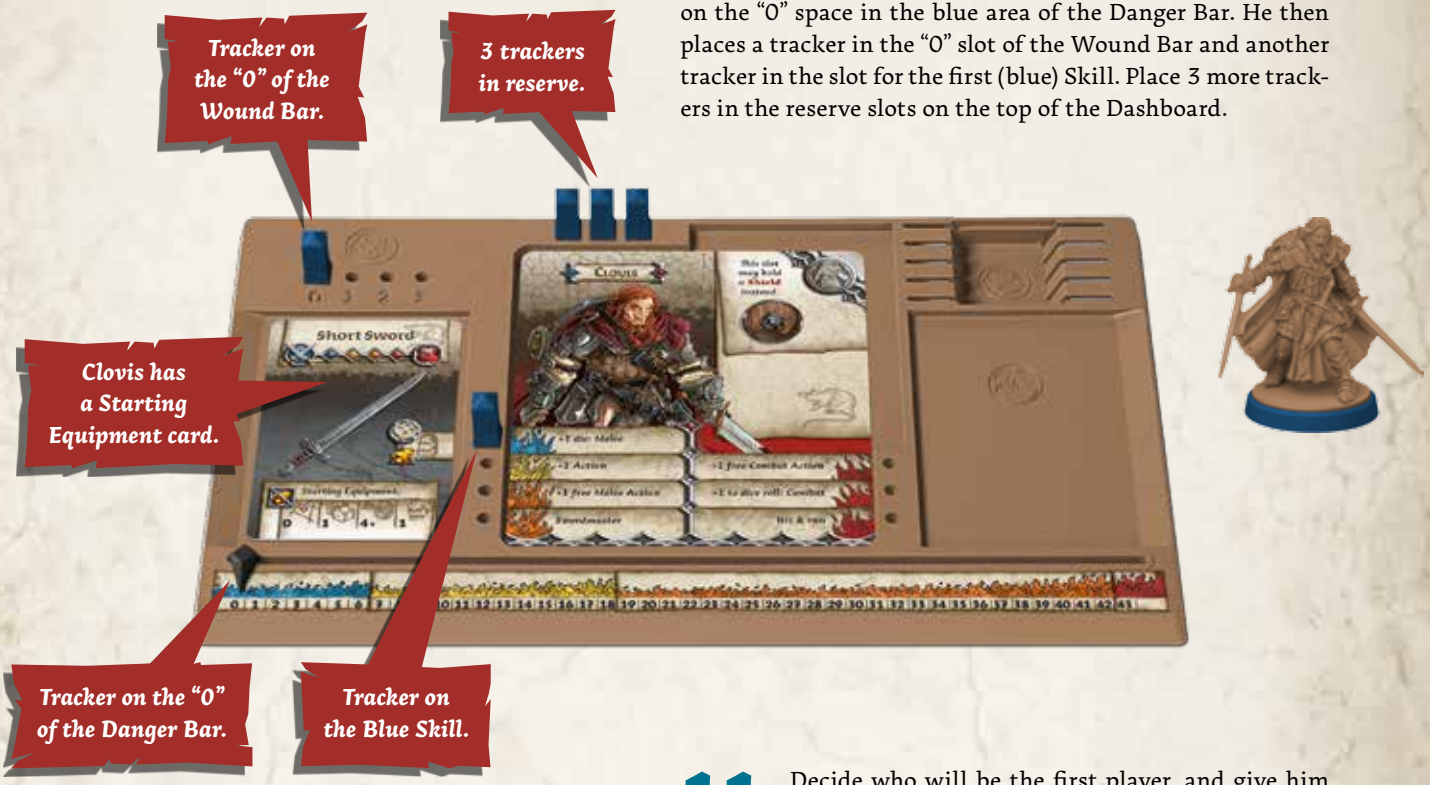
The potent Vault cards are usually hidden on the board as treasures.

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

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

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

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



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



Game Overview

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

Players' Phase

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

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

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

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

Zombies' Phase

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

Once all Zombies have performed their Actions, new Zombies appear in all active Spawn Zones on the board.

The Zombies' Phase is explained in depth on page 23.



End Phase

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

Winning and Losing

The game is lost when all Survivors have been eliminated or if too many Necromancers escape. Some Missions 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: Black Plague* is a cooperative game, so all players win if the Quest objectives are fulfilled.

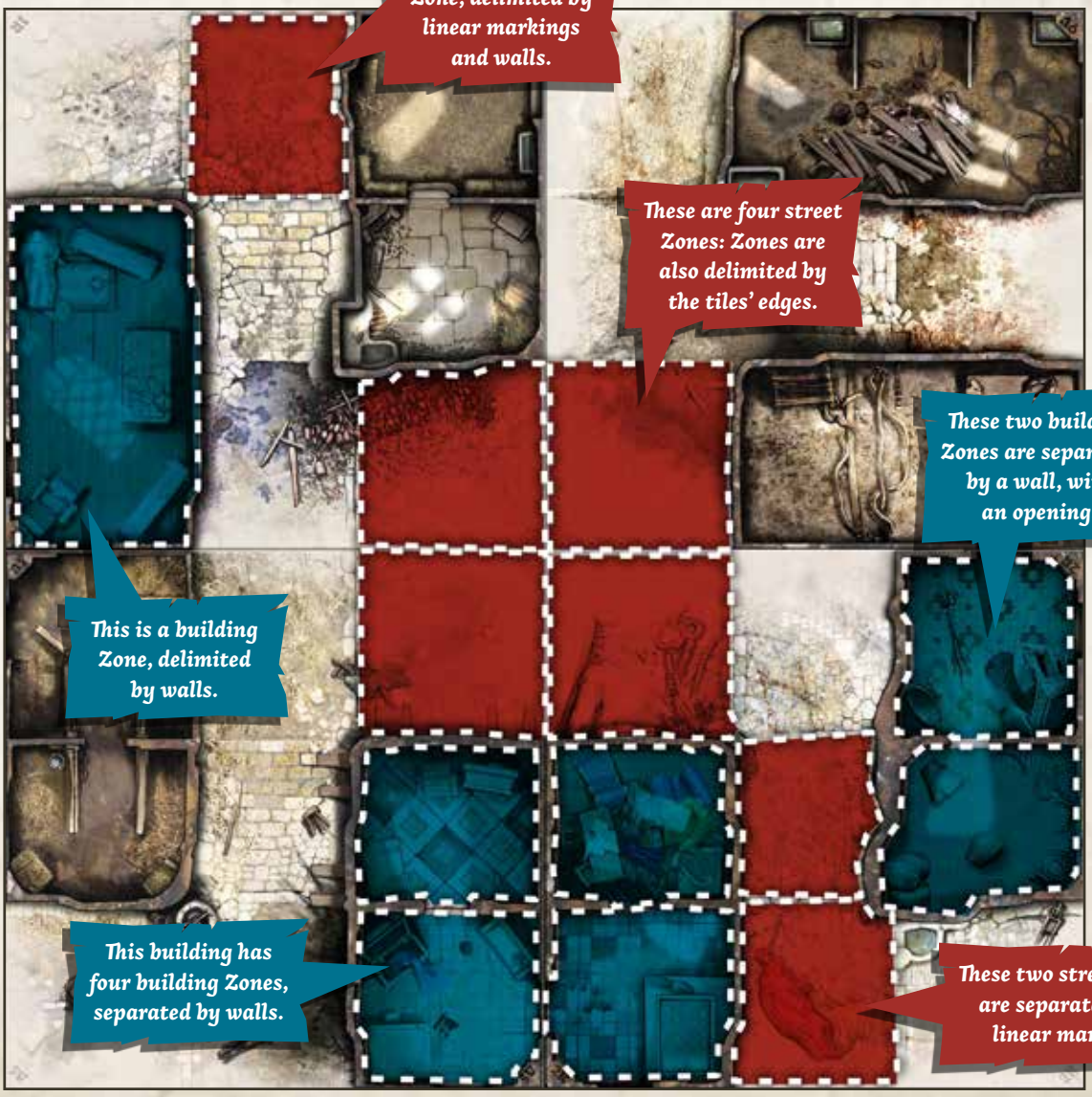


THE BASICS



USEFUL DEFINITIONS

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



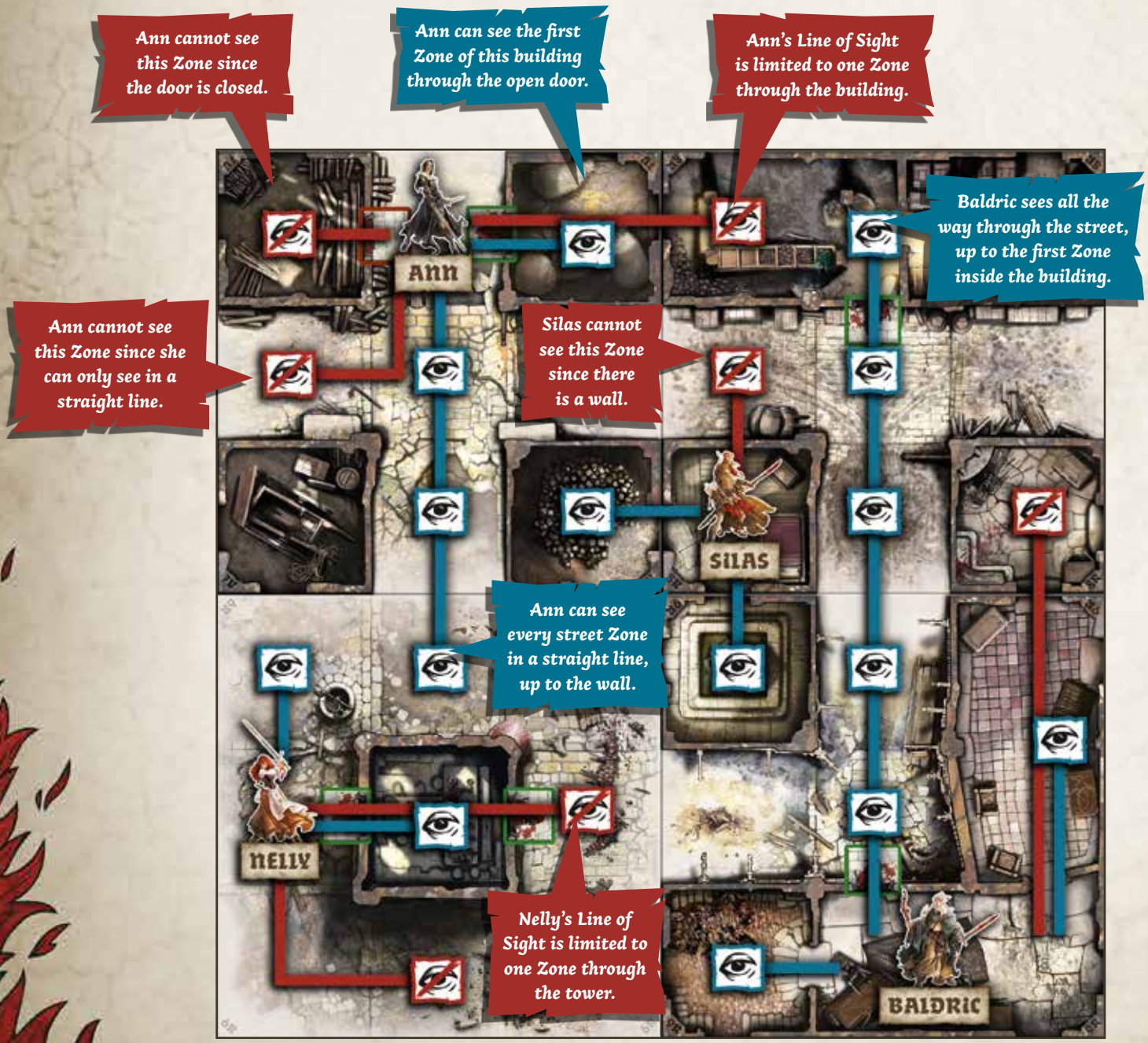
Line of Sight

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

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

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

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



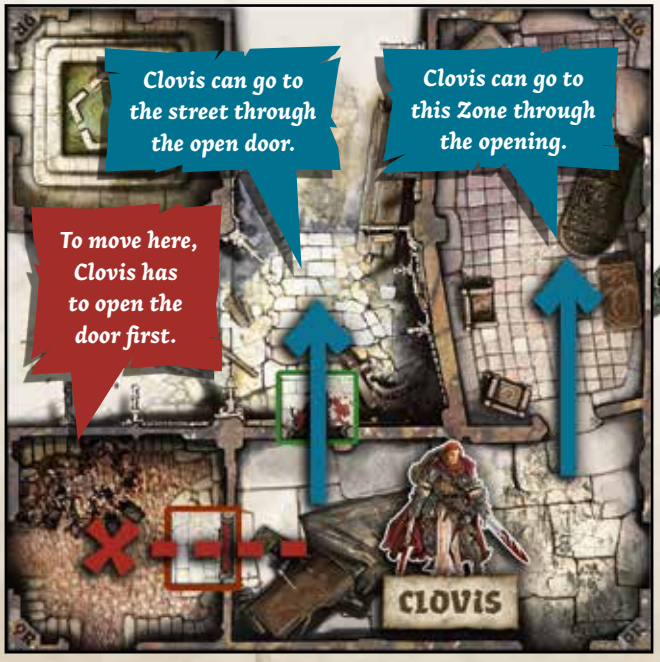
MOVEMENT

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

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

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







READING AN EQUIPMENT CARD

Weapons And Combat Spells

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

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

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



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

· **Ranged weapons** have a maximum Range value of "1" (or more). They are used with Ranged Actions (P. 33). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



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

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



Fireball and Mana Blast are Combat Spells.

Some Equipment cards can belong to several types at once.



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

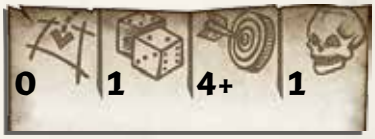
Door-Breaching, Zombie-Killing, And Noisy Equipment



Equipment that allows you to open doors but requires a dice 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 any dice roll has this symbol.



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

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



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



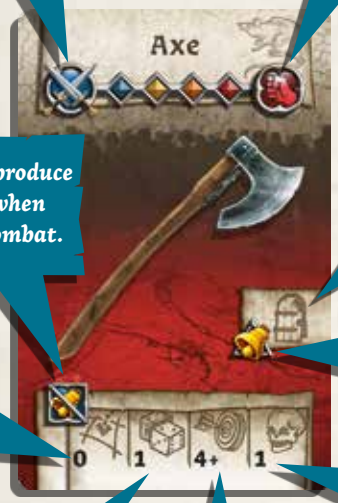
This Action isn't noisy and does not produce a Noise token.

Combat Characteristics

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



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



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

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

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

OPEN DOORS: *Opens doors without any dice roll.*

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

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

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

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

ACCURACY: *Each roll that equals or exceeds this value is a success. Inferior 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 "1" or more indicates the Short Bow is a Ranged weapon.*

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

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

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



NOISE



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

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

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

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

EXAMPLE: Clovis spends an Action to open a door with an Axe. It's a noisy way to open a door. This produces a Noise token. He then attacks a Zombie in his Zone, knocking it down after two Melee Actions. The Axe is a silent killing weapon, so these Melee Actions produce no noise. Two "noises" remain in this Zone: the Noise token produced by opening the door and Clovis' miniature itself.
In another Zone, Baldric executes two Magic Actions with his Fireball. Although he rolled three dice for each Magic Action, he gets only two Noise tokens in his Zone, one for each Magic Action. The Noise tokens remain on the Zone where Baldric produced them; they don't follow him when he moves.

Experience, Danger Level, and Skills

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

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

At each Danger Level, the Survivor gains one new Skill to help him on his Quest (see Skills, page 51). Skills add to each other across Danger Levels: at Red Level, your Survivor will have four Skills. As new Skills are unlocked, place new markers on the Survivor Dashboard to indicate it.

· When a Survivor reaches 7 experience points, his Danger Level moves to Yellow. He gains a fourth Action.

· When a Survivor gets 19 experience points, his Danger Level moves to Orange. He gains one of the two Skills indicated on his ID Card, your choice.

· At 43 experience points, his Danger Level moves to Red. Choose one of the three Skills indicated on his ID Card.

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





0 to 6 experience points: Blue Level, possess a starting Skill.

7 to 18 experience points: Yellow Level, gain a fourth Action.

19 to 42 experience points: Orange Level, choose a Skill among two.

43 experience points: Red Level, choose a Skill among three.



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

Hands



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

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

Body



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

· The Body 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

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



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



THE ZOMBIES

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



Walker

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

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



Fatty

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

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



Runner

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

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



Abomination

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

Min. Damage to destroy: Damage 3
Experience provided: 5 points
Special rules:
· Wounds inflicted by Abominations can't be prevented by Armor rolls (see page 23).
· A Damage 3 weapon is required to kill an Abomination. There is no such weapon in *Zombicide: Black Plague*'s core box. To slay the monster, your team needs to throw Dragon Bile in its Zone and ignite it with a Torch, creating a Dragon Fire (see page 35). Samson can also achieve this at Red Level, using a Damage 2 Melee weapon in conjunction with his +1 Damage: Melee Skill (see page 51).



Necromancer

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

Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rules: Necromancers' special rules are explained in depth on Page 29.



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

PLAYERS' PHASE

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

MOVE

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

– Samson

The Survivor moves from one Zone to the next but cannot move through external building walls or closed doors. If there are Zombies in the Zone the Survivor is attempting to leave, he must spend one extra Action per Zombie to leave the Zone. Entering a Zone containing Zombies ends the Survivor's Move Action, even if he has a Skill that allows him to move through multiple Zones per Move Action (or the Slippery Skill, see page 54).

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

SEARCH

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

– Nelly

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

Remember, you may discard cards from your inventory to make room for new cards at any time, for free.

When the Equipment deck runs out, reshuffle all the discarded Equipment cards (with the exception of Vault cards like Inferno and Orcish Crossbow, but including starting Equipment cards) to make a new deck.

OPEN A DOOR

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

– Ann

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



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

Some weapons have the "Open a door" symbol without a 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, page 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 on the indicated Zone (see Zombies' Phase – Spawn, page 25).

· If you draw an Extra Activation, immediately perform the action indicated on the card.

· If you draw a Double Spawn card (see page 26), don't spawn Zombies in this Zone, and spawn two cards' worth of Zombies on the next.

· Some game effects allow an open door to be locked up. If it is opened again afterward, it won't trigger a new Zombie Spawn.

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

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

Reorganize/Trade

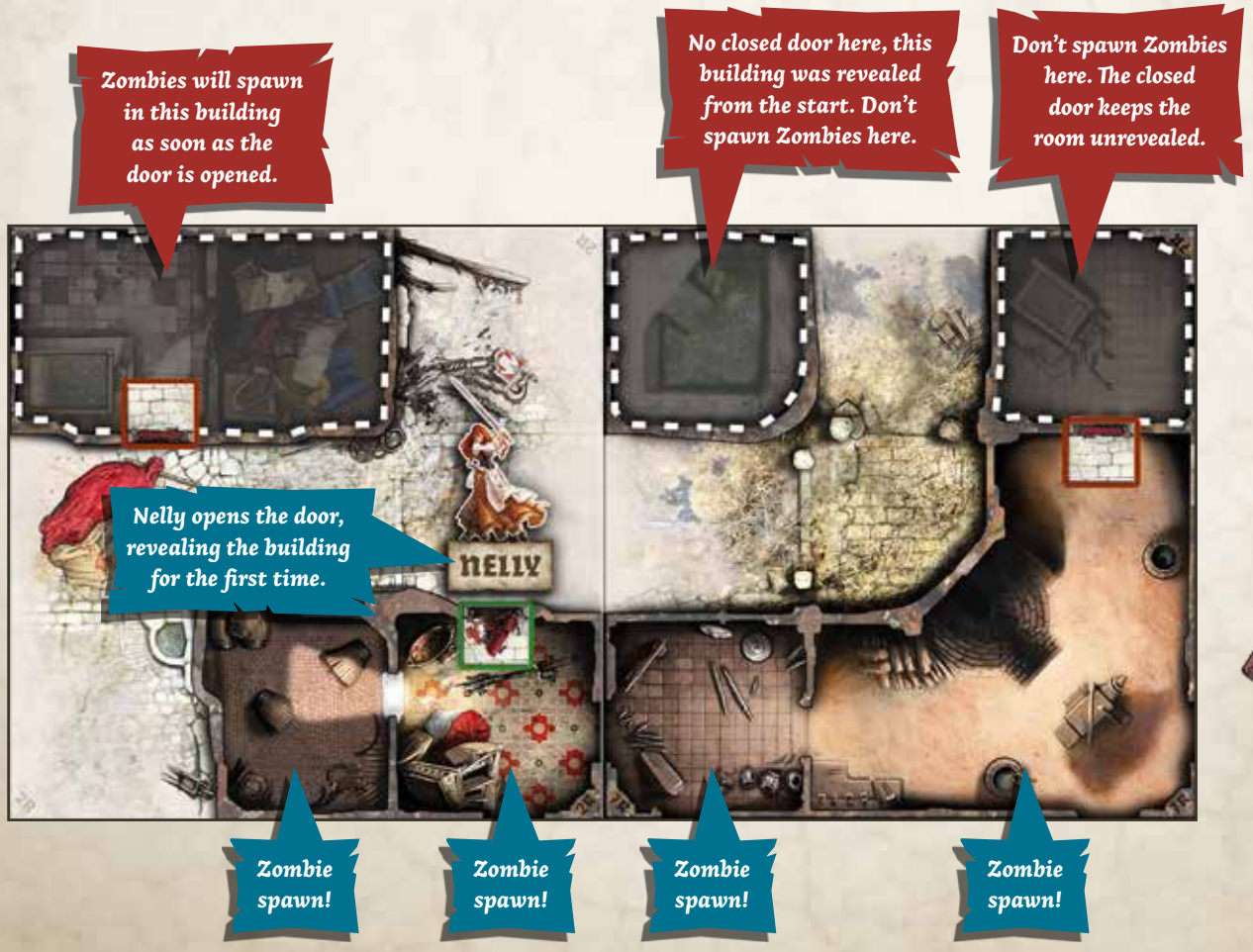
Give me that spell, you don't even know how to read!

- Then give me that crossbow before you hurt someone.

– Baldric and Silas

At the cost of one Action, a Survivor can reorganize the cards in his inventory in any way he wishes. The Survivor can simultaneously exchange any number of cards with one (and only one) other Survivor currently in the same Zone. This other Survivor reorganizes his own inventory for free.

A Trade Action doesn't have to be fair; you can trade everything for nothing, if both parties agree!



Combat Actions

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

Melee Action



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

– Elovis

The Survivor uses a Melee weapon he is holding in Hand to attack Zombies in his Zone (see Combat, page 32).

Ranged Action



Where did you learn to use a crossbow?

- Back in the day, I used to go hunting with my father.

- Isn't poaching forbidden on the lord's hunting grounds?

- I think I just shot the sheriff.

– Ann and Nelly

The Survivor uses a Ranged weapon he is holding in Hand to fire at a single Zone within the Range shown on the weapon's card (see Combat, page 32). In *Zombicide: Black Plague*, people shoot at Zones, not Actors. This is especially important for Targeting Priority Order (see page 34).
Remember, using a Ranged weapon at Range 0 is still a Ranged Action.

Magic Action



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

– Baldric

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



Enchantment Action

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

– Elovis, to Baldric



These are Enchantments.

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

· Enchantments are cast at target Actors or Zones (check the card description) within the Survivor's Line Of Sight.

· If the target is a Survivor, the caster may target himself.

· Most Enchantments bear the note "Once per Turn": a given Survivor can cast it only once during each of his Turns. If he owns multiple copies of the same Enchantment, each copy can be cast independently. The same Enchantment can be cast several times in a Game Round, if Survivors exchange it and cast it as their Turns go by.

Take or Activate an Objective

How many nuns are needed to light a torch?

- One. We are efficient and have no humor.

– Ann and Elovis

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



Make some Noise!

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

Do Nothing

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

Zombies' Phase

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

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

Step 1 - Activation

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

Attack

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





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

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

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

Armor Rolls



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

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

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

EXAMPLE: Baldric and Clovis are in the same Zone as three Walkers. Both Survivors have full health and Clovis wears a Chainmail Armor (Armor 4+). The Walkers attack, each one inflicting one Wound. The players decide about the way these three Wounds are distributed among the Survivors:
- One of them could endure them all. Clovis is the obvious choice as a buffer, as his Chainmail Armor can negate Wounds.
- They can also share the Wounds in any way they please. They choose to give one to Baldric, and two to Clovis. Baldric has no Armor, and thus can't negate the Wound he receives. Clovis rolls two dice for Armor (one for each Wound), obtaining ⚄ and ⚃. One success! A Wound is negated, and Clovis takes the Wound his Armor failed to prevent.

Move

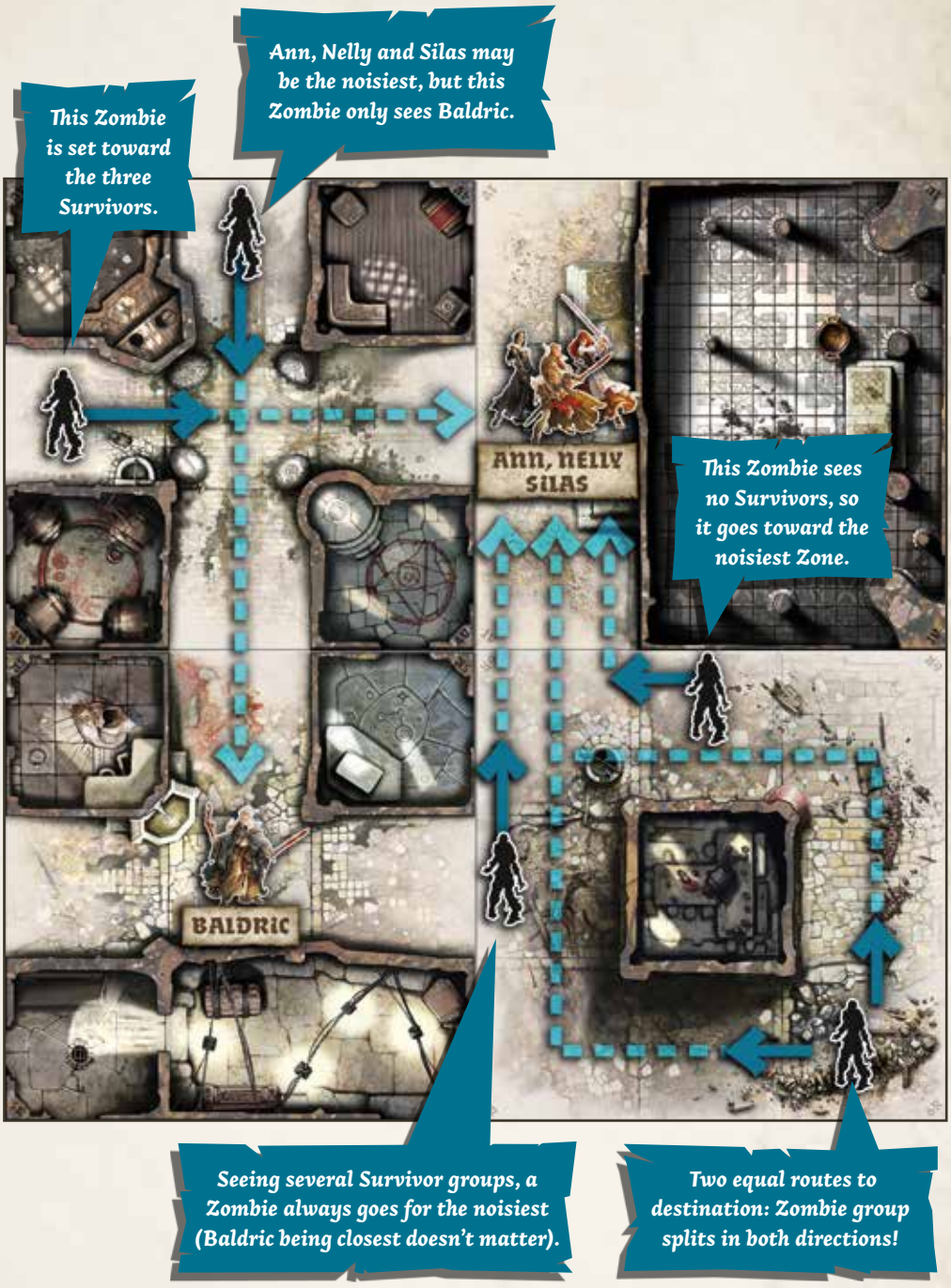
When facing impossible odds, use terrain to your advantage. Walls and doors are our allies. Just avoid dead ends!

– Silas

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

1: Zombies select their destination Zone.
· First is the Zone with Survivors in Line Of Sight that has the most Noise tokens. Remember, each Survivor counts as a Noise token.
· If no Survivor is visible, they move toward the noisiest Zone.
In both cases, distance doesn't matter. A Zombie always goes for the noisiest meal he can see or hear.

2: Zombies move 1 Zone toward their destination Zone by taking the shortest available path.
In case there are no open paths to the noisiest Zone, Zombies move toward it as if all doors were open, though locked doors still stop them.



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

Splitting special cases:
· Abominations and Necromancers never split; decide which direction they go.
· If there aren't enough Zombie miniatures to add for an even split, decide which Zombie group gets the final reinforcement, and which direction the uneven split groups go. It doesn't generate extra Activations (see P. 26).

EXAMPLE: A group of four Walkers, one Fatty, and three Runners move toward a group of Survivors. The Zombies can take two routes of the same length, so they split into two groups.
· Two Walkers go one way, the other two take the other route.
· The Fatty joins one group of Walkers, and a second Fatty is added to the other group.
· The three Runners also split, two joining the first group, and the other joining the second group. Another Runner is added to the latter group so that the groups remain even.
Things just got a lot harder for the Survivors.

IMPORTANT: Necromancers use their own Movement rules. They always Move toward the nearest non-Necromancer Spawn Zone (see P. 29)

Playing Runners

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



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

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

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

EXAMPLE 3: A Survivor stands in the same Zone as three Walkers, two Fatties, and two Runners. All the Zombies Attack and inflict seven Wounds (three Wounds are enough to kill the Survivor). None of the Zombies Move, as they all Attacked. Then the Runners resolve their second Action. They have no one to Attack, so they Move one Zone toward their next meal.

Step 2 - Spawn

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

— Clovis



Zombie Spawn tokens mark the Spawn Zones' locations.

The Quest maps show where Zombies appear at the end of each Zombies' Phase. These are the **Spawn Zones**.
Indicate a Spawn Zone and draw a Zombie card. Read the line on the card that corresponds to the color of the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange, or Red). Place the number and type of Zombies shown.



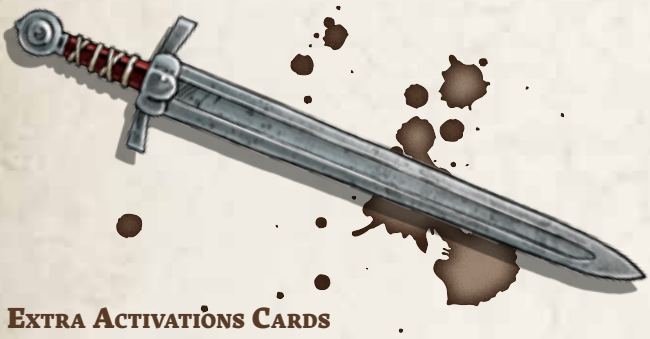
Repeat this for each Spawn Zone.
Always begin with the same Spawn Zone and continue clockwise.
When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.

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

Colored Spawn Zones



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



Extra Activations Cards

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

— Nelly

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



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

At the Blue Danger Level, nothing happens.

Double Spawn Cards



No Zombie, but double trouble on the next Zone!

· When you draw a Double Spawn card, no Zombies appear in the designated Zone. The next Zombie Spawn is resolved by drawing two Zombie cards instead of one for the next Spawn Zone (if drawn during Spawn Step) or building Zone (if drawn when spawning in a building). These Zombie cards are drawn together and resolved in drawing order. If one of them is another Double Spawn card, resolve the standard Spawn card first, then the Double Spawn card.

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

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



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





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



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







Running Out Of Miniatures

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

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

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

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

NECROMANCERS

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

· A Necromancer is a Zombie for game purposes.

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

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).

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



STEP 1



STEP 2

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

· Killing a 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 token is still on the board after this removal, replace it with a standard one.



STEP 3: Evil ending



STEP 3: Good ending

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



NECROMANCER CABALS

Heroes and villains arise as the zombie plague spreads across the kingdom. Some necromancers executed deeds vile enough to get a reputation of their own, and became our sworn enemies. Be wary when such heinous folks gather, as they share a dark ritual: the necromancers disappear in an energy vortex, instantly calling zombie legions.

PLAYING YOUR CABAL

Necromancer Cabals' rules allow you to play multiple necromancers at once during your *Zombicide: Black Plague* games. To use these rules you will require extra special Necromancers, such as the ones included in the *Special Guest Boxes* by *Carl Critchlow*, *Naiade*, and *Stefan Kopinski* (sold separately).

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

EXAMPLE: Your group owns two standard Necromancer miniatures along with Ostokar and To-Me Ku-Pa. You choose to play all four, and tailor your six-card Cabal this way: Standard 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 rule makes it spectacular!

2- Use the classic Necromancer rules to spawn and move Necromancers. Use the colors of the Necromancer Spawn Zones to track where each of them spawned, and determine its escape Spawn Zone. **Remember:** drawing a Necromancer Zombie card also gives an extra Activation to others Necromancer on the board until they flee or die.

EXAMPLE: A Standard Necromancer, Ostokar and To-Me Ku-Pa are already on the board. You draw a Standard Necromancer card: put a Standard Necromancer in the Zone you just spawned in, along with its additional Necromancer Spawn Zone, and all three 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 introduced on the board with standard Zombie Spawn tokens.

4- Each of the special Necromancers has 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

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



Dice symbol

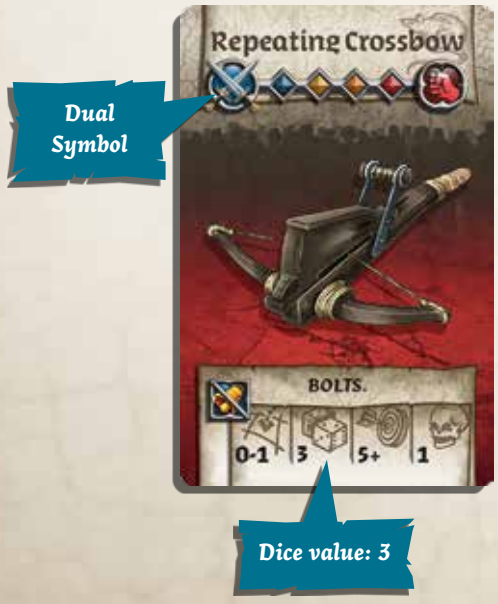
When a Survivor executes a Melee, Ranged or Magic Action to attack Zombies, roll as many dice as the Dice number of the weapon (or Combat spell) being used.



Dual symbol

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

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



EXAMPLE 2: Samson is holding two Daggers. As they are identical weapons with the Dual symbol, he can strike with them both at once. In theory, he would roll 2 dice (one for each Dagger). However, each Dagger gives a bonus of +1 Die to another handheld 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!



THREE HANDS?

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



Accuracy symbol

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



Damage symbol

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

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

· Abominations are killed with a 3 Damage hit (or more). As no weapon naturally has Damage 3 in *Zombicide: Black Plague*, you have to destroy the monster with Dragon Fire (see page 35) or with Samson using a Damage 2 Melee weapon in conjunction with his +1 Damage: Melee Skill.

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

MELEE ACTION

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



Missed melee strikes cannot cause Friendly Fire (see page 34).

EXAMPLE: Samson attacks a Walker, a Runner, and a Fatty with his Sword. He rolls a and , which means two hits. He decides to kill the Runner and the Walker, as the Sword's Damage value is not high enough to kill the Fatty. Though Clovis is also in the same Zone, he is safe from Samson's slashes.

RANGED ACTION



A Survivor holding a Ranged weapon (a weapon with a max Range of "1" or more) in Hand can shoot at a Zone he can see (see Line of Sight, page 10) and that is within the weapon's Range.
Remember:
- Inside a building, the Line of Sight is limited to the Zones that share an opening and just one Zone away.
- Missed shots can cause Friendly Fire (see Page 34), 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 two values shows the minimum Range. The weapon may not shoot at Zones closer than the minimum. In some cases this is 0, meaning the Survivor can shoot at targets in the Zone he currently occupies (it is still a Ranged Action).
The second value shows the maximum Range of the weapon. A weapon cannot fire at Zones beyond the maximum Range.



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

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

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

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

Targeting Priority	Name	Actions	Min Damage to Destroy	Experience Points
1	Walker	1	1	1
2	Fatty / Abomination (1)	1	2/3	1/5
3	Runner	2	1	1
4	Necromancer	1	1	1

(1) Abomination: Ignore Armor rolls.

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

Friendly Fire

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

– Clovis

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

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

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

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

Reloadable Weapons

While most weapons can be used repeatedly, a few, like the Hand Crossbow and Orcish Crossbow (when used for Ranged Actions), require spending an Action to reload them between shots if you want to fire multiple times in the same Game Round. You can turn the card upside down to remember the weapon is empty and needs a reload to fire again. At the End Phase of the Game Round, all such weapons are freely reloaded, so that they always start the Round ready to fire.
· If such a weapon is fired and passed to another Survivor without reloading, it must still be reloaded before the new owner can use it in the same Game Round.
· When equipped with two identical Dual weapons that require reloading, a single Action reloads both.
· Survivors may fire a single Dual reloadable weapon at a Zone and then execute another Ranged Action to fire at another Zone with the other Dual reloadable weapon.

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

MAGIC ACTION



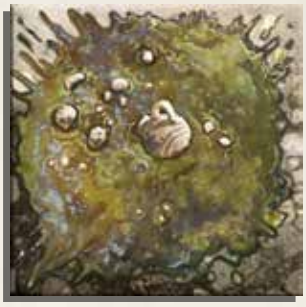
A Survivor equipped with a Combat spell (a spell with combat characteristics) in Hand can blast a Zone he can see (and within the spell's Range). Magic Actions share the same rules as Ranged Actions.

DRAGON FIRE



Most problems may be solved by torching them.

– Ann



Dragon Bile pools can be ignited with a Torch.

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



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



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

VAULTS

VAULT ZONES AND DOORS

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



Vaults, secret rooms and underground lairs are fairly common in *Zombicide: Black Plague*. They can be great shortcuts for Survivors... and Zombies!

Whenever the Quest map shows one (or more) Vault doors, set Vault Zone tokens of the matching colors near the board.

· Vault doors can be opened like standard doors (unless otherwise stated in the Quest's description).

· Open Vault doors give access to the Vault of the matching color, as if they were connected. However, there is no Line Of Sight between the Vault and the Zone it connects to.

· Vaults are building Zones. They can't be Searched. Don't Spawn Zombies in Vaults when they are revealed.

· A Vault door can be opened from inside its Vault Zone.

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



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



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



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

Vault Artifacts

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



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

Playing with 7+ Survivors

Zombicide: Black Plague 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, colored 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. Yes, that means some Zones will double or even triple their spawn rate!

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

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

QUESTS

QUEST 0:
TUTORIAL: DANSE MACABRE

EASY / 4+ SURVIVORS / 45 MINUTES



War is nothing new for us. Our counts and dukes are always fighting amongst themselves. For the peasantry, it usually just involves a change in taxes and rents, assuming you survive. But this time, the duke and his army went off and were never seen again. Well, not until the hordes emerged. Pretty sure a lot of the tougher ones came from his troops. Now everything's a brutal mess. Now we're all equals, facing the danse macabre together. There's no time for social snobbery when the hordes are at your door. We stand together, and throw death back in their teeth.

The magician among us is a case-in-point. He used to be the richest of the rich, powerful and influential. Now, he's one of us, holding to life with his fingernails. He's got a magic circle that can spirit us away. Better to escape and counterattack than stand here and get overwhelmed. But, there might be a few souls left to save, and we could all use a better weapon or two. He'll hold it until the last second. Good man that, without his nose in the air.



Tiles needed: **4V & 9R.**

OBJECTIVES

Use the magic circle to teleport to safety. 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.



9R 4V





Player starting area

Walker

Runner

Fatty

EXIT

Exit Zone

Spawn Zones

Objectives (5 XP)

Open door

Doors

Vault door

Special Rules

· **Setup:**
- Put aside the Necromancer Zombie cards.
- Put the green Objective randomly among the red Objectives, face down.
- Put a Walker, a Fatty and a Runner in the marked Zones.

· **I don't think so.** Abominations are considered as Fatties when reading Zombie cards.

· **What's this?** Each Objective gives 5 experience points to the Survivor who takes it.

· **Doors and keys.** 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.

· **We shall pass.** The green Spawn Zone is inactive until the green Objective is taken.

QUEST 1:
BIG GAME HUNTING

EASY / 6+ SURVIVORS / 60 MINUTES

We quickly discovered the starting point of the zombie invasion. Other survivors spotted a huge zombie wandering the streets, and some kind of sick wizard directing the horde to engulf us. It took us two days to pinpoint the Necromancer's location, and understand the Abomination can't be killed by any weapon at our disposal. Let's raid the Necromancer's laboratory and take them both out with a secret brew of our own: Dragon Fire.

Let the hunt begin!

Tiles needed: **1V, 2R, 8V & 9V.**





Objectives

Reach these objectives in any order to win the game:

· **Slay the beast and its master.** Kill at least one Abomination and one Necromancer.

· **Raid the laboratory.** Take all Objectives.



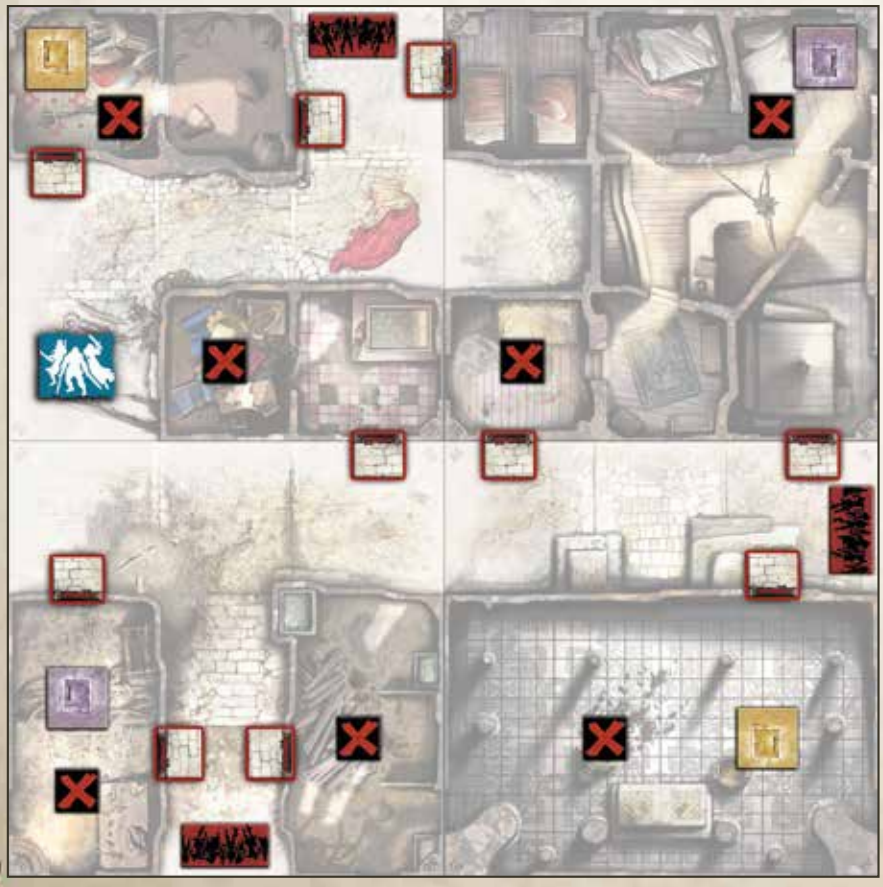
Special Rules

· **Setup:**

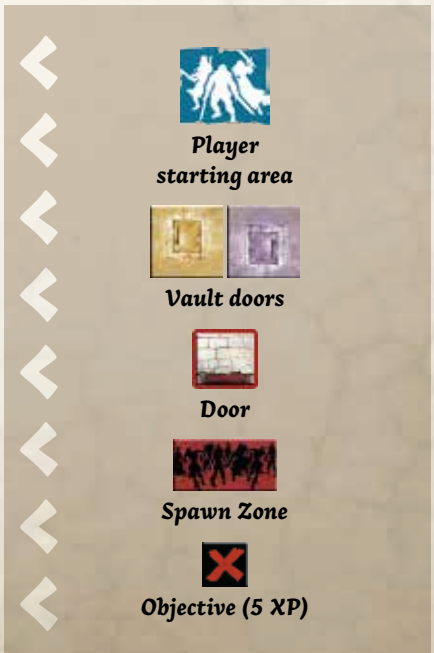
- Put the blue Objective randomly among the red Objectives, face down.
- Put a Vault artifact randomly in each Vault.

· **Looking for the laboratory.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Torch'em!** Finding the blue Objective marks the laboratory's location! Immediately spawn a Necromancer in the Zone. If a Necromancer is already on the board, spawn an Abomination instead. If both are already on the board, nothing happens (but you still get the experience).







QUEST 2:
THE BLACK BOOK

EASY / 6+ SURVIVORS / 60 MINUTES

Now we know. It's not just our village. The zombie plague has spread across the land. What's going on? The Necromancer we killed held notes in his laboratory, most of them referring to a mysterious Black Book and other items of power. Exploring the surroundings could prove useful to get a better grasp about the threat we're facing. Of course, there are zombies on the way, familiar faces turned to monsters...

Hey, that one owed me money!

Tiles needed: **4V, 5R, 7V & 8R.**





Objectives

Reach these objectives in any order to win the game:
· **Steal the Black Book.** Take the Objective in the central building (tile 8R).
· **Claim the artifacts.** Take both Vault artifacts.
· **Feel the power.** Get to the Red Danger Level with at least a Survivor.

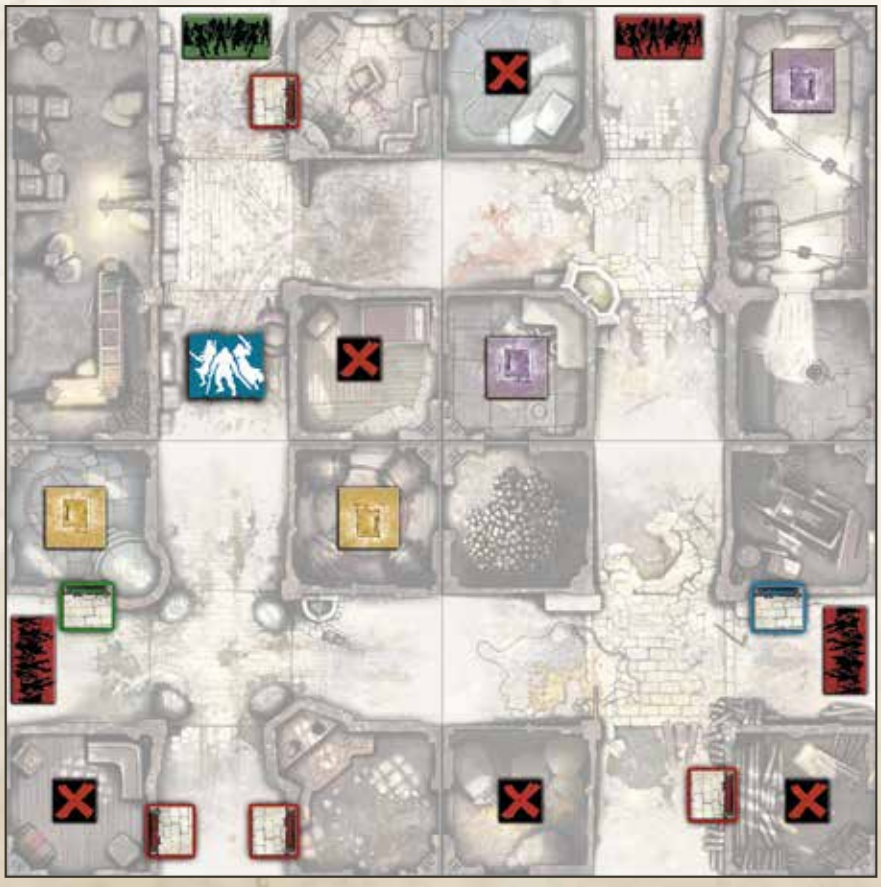
Special Rules

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

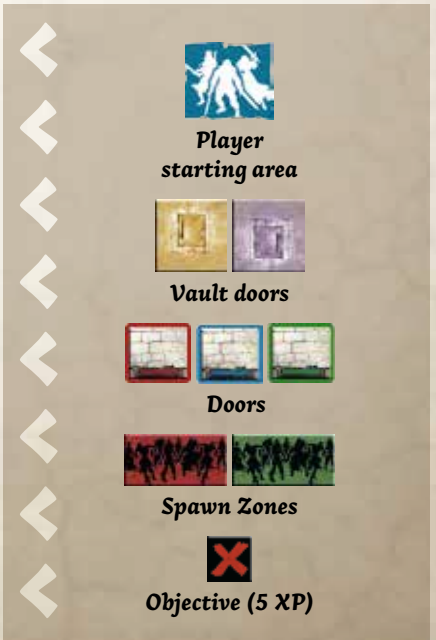
· **Lost keys opening forbidden doors.** Each Objective gives 5 experience points to the Survivor who takes it.

· **What the...? Magic trap!** The green Spawn Zone is inactive until the green Objective is taken.

· **Doors and keys.** 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.



8R	5R
4V	7V



QUEST 3:

THE SHEPHERDS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Necromancers are everywhere. They're spreading chaos and seizing power in the whole kingdom! Against a menace this big, there is almost nothing we could do. Almost. We know we're good at survival as long as we stand together. Our plan is to reach out and find other survivors to create an army of our own. Four days we've spent, traveling to the next village, which is currently under attack, but not completely overrun. Let's get in the fray and help these people!





Tiles needed: **1R, 2R, 3V, 4V, 5R & 9V.**

3V	1R
4V	2R
5R	9V



Objectives

Rescue the townsfolks. Keep an eye on them, some may be infected. You win the game when all Objectives are taken.

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.

· **Hidden folks.** Each Objective gives 5 experience points to the Survivor who takes it.

· **These are infected!** The blue and the green Objectives mark infected people turning zombies! Earn the experience, then resolve immediately a Zombie spawn in the Objective's Zone.



QUEST 4:
FAMINE

MEDIUM / 6 SURVIVORS / VARIABLE

A few days have passed. These zombies are, for the most part, stupid as hell. But they never tire, or need food, or even sleep. Alas, we're all too human. We need food and a secure shelter.

There are many vaults beneath this town. Clever survivors could hole up and rest for a while. But, we still need to gather supplies to last a couple of days while we plan our next move. This war may last far longer than anyone - even the Necromancers - expected.

Tiles needed: **1R, 2R, 3R, 5R, 6R & 8R.**

Objectives

Reach the objectives in this order to win the game:
1– Find enough food. Gather the following 6 food cards in your team's inventories:
- Apples x2
- Salted Meat x2
- Water x2

2– Lock yourself in the Vault. You win the game when all starting Survivors are in the yellow Vault during an End Phase, without any Zombies with them.

This Quest is played with 6 Survivors. Considering the objectives, the duration can vary.



8R	3R
6R	2R
5R	1R



Special Rules

· **Setup:**
- Put the blue Objective randomly among the red Objectives, face down.
- Put a random Vault artifact in the Vault.

· **Candles, clothes, iron tools...** Each Objective gives 5 experience points to the Survivor who takes it.

· **...keys!** Both yellow Vault doors cannot be opened until the blue Objective has been taken.

QUEST 5:

THE COMMANDRY

MEDIUM / 6+ SURVIVORS / 120 MINUTES

This capital has been taken. People died by the thousands, but some areas are still unharmed. The Necromancers seem content to battle the nobility in the castle, and leave the commoners corralled for when their zombie hordes need ready reinforcements.

We need a way in, to establish communications with the people still alive. It's also been suggested we learn more about the infection. The Black Book says little on it. If we can learn more, we can plan a bold move to end this.

First we need a way past the city walls. Some survivors we rescued speak of a secret passage beneath the commandry nearby. However, it's guarded. Clearly the Necromancers are aware of it. If we can dispatch the guardians, we can get inside, and get our plan in motion.

Tiles needed: **4R, 5R, 6R, 7R, 8R & 9R.**





Objectives

Use the underpass to escape. 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.
- Put a Vault artifact randomly in each Vault.

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

· **Reinforced 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 6:

IN CALIGINE ABDITUS

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We're now in the city, but not as close to the Necromancers as we would like. The area is eerily quiet, and there's desolation as far as we can see. That won't last. As soon as they hear us, they'll be rushing to kill us. We must proceed as stealthily as possible.

Elovis and Baldric both noticed strange Latin writings on some walls. It seems someone here used a network of underground passages to get around town. And Elovis is right when he says that not everybody knows Latin... Only the highly educated know this language on sight, not to mention being able to write it. It's probably a Necromancer!

Wait. Elovis knows how to read?

Tiles needed: **2R, 3R, 5R, 6R, 8R & 9V.**

9V	2R
6R	3R
8R	5R







Objectives

It means "hidden in the darkness". 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

· **Necromancers set the scene. What a promise!**
- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put two random Vault artifacts in the yellow Vault.

· **Latin writings.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Doors to darkness and death.** 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 7:
DEAD TRAIL

MEDIUM / 6+ SURVIVORS / 150 MINUTES

There is no way we can get any further unnoticed. That's good, for my fingers are itching for some zombie bashing, and I was getting tired of walking on tiptoe.

There are dark signs and symbols on the walls here. The necromancers are hanging around. We don't know what kind of ritual they are performing, but we must try to make it fail. Let's see what happens if we destroy these wicked scriptures...

Fortunately, this is the foundry district. These Orc weaponsmiths seem to know their job pretty well. New toys!

Tiles needed: **1R, 2R, 3V, 4R, 5V & 6V.**



Objectives

Hinder the ritual. Here is the plan. You can achieve the first two objectives in any order.
· **Ruin the ritual.** Destroy the impious scriptures by taking all Objectives.
· **Get the artifacts.** Get both Vault artifacts.
Then, 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.
- Put a Vault artifact randomly in each Vault.

· **Wicked writings.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Heavy doors.** Both violet Vault doors cannot be opened until the blue Objective has been taken. The single yellow Vault door cannot be opened until the green Objective has been taken.





QUEST 8:

THE EVIL TEMPLE

HARD / 6+ SURVIVORS / 120 MINUTES

This is the center of necromantic power. Cursed idols are everywhere, and a huge Abomination is locked up in the temple. Plus, it seems the Necromancers have figured out how we're dealing with their biggest beasts. Dragon Bile is scarce, and our supplies gone. But, there are vaults here. All the old parts of town had them.

Killing that beast could draw the Necromancers to us. There may be thousands of zombies, but there can't be too many more Necromancers. ... Right?

Tiles needed: **1V, 2R, 4R, 5R, 8R & 9V.**

Objectives

Exorcism, survivors' style: Zombicide! Take both Vault weapons and kill the Abomination to win the game.

8R	9V	1V
5R	4R	2R

Special Rules

· **Setup:**
- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put aside the Dragon Bile and Torch cards. Set one Dragon Bile card and one Torch card in the yellow Vault.
- Put two random Vault artifacts in the violet Vault.

· **Destroying the cursed idols.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Caches.** The violet Vault door cannot be opened until the blue Objective has been taken. The yellow Vault door cannot be opened until the green Objective has been taken.









QUEST 9:
THE HELLHOLE

HARD / 6+ SURVIVORS / 150 MINUTES

I think we stumbled upon the place our Duke made his last stand before the town fell. All who sought his protection gathered in the temple, under the protection of the gods, the remaining soldiers and the Duke himself. It wasn't enough, unfortunately. After a huge fight, the zombies killed everyone. And now, this is a hellhole vomiting zombies. We have no choice but to fight them and destroy this forsaken place once and for all.

Hey, do I see the Duke? Nothing personal, Your Grace!

Tiles needed: **1V, 2R, 6V, 7R, 8V & 9R.**

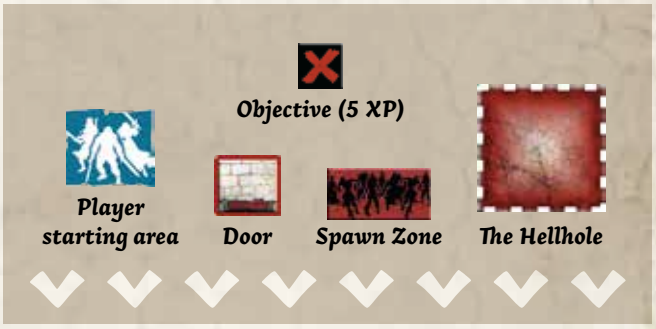
7R	9R	8V
2R	1V	6V

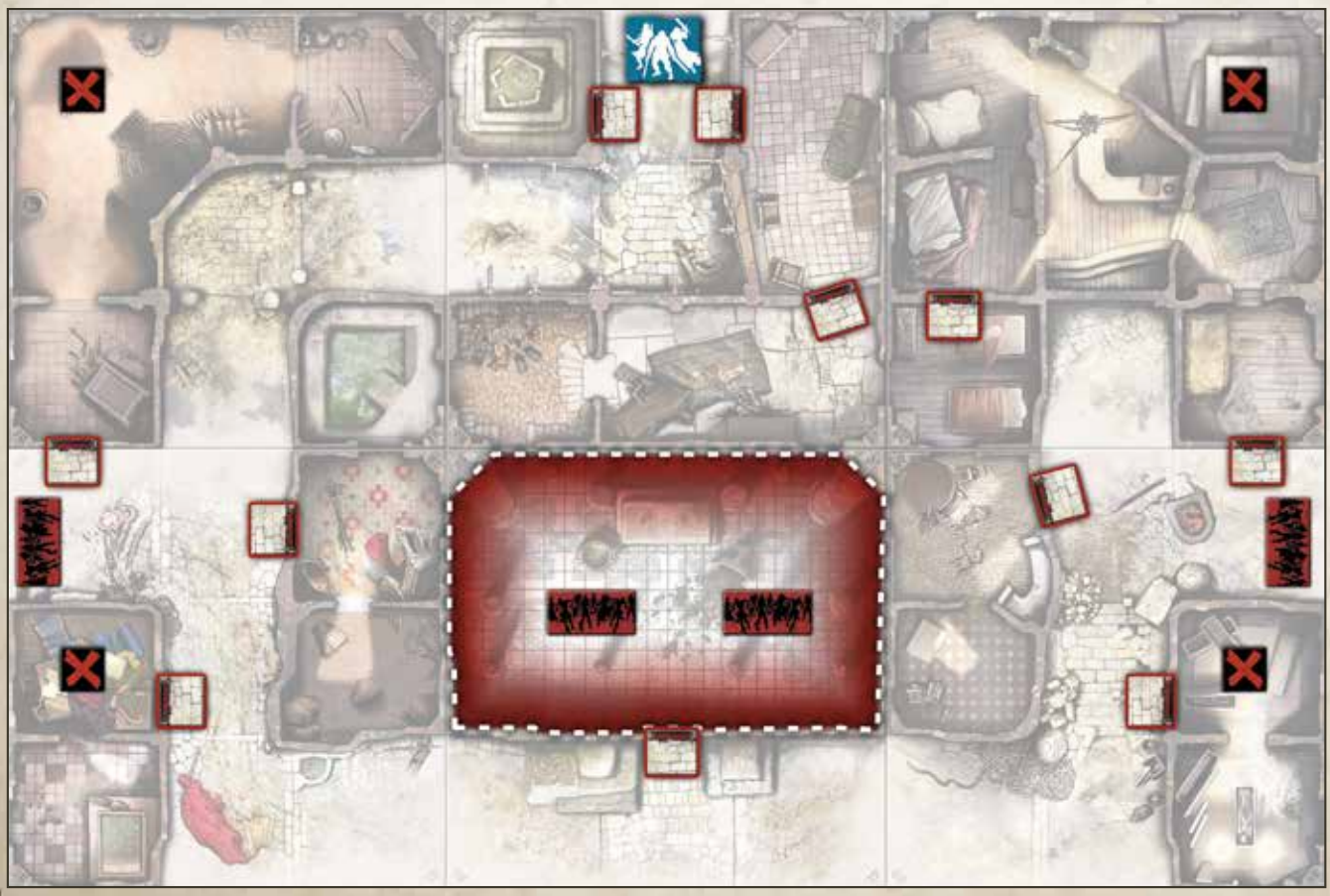
Objectives

Reach the objectives in this order to win the game:
1– Gather them all in one place... Get all Spawn Zones on the board in the Hellhole, the marked Zone of tile 1V. *Check the Necromancer rules P.29.*
2– ...and call upon a dragon. Create a Dragon Fire in the Hellhole.

Special Rules

· **That's the way we do alchemy.** Each Objective gives 5 experience points to the Survivor who takes it. It also allows the player to look for a Dragon Bile card in the Equipment deck and give it to the Survivor for free. If there are no Dragon Bile cards in the Equipment deck, look in the discard pile. Shuffle the Equipment deck afterward.





QUEST 10:
TRIAL BY FIRE

HARD / 6+ SURVIVORS / 180 MINUTES

We're in the heart of the city, the place where all zombies converged. It seems we're not the first ones to get here. Heroes or mercenaries of some sort tried to clean the place before us, and failed. However, they locked the most impressive Abomination we've seen so far in a nearby magic school. The beast is trapped and is waiting for someone – or something – to break its bonds. Its roaring lures every zombie around like a beacon.

And the Necromancers are still nowhere to be seen.

Tiles needed: **1V, 2R, 3R, 4V, 5R, 6R, 7R, 8V & 9V.**

Objectives

Slay the monster. Kill the Abomination set on tile 1V.

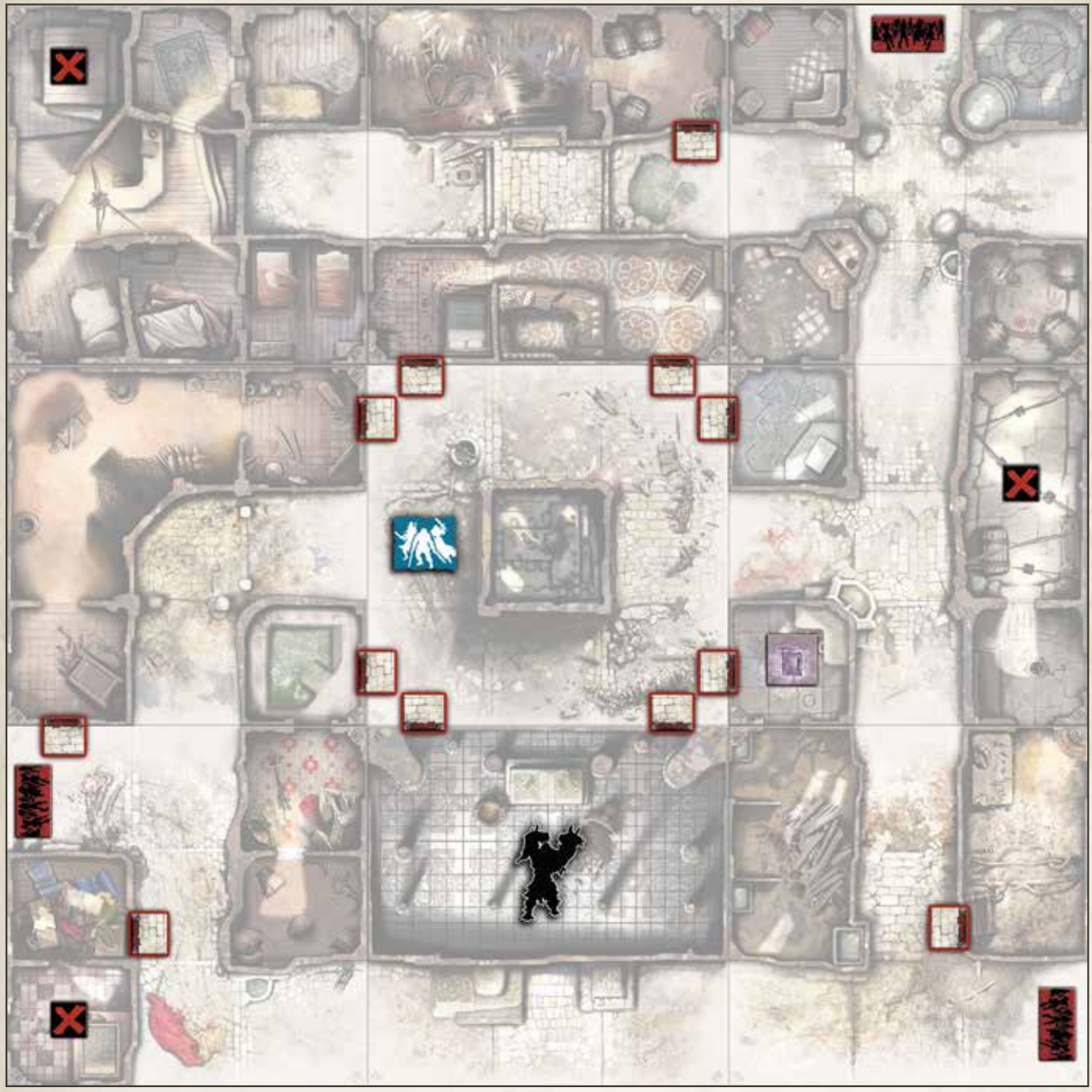
Special Rules

· **Setup:**
- Put the blue Objective randomly among the red Objectives, face down.
- Put aside all Dragon Bile cards. Set them in the violet Vault.
- Set an Abomination in the marked Zone.
- The north-eastern building Zone has no door on purpose.

· **Three seals.** Each Objective gives 5 experience points to the Survivor who takes it.

· **A hero died here.** The blue Objective gives a random Vault artifact to the Survivor who takes it.

· **Sealed gate.** The violet Vault door cannot be opened until all Objectives have been taken.





Player starting area



Abomination



Vault door



Objective (5 XP)



Spawn Zone



Door

8V	3R	4V
7R	6R	5R
2R	1V	9V



Skills

Each Survivor in *Zombicide: Black Plague* has specific Skills with effects described in this section. In case of conflict with the general rules, the Skill rules have priority.
The effects of the following Skills and/or bonuses are immediate and may be used the Turn in which they are acquired. This means that if one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill grants).

+1 Action – The Survivor has an extra Action he may use as he pleases.

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

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

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

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

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

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

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

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

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

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

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

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



A Peek From The Future

If you played the modern era *Zombicide* Seasons, you may have noticed some familiar Skills with different names. It's all about theme!
- Dreadnought: [Zombie type] became Ironclad: [Zombie type]
- Full auto became Iron rain.
- Sniper became Marksman.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Charge – The Survivor can use this Skill for free, as often as he pleases, during each of his Turns: He moves up to two Zones to a Zone containing at least one Zombie. Normal Movement rules still apply. Entering a Zone containing Zombies ends the Survivor's Move Action.

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

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

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

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

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

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

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

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

Hold your nose – This Skill can be used once per Turn. The Survivor gets a free Search Action in the Zone if he has eliminated a Zombie (even in a Vault or a street Zone) the same Game Round. This Action may only be used to Search, and the Survivor can still only Search once per Turn.

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

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

Iron rain – When resolving a Ranged Action, the Survivor may substitute the Dice number of the Ranged weapon(s) he uses 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 Wounds. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wound per discarded Equipment card.

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

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

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

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

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

Lucky – The Survivor can re-roll once all the dice for each Action (or Armor roll) he takes. The new result takes the place of the previous one. This Skill stacks with the effects of other Skills 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) he uses 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 his Magic and Ranged Actions. Misses don't hit Survivors.

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

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

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

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

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

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

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

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



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

Scavenger – The Survivor can Search in any Zone. This includes street Zones, Vault Zones, etc.

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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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.

Necromancers follow special rules (see page 29).

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

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

Step 2– Spawn

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

END PHASE

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

TARGETING PRIORITY ORDER

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

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

(1) Abomination: Ignore Armor rolls.