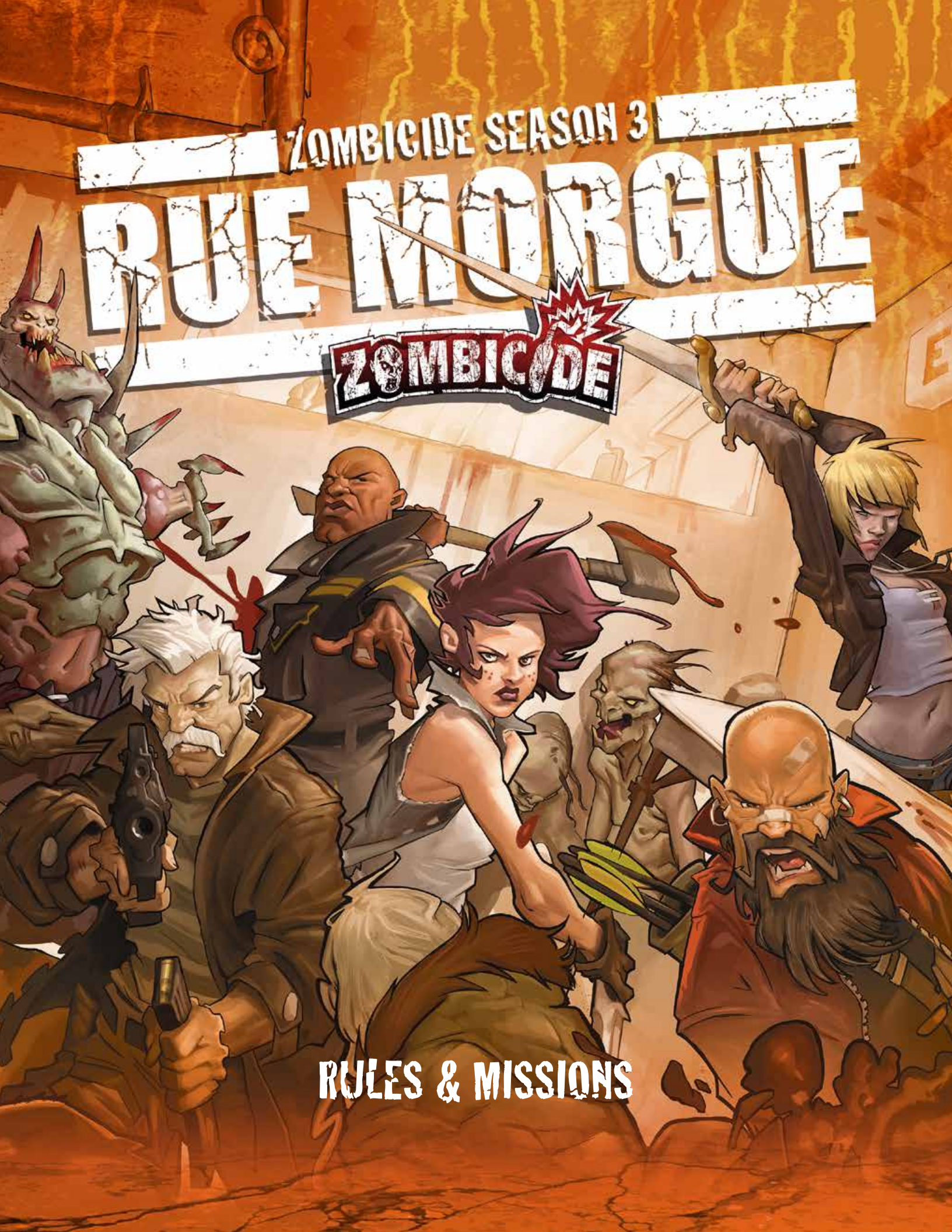
ZOMBICIDE SEASON 3
RUE MORGUE
ZOMBICIDE
RULES & MISSIONS



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#1 GAME COMPONENTS

9 GAME TILES (DOUBLE-SIDED)



12 SURVIVOR MINIATURES AND ID CARDS



JANE BEAR JAMES TRAVIS



JOE CATHY MADDIE LAURIE



PARKER DAN LOUISE TERRY



80 ZOMBIE MINIATURES



40 SKINNER WALKERS



8 SKINNER FATTIES

16 SKINNER RUNNERS



1 A-BOMB ABOMINATION



15 CRAWLERS

8 DICE



12 EXPERIENCE TRACKERS



11 TENT CARDS

ADMINISTRATIVE. X1
INFIRMARY X1
STANDARD X9



155 MINI-CARDS

86 EQUIPMENT CARDS

- Aaahh! X6
- AK-47 . . . . . x2
- Bow x4
- Bulletproof Vest x6
- Chainsaw x2
- Crowbar x4
- Double Barrel x2
- Fire Axe x4
- Gasoline x3
- Glass Bottles x3
- Goalie Mask x1
- Knife x4
- La Guillotine x1
- Mac-10 . . . . . x4
- Molotov x3
- MP5 . . . . . x4
- Nailbat x1
- Pistol x4
- Plenty Of Ammo (heavy) x4
- Plenty Of Ammo (light) . . x4
- Rifle x2
- Saber x3
- Sawed-Off x4
- Scope x2
- Shotgun x2
- Sword x3
- Urban Mace x4



48 ZOMBIE CARDS (#145 TO #192)



12 WOUNDED CARDS



9 TEAM ACTION CARDS

- Charge! x3
- Move! x3
- Shoot! x3



92 TOKENS

DOOR

- Blue x1
- Neutral x9
- Pink x1



EVENT TRIGGER X6



EXIT POINT X1



FIRST PLAYER TOKEN X1



HELICOPTER BASE X1



HELICOPTER/
CRASHED HELICOPTER X1



NOISE X24



OBJECTIVES

- Red/Blue x1
- Red/Pink x1
- Red/Red x8



SKILL COUNTER X24



SPAWN LOCATOR X6



STAIRS X1



ZOMBIE SPAWN

- Red/Blue x1
- Red/Pink x1
- Red/Red x4



NIGHTSTICKS AND PANS

The *Zombicide Season 1* game includes Pans as part of the starting Equipment cards. In *Zombicide Season 2: Prison Outbreak*, these are replaced by Nightsticks.

If you own both games, deal Nightsticks as part of the starting Equipment. If there aren't enough starting Equipment cards, then deal Pans as well.

#2 SURVIVE AND WIN



A couple of months have passed since the zombie outbreak. Our world has changed. Civilization, laws, frontiers-all these belong to the past. Humanity and zombies are engaged in a war of extinction.

Zombies keep on roaming and moaning around, but most have gotten skinny from lack of prey. These infected have turned into walking nightmares and shamble in ghost towns.

After the first frenzied weeks, the resistance got firm, and many survivor teams made a name for themselves.

Of course, we had to adapt. The ways we used to live, to work, to think, are fading memories. We're all survivors now, dressed and trained as such.

Also, we're just as hungry as the zombies. Supplies are scarce, as we have explored and depleted all but the most dangerous areas.

And we're not all trustworthy. Some survivors cross the thin red line. They throw away any values and turn into monsters. If you don't understand what I mean, you'll find out soon enough.

Zombicide is a cooperative game where players face hordes of Zombies controlled by the game itself. Each player controls one to six Survivors of a Zombie infection. The goal is simply to complete the Mission objectives and live to see another day.

The good news: Zombies are slow, stupid, and predictable.

The bad news: There are a lot of Zombies!

Survivors use whatever they can get their hands on to kill Zombies. If they find bigger weapons, they can kill even more Zombies!

You can trade equipment, give and receive (or ignore) advice, and even sacrifice yourself to save the girl! Only through cooperation, however, can you achieve the Mission objectives and survive. Killing Zombies is fun, but you will also need to rescue other Survivors, clean out infested areas, find food and weapons, and much more.

After experiencing *Zombicide*, your gaming group will be the ultimate zombie killing team in town!

RUE MORGUE: A STANDALONE GAME AND AN EXPANSION

Zombicide Season 3: Rue Morgue is playable as a standalone game. However, its components are fully compatible with other *Zombicide* boxes like *Zombicide Season 1*, *Zombicide Season 2: Prison Outbreak*, as well as the *Angry Neighbors* and *Toxic City Mall* expansions. Mix them up and explore new ways to hunt Zombies!



Some rules described here may differ from previously released rules. Rules described here have priority.

NOTE: Veteran players from previous *Zombicide* Seasons can find updated information on page 61.

#3 SETUP



1. Choose a Mission.
2. Place the tiles.
3. Place the doors, Objectives, and all tokens as indicated by the Mission.
4. Assemble one to four teams. Each player joins a team (a team may have several players) and gathers 1 to 6 Survivors for him to play. Players sit around the table in any order they choose, either grouping teams together or interspersing players from different teams. Each team must have the same number of Survivors. You must have a total of between 6 and 12 Survivors. **For new players, a single team with 6 Survivors is recommended.**
5. Put aside all Bulletproof Vest, La Guillotine, Molotov, Nailbat, and Wounded cards. Also pull out all Bow, Crowbar, and Fire Axe cards.
6. Each team receives a single Bow, Crowbar, and Fire Axe card and assigns each of them to a Survivor. Distribute the remaining Bow, Crowbar, and Fire Axe cards at random among unarmed Survivors, until each Survivor has at least one weapon. If a Survivor's starting Skill lists any starting weapons, he receives those cards now, independent of the starting Equipment that you've just distributed. Put any remaining Bow, Crowbar, and Fire Axe cards back with the other Equipment cards.
7. Shuffle the Zombie cards into one deck and the Equipment cards into another. Place both decks face down close to the board.
8. Place the miniatures representing the chosen Survivors on the starting Zone(s) indicated by the Mission.
9. Each player places his Survivors' ID Card(s) in front of him. He then places an experience tracker on the first square in the blue area of the Danger Bar and places a Skill counter on the first corresponding Skill.
10. Decide who will be the first player, and give him the first player token. *Zombicide* is a cooperative game, so do not pick randomly!

#4 GAME OVERVIEW

Zombicide 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 (and Team Actions, see page 35) may allow him to perform extra Actions as the game progresses. The Survivor uses his Actions to kill Zombies, move around the map, and perform other tasks to accomplish the various Mission 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 in Chapter #6 see page 15).

ZOMBIES' PHASE

All of the 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 of the active Spawn Zones on the board.

The Zombies' Phase is explained in depth in Chapter #7 (see page 19)

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 gruesomely killed and eliminated from the game. Some Missions can be lost when certain conditions are met (leaving someone behind, for example).

The game is won immediately when all of the Mission objectives have been accomplished. *Zombicide Season 3: Rue Morgue* is a cooperative game, so all players win if the Mission objectives are fulfilled.

#5 THE BASICS

USEFUL DEFINITIONS

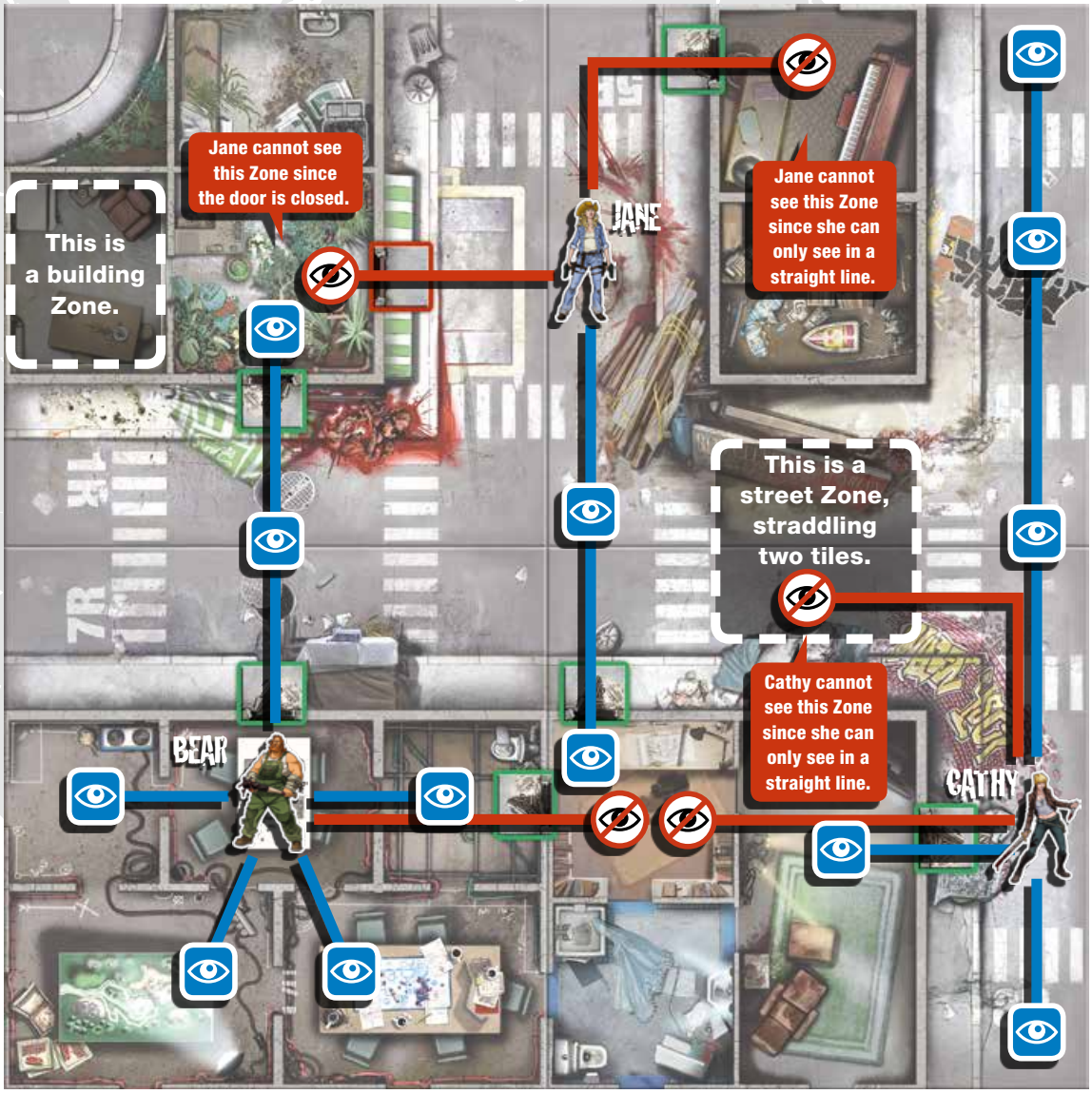
Actor: A Survivor or Zombie.
Zone: Inside a building, a Zone can be either a room or, in large alleys, an area defined by floor markings. On a street, a Zone is the area between two pedestrian crossings and the walls of buildings along the street. A single Zone may extend over two tiles or even four tiles.

LINE OF SIGHT

How do I know if a Zombie sees me or if I see it?
On the streets (and indoor alleys), 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. Indoor alleys are considered streets for purposes of Line of Sight.

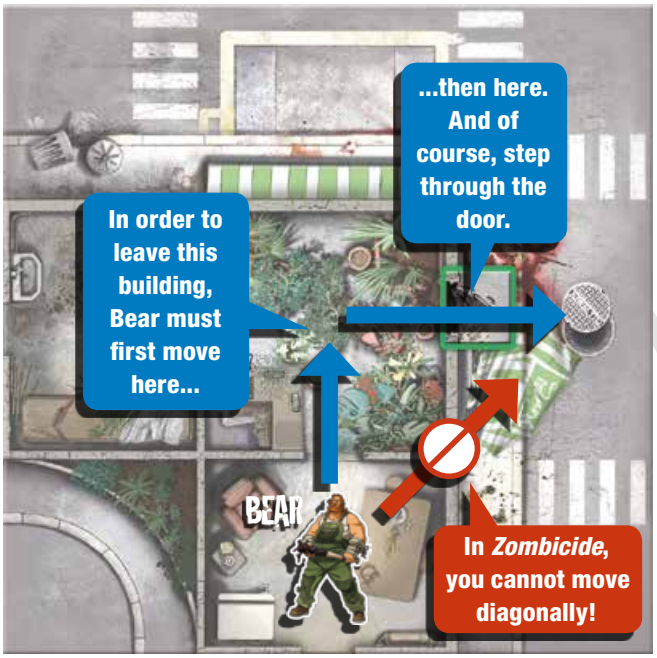


MOVEMENT

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 (and indoor alleys), the movement from one Zone to another has no restrictions. However, Actors must go through a door to move from a building to the street (or alley) 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

DOOR-BREACHING, ZOMBIE-KILLING, AND NOISY EQUIPMENT

Many Equipment cards, such as the Chainsaw, Crowbar, and Fire Axe, allow you to open doors as well as eliminate Zombies.



Equipment that allows you to open doors has this symbol.



Equipment that allows you to kill Zombies has this symbol. Combat characteristics are written 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.



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

EXAMPLE 1 – The Fire Axe:



EXAMPLE 2 – The Chainsaw:

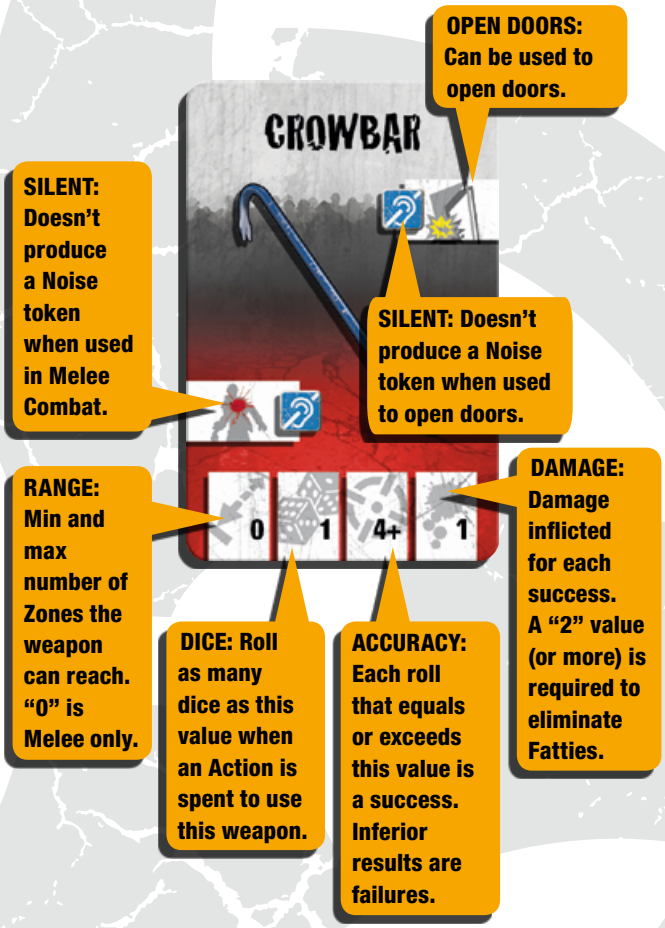


COMBAT CHARACTERISTICS

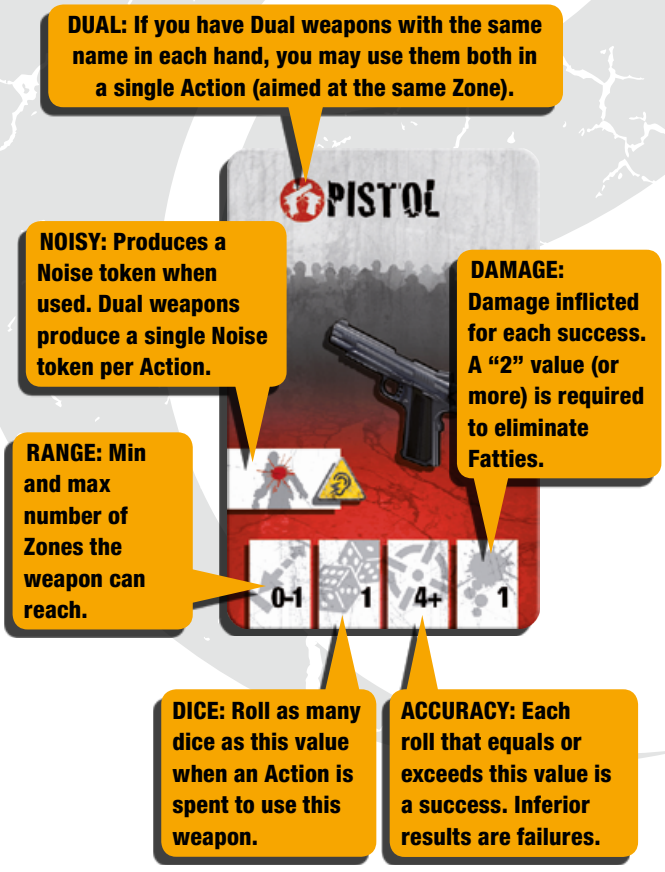
There are two weapon kinds in *Zombicide*.

- **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.
Examples: Crowbar, Fire Axe, etc.

- **Ranged weapons** have a maximum Range value of "1" (or more). They are used with Ranged Actions. Attacking at Range 0 with a Ranged weapon is still a Ranged Action.
Examples: Pistol (Range 0-1), Rifle (Range 1-3), etc.



MELEE WEAPON CARD



RANGED WEAPON CARD

NOISE

Firing a gun or smashing through a door makes noise, and noise attract Zombies. Each Action that opens a door with a noisy weapon or attacks with a noisy weapon 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 6).

NOTE: Each Survivor miniature also counts as a Noise token. Yes, they just can't seem to stay quiet!

EXAMPLE: Dan spends an Action to open a door with a Fire 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 a couple of Melee Combat Actions. The Fire Axe is a silent killing weapon, so these Actions produce no noise. Two "noises" remain in this Zone, however: the Noise token produced by opening the door and Dan's miniature itself.
In another Zone, Parker executes two Ranged Combat Actions with her MP5. Although she rolled three dice for each Ranged Action, she gets only two Noise tokens in her Zone, one for each Ranged Action. The Noise tokens remain on the Zone where she produced them; they don't follow Parker when she 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 Mission 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 Mission (see Skills, page 40). Skills add to each other across Danger Levels: at Red Level, your Survivor will have four Skills.

- When a Survivor reaches 7 experience points, his Danger Level moves to Yellow. He gains a new Skill.
- 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 21). **The stronger your Survivor is, the more Zombies appear.**



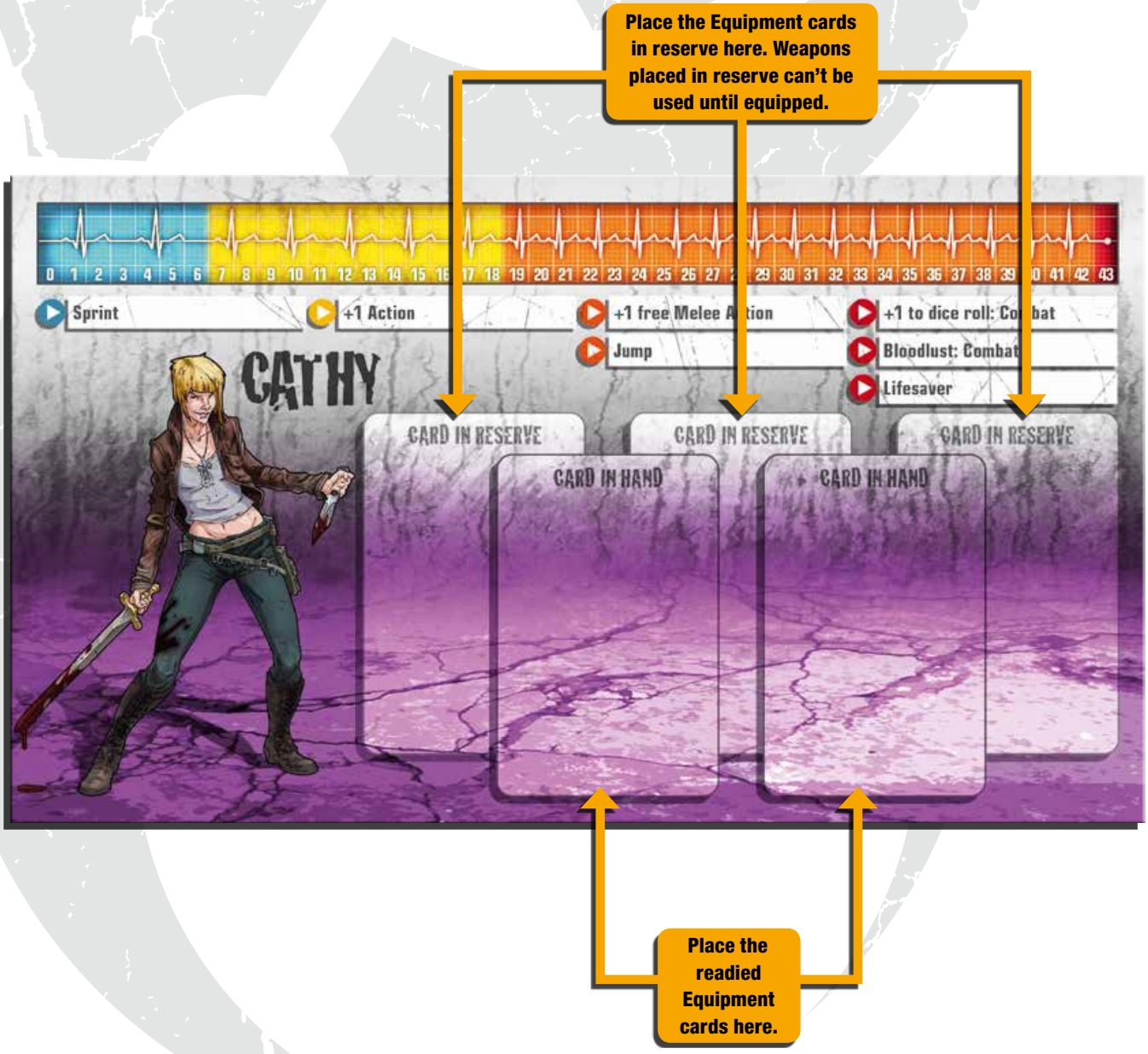


INVENTORY

Each Survivor can carry up to five pieces of Equipment but can have only two equipped and ready to use (one in each hand) at any given time.

All weapons must be in a hand slot in order to use them (whether to attack or to open a door). Other items, such as the Bulletproof Vest, Goalie Mask, or Plenty of Ammo cards, are always in effect, even while in one of the three reserve 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). In case several players want to discard cards, resolve it according to the player activation order (begin with the first player, then proceed clockwise).





THE ZOMBIES

Time has passed since the initial outbreak. Survivors evolved, and so did zombies. We killed many of them, but not enough, and some have aged. Older zombies get a feral appearance and a finely honed hunting instinct. We call these elder zombies the Skinners; first because their perpetual hunger made them leaner, and second because they have a really frightful look.
More than just their appearance mutated, though. Skinners can survive for months without eating anything and don't need some organs to stay active. As a result, some wounds just won't kill them anymore. Even ripped in half, a Skinner can still chase you. We call these aggressive remnants Crawlers, for obvious reasons. Crawlers can hide anywhere and ambush you, and they offer less surface area to target. Damn them.

Zombicide Season 3: Rue Morgue introduces Skinner Zombies. If not killed properly, they can turn into half-zombie Crawlers and keep on chasing Survivors until they receive the coup-de-grace.



Skinner Zombie cards are easily identified by the logo in the upper left, their background color, and the Skinner silhouettes at each Danger Level. Don't miss these features if you mix them with Zombie cards from other *Zombicide* boxes!

1 – Crawlers can appear each time Skinners are eliminated. After removing Skinner Zombies, whatever the type (Walker, Fatty, or Runner), and earning experience points for the kill(s), add a Crawler for each "1" rolled on the attack roll. If you own *Zombicide*-themed dice, the "1" is replaced with a Zombie head. Read only the dice results: the +1 to dice roll Skills have no effect on Crawler spawning. Skinners removed without any attack roll (by a Molotov automatically killing everything in the targeted Zone, for example) don't spawn Crawlers.
An attack can't produce more Crawlers than it killed Skinners.
If you own other *Zombicide* boxes, only Skinners can become Crawlers.

EXAMPLE 1: Bear fires his MP5 (3 dice, Accuracy 4+) at a Zone containing a single Skinner Walker, rolling ⚀, ⚀, and ⚀. The ⚀ is a success and kills the Skinner Walker. However, as there are two ⚀, a Crawler replaces it. Only a single Crawler is put on the board, though, since an attack can't produce more Crawlers than it killed Skinners!

EXAMPLE 2: Swinging his Chainsaw (5 dice, Accuracy 5+), Joe attacks three Skinner Walkers standing in his Zone. He rolls ⚁, ⚄, ⚄, ⚃, and ⚀. Each result of 5 or more eliminates a Walker. Thus, two Skinner Walkers are killed and removed, and Joe earns 2 experience points.

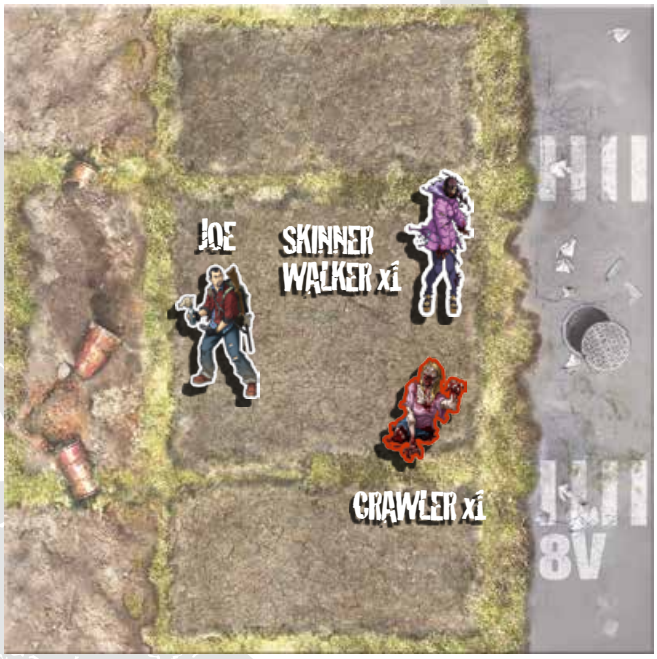
However, because Joe killed at least one Skinner, the players check the roll and find a single ⚀. A Crawler is then put in the Zone. One of the Skinner Walkers was killed for good, but the other is still alive, albeit as a Crawler!



STEP 1: Chainsaw attack! Joe rolls ⚂, ⚄, ⚅, ⚃, and ⚀ with an Accuracy of 5+. He gets two successes (⚅ and ⚄) and a single ⚀.



STEP 2: Two successes mean two Skinner Walker miniatures are removed.



STEP 3: After the removal of both Skinners, add a Crawler, as a ⚀ was rolled.

2 – All Crawlers are the same, no matter the Zombie type (Walker, Fatty, or Runner) they were before.

3 – Crawlers are targeted last in the Targeting Priority Order (see page 28).

4 – If you own other *Zombicide* boxes, choose your targets if they share the same Targeting Priority Order. This applies for Skinner Zombies mixed with Standard Zombies and Crawlers mixed with Zombie Dogz.

EXAMPLE 1: Cathy fires her Shotgun (2 dice, Accuracy 4+) in a Zone containing a Skinner Walker and a Standard Walker, rolling ⚅ and ⚀. As both are Walkers, they have the same Targeting Priority Order. Cathy achieved one hit and kills either of them. If she chooses the Skinner Walker, however, it will turn into a Crawler as there is a ⚀!

EXAMPLE 2: Later, Cathy fires her Shotgun in a Zone containing a Skinner Walker and a Standard Fatty, rolling ⚂ and ⚃. Walkers are targeted before Fatties in Ranged Combat, so she kills the Skinner Walker. Fortunately, it doesn't turn into a Crawler, as no ⚀ was rolled.

EXAMPLE 3: Finally, Cathy blasts her Shotgun in a Zone containing a Skinner Walker, a Standard Walker, and a Toxic Walker, rolling ⚅ and ⚅. Two hits! Toxic Zombies are targeted before Skinner and Standard Zombies, so the Toxic Walker is removed first. The second hit can kill either the Skinner Walker or the Standard Walker, as they have the same Targeting Priority Order.

Skinner Zombies and Crawlers aren't turned into Toxic Zombies by the Toxic Abomination (see the *Toxic City Mall* expansion).

If you are a new player or wish to demonstrate the game to new players, you may want to ignore the Crawler rules. This will ease the game a little and allow everyone to concentrate on the basics!

There are essentially three types of Skinner Zombies: Skinner Walkers, Skinner Fatties, and Skinner Runners. There are also Crawlers. Every once in a while, you will cross the path of a dreaded A-Bomb Abomination. You'd better learn about their strengths and weaknesses before going out after them. Know your enemy!

Skinner Zombies, A-Bomb Abominations and Crawlers have a single Action to spend each time they activate (Skinner Runners have two).



SKINNER WALKER

The most common and numerous type of Zombie. Don't underestimate them. When you begin to wonder if there are too many of them, it's already too late.

Min. Damage to destroy: Damage 1

Experience provided: 1 point



SKINNER FATTY

Big, bloated, and tough, these Zombies underbosses are hard to put down. Only powerful weapons can harm them. Their presence attracts common Zombies, and they come with Skinner Walker escorts.

Min. Damage to destroy: Damage 2

Experience provided: 1 point

Special rule: Each Skinner Fatty spawns with two Skinner Walker escorts alongside it, except when its group is splitting (see Zombies' Phase, page 20).



SKINNER RUNNER

Skinner Runners are agile, fast, and deadly. They can reach you and tear you apart in a heartbeat, and they instinctively hide behind their Walker and Fatty mates.

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special rule: Each Skinner Runner has two Actions per Activation (see Playing Runners, page 20).



A-BOMB ABOMINATION

Meet your Zombie boss! These beasts are impervious to everything except a Molotov. Moreover, they have super-long arms able to grab you from a distance, and the strength to lift anyone. Luckily, these beasts are fairly rare.

Min. Damage to destroy: Molotov

Experience provided: 5 points

Special rules:

• **Replacement.** If you can't place an A-Bomb Abomination because you lack the miniature, place a Skinner Fatty and its two Skinner Walker escorts instead.

• **Impervious.** An A-Bomb Abomination can only be killed by effects that destroy all Actors in the targeted Zone, like a Molotov (or a Flamethrower from the *Toxic City Mall* expansion). As an A-Bomb has no Damage threshold, game effets allowing to change or ignore a Zombie type (like the Point-blank Skill or the Nico Special Ultrared weapon of *Angry Neighbors*) have no effect.

• **Grabbing.** At the end of each of its Activations, an A-Bomb Abomination grabs all the Survivors from all adjacent Zones. All eligible Survivors are dragged to the A-Bomb's Zone without penalty. This is not a Move. Grabbing can force a Survivor to cross barricades (see *Angry Neighbors* and *Toxic City Mall*) and fences, as well as getting out of a car, a hole, or an observation tower (see *Prison Outbreak*). If you own several A-Bombs and your Survivor is subject to multiple Grabbings at once, choose the one to grab your Survivor.



CRAWLER

Crawlers are what happen when Skinner Zombies refuse to die. These are just half-zombies crawling around trying to kill you. Being small targets, they are often hard to hit from afar.

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special rules: Crawlers are targeted last in the Targeting Priority Order (see page 28).





#6 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 or Team Actions may give him).
The possible Actions are:

MOVE

The Survivor moves from one Zone to the next but cannot move through external building walls, closed fences, 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 44).

EXAMPLE 1: Jane is in a Zone with two Skinner Walkers. To leave this Zone, she spends one Move Action, then two more Actions (one per Skinner Walker), for a total of three Actions. If there had been three Zombies in the Zone, Jane would have needed four Actions to move.

EXAMPLE 2: At Blue Level, Cathy is next to a Zone containing a Zombie when she moves. Her Move Action ends in the Zone with the Zombie, even though her Sprint Skill would normally allow her to Move up to three Zones.

SEARCH

You can only Search building Zones (remember indoor alleys are considered street 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 Bulletproof Vests, La Guillotine, Molotov, and Nailbat cards) to make a new deck.

OPEN A DOOR

To open a door, a Survivor needs a Melee weapon with the "Open a door" symbol in his hand. **No attack roll is needed—just spend an Action.**



Remember to place a Noise token in the Zone if the Survivor used a noisy weapon (see Reading Equipment cards, page 8).

SPAWNING IN BUILDINGS

Opening a 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 21).

- If you draw an Extra Activation, immediately perform the action indicated on the card.
- If you draw a Bed or Manhole card (see page 24-25), immediately place the corresponding Zombies on the map.

• 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.

Trigger tokens may alter the way Zombies are revealed. If you see one on a tile, check page 32 first.





REORGANIZE/TRADE

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!

RANGED COMBAT

The Survivor uses a Ranged weapon he is holding in his hands to shoot at a single Zone within the Range shown on the weapon's card (see Combat, page 26). In *Zombicide*, people shoot at Zones, not Actors. This is especially important for Targeting Priority Order (see page 28).
Remember, using a Ranged weapon at Range 0 is still a Ranged Action.

MELEE COMBAT

The Survivor uses a Melee weapon he is holding in his hands to attack Actors in his Zone (see Combat, page 26).

TAKE OR ACTIVATE AN OBJECTIVE

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

MAKE SOME NOISE!

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

HELICOPTER ACTIONS





Some Missions feature the helicopter token and unlock special Actions for Survivors. The helicopter can be used as a vehicle, an objective, an obstacle, and more! See page 31 for details.

GET IN OR OUT OF A HELICOPTER

The Survivor gets in or out of a helicopter in his Zone. To get in a helicopter, either the pilot's seat or one of the three passenger seats must be empty for the Survivor to occupy, and the Zone cannot contain any Zombies. A Survivor can get out of a landed helicopter without restriction. No one gets out of a flying helicopter.
Survivors with the Fast roping Skill are exceptions to this latter rule. They can get out of a flying helicopter to get into a Street Zone (but not an indoor alley). In *Season 3: Rue Morgue*, **Dan, James, and Louise have Fast roping as a free additional Skill at Blue Level**.

CHANGE SEATS IN A HELICOPTER

The Survivor vacates the seat he's currently occupying and takes a different empty seat in the helicopter. If there are no empty seats in the helicopter, Survivors cannot change seats. The pilot can't change seats when the helicopter is flying.

TAKE OFF OR LAND



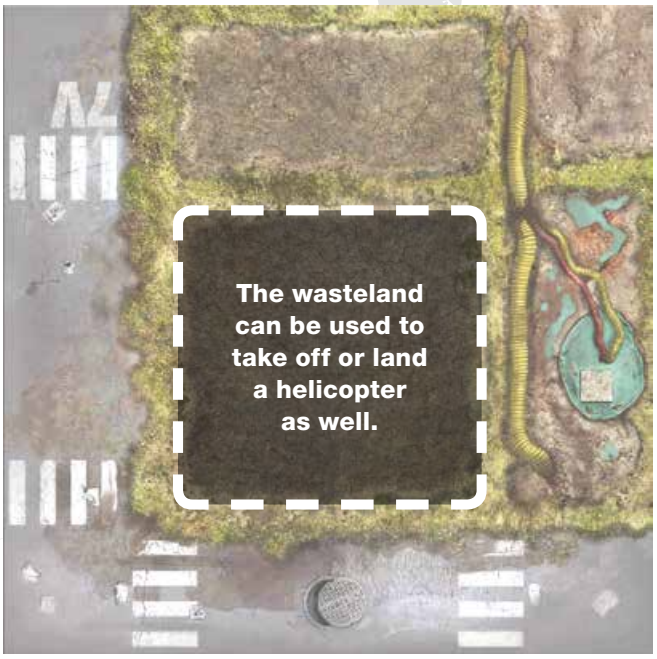


A helicopter can be flown only if the Mission allows it. The Helicopter pilot Skill is required to take off or land such a machine. In *Season 3: Rue Morgue*, **Parker, Terry, and Travis have Helicopter pilot as a free additional Skill at Blue Level**.

Two Zones can be used to take off or land a helicopter: the helipad (tile 9R) and the wasteland (tile 7V). Some Missions can include other Zones as well. Watch out for the briefing!

The pilot just has to spend an Action to take off or land the helicopter (it doesn't leave its Zone yet!). Place or remove the special helicopter base to simulate the flying! The pilot can't leave his seat as long as the helicopter is flying.





FLYING A HELICOPTER

While a landed helicopter can't move at all, a flying helicopter can cross the board very easily.

• The Survivor pilot can move the flying helicopter one or two Zones per Action spent.

• A helicopter flies from Zone to Zone using straight lines that run parallel to the edges of the board. Ignore all obstacles, including walls, fences, doors, and Zombies.

• The helicopter can fly over a building by moving from room to room (it is not considered to be inside the rooms).

• Flying a helicopter is not a Move and is not subject to movement modifiers, such as a Free Move Action or increased movement.

• Survivors inside a flying helicopter cannot interact with Actors outside the helicopter and vice-versa, even with Skills (like Born leader or Lifesaver, for example). A Molotov has no effect on a flying helicopter. No Line of Sight can be traced between the inside and the outside of a flying helicopter (Zombies can see the helicopter, but not the Survivors inside it). This is especially important to define the routes Zombies take when they move.

SPECIAL: A flying helicopter is always considered to be the last to use the Loud Skill (see page 43) each round.

STASHING EQUIPMENT CARDS IN A HELICOPTER

At the cost of one Action, a Survivor can store Equipment cards in a landed helicopter standing in the same Zone, or in a flying helicopter he's in. Remove the selected Equipment cards from the Survivor's inventory and put them on the helicopter token.

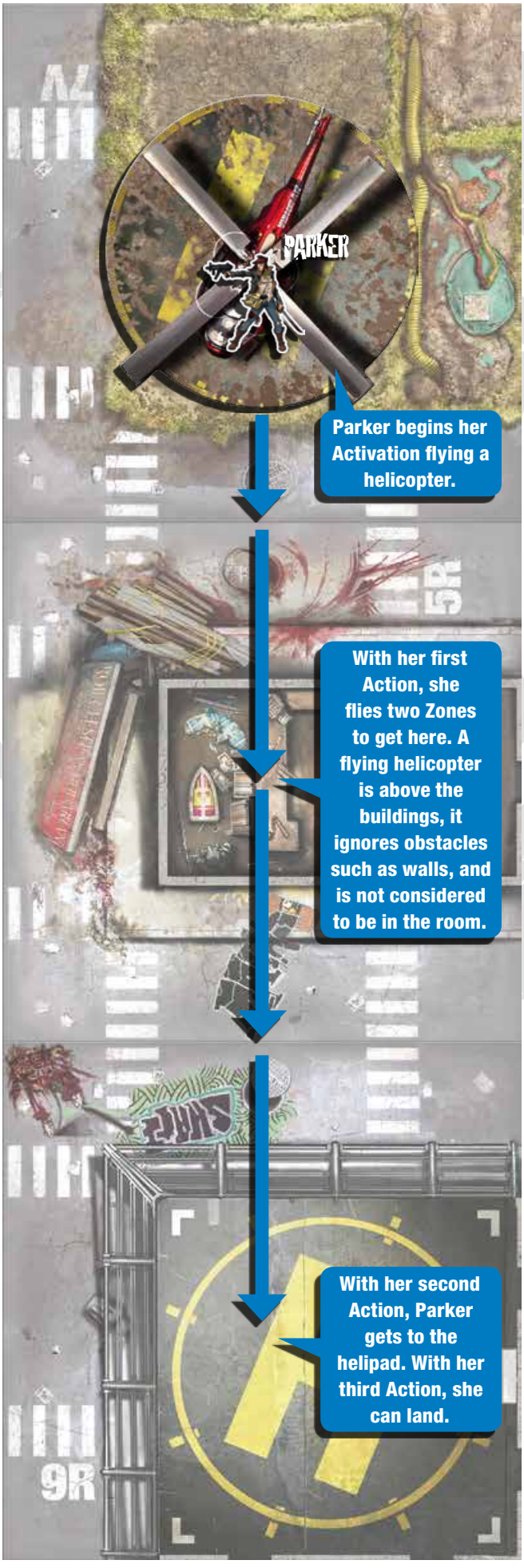
In the same way, a Survivor can take Equipment cards stashed in a landed helicopter standing in the same Zone, or in a flying helicopter he's in, at the cost of one Action. Look at the Equipment cards stored in the helicopter and move any amount of them from the helicopter to the Survivor's inventory.

Both of these Actions can be accomplished by the helicopter's pilot and passengers.

EXAMPLE: Terry owns Glass Bottles and Laurie, standing a few Zones away, has Gasoline. Meeting and exchanging stuff would allow the brewing of a Molotov Cocktail. The Zombicide rages on, however, and the Survivors can't afford to lose any turns.

Terry stands in the landed helicopter's Zone. He spends an Action to move the Glass Bottles Equipment card from his inventory to the helicopter before moving on.

Later, Laurie gets into the helicopter's Zone. She spends an Action and takes the Glass Bottles Equipment card into her inventory. The Molotov's ready!



You may own Companion miniatures, like Dog Companions. Apply the rules below when playing them around a vehicle, be it a car or helicopter.



- A Survivor has to spend an additional Action to allow a Companion to get in or out of a vehicle alongside him. A Companion can't get in or out without its Survivor.

- Companions occupy a seat and can't change seats (note: Dog Companions don't occupy a seat).

- Companions cards are Equipment cards. They can be stashed in a vehicle. Any Companion left in the vehicle, however, must occupy a vacant seat with its miniature.

Do nothing

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



#7 Zombies' Phase

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 a Survivor performs an Attack. A Zombie's Attack is always successful and does not require any dice rolls. It snatches, if possible, an Equipment card that the Survivor is carrying. The player who controls the Survivor chooses and discards an Equipment card. The Survivor receives a Wounded card, which replaces the lost Equipment. When he reorganizes his Survivor's inventory, the player may move this Wounded card just like an Equipment card, but he cannot discard or trade it, and it reduces the amount of Equipment the Survivor can carry.

A Survivor with two Wounded cards is eliminated—remove his miniature, and discard his Equipment. Additional Wounds are dealt to other Survivors in the same Zone. If there are no Survivors left in the Zone, these additional Wounds are ignored. If other Survivors are in the same Zone, the players share the Wounded cards in any way they prefer. Cooperation also means sharing the pain and suffering!

EXAMPLE: A Skinner Walker in a Zone with two Survivors inflicts one Wound during its Activation. The players choose which Survivor receives the Wounded card and loses Equipment. They can decide, for example, to give it to a Survivor who is holding no equipment. They can also decide to give it to a Survivor who's already wounded and put him out of his misery!

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

EXAMPLE: A group of seven Skinner Walkers is in the same Zone as two Survivors. The first four Walkers are enough to kill the hapless victims, but all seven spend their Action attacking. Chow time!

MOVE

The Zombies that have not attacked use their Action to move one Zone toward their target, according to the following parameters:

- If they can see a Survivor, they move toward him.
- If they see Survivors in different Zones, they move toward the noisiest visible group, regardless of the distance. (REMEMBER: Each Survivor counts as a Noise token.)
- If they can't see anybody, they move toward the Zone that contains the most Noise tokens regardless of the distance. In case there are no open paths to the noisiest Zone, they move toward it as if all doors were open, though locked doors still stop them.

Zombies always take the shortest possible route to their target Zone. It 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 (of any type) never split; the first player decides which direction they go.
- Skinner Fatties don't get extra Skinner Walker escorts when splitting.
- If there aren't enough Zombie miniatures for a split, the first player decides which Zombie groups get the final reinforcements for an even split, and which direction the uneven split groups go (see Running out of miniatures, page 25).

Previous *Zombicide* Seasons owners: You read it right. Splitting doesn't give way to extra Activations anymore!

EXAMPLE: A group of four Skinner Walkers, one Skinner Fatty, and three Skinner Runners move toward a group of Survivors. The Zombies can take two routes of the same length, so they split into two groups. Two Skinner Walkers go one way, the other two take the other route. The Skinner Fatty joins one group of Skinner Walkers, and a second Skinner Fatty is added to the other group (this new Skinner Fatty does not come with extra Skinner Walkers). The three Skinner Runners also split, two joining the first group, and the other joining the second group. Another Skinner Runner is added to the latter group so that the groups remain identical. Things just got a lot harder for the Survivors.

PLAYING RUNNERS



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 Skinner Runners and a Skinner 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 Skinner Runners then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each of the Skinner Runners inflicts one Wound, killing the Survivor.

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

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

PLAYING THE A-BOMB ABOMINATION

The A-Bomb Abomination can only be killed with a Molotov. Killing it provides 5 experience points.
The A-Bomb Abomination features the special rules below:

- **Replacement.** If you can't place an A-Bomb Abomination because you lack the miniature, place a Skinner Fatty and its two Skinner Walker escorts instead.
- **Impervious.** An A-Bomb Abomination can only be killed by effects that destroy all Actors in the targeted Zone, like a Molotov (or a Flamethrower from the *Toxic City Mall* expansion). As an A-Bomb has no Damage threshold, game effets allowing to change or ignore a Zombie type (like the Point-blank Skill or the Nico Special Ultrared weapon of *Angry Neighbors*) have no effect.
- **Grabbing.** At the end of each of its Activations, an A-Bomb Abomination grabs all the Survivors from all adjacent Zones. All eligible Survivors are dragged to the A-Bomb's Zone without penalty. This is not a Move. Grabbing can force a Survivor to cross barricades (see *Angry Neighbors* and *Toxic City Mall*) and fences, as well as getting out of a car, a hole, or an observation tower (see *Prison Outbreak*). If you own several A-Bombs and your Survivor is subject to multiple Grabbings at once, choose the one to grab your Survivor.

A game can include several A-Bomb Abominations if you have extra miniatures for them.

STEP 2 – SPAWN

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



Zombie Spawn tokens mark the Spawn Zones' locations.

Almost every Spawn Zone has one or several Spawn locator tokens, numbered from 1 to 6, near it.



These are Spawn locator tokens.

At each Spawn Step, roll dice to set the way Zombies enter the board. The dice amount to roll depends on the number of Survivors beginning the game. This amount does not change during the game (even if Survivors are eliminated). **Caution!** Companions—like Dog Companions, for example—do not count as Survivors for determining the dice amount.
Basically, the number of Spawn dice to roll is 4, plus 1 die per 2 Survivors (rounded up) above the sixth.

SURVIVORS	SPAWN DICE
6	4
7-8	5
9-10	6
11-12	7

Once the dice are rolled, assign them to the Spawn Zones with the matching Spawn locators. Then draw a Zombie card for the first die assigned to the lowest-numbered Spawn Zone to receive a die. Repeat this process for each die of each Spawn Zone, going clockwise from 1 to 6, one Zombie card per die.
Each time you draw a Zombie card, read the line 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 in the corresponding Spawn Zone.
When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.

REMEMBER: Each Skinner Fatty comes with two Skinner Walkers as escorts when it spawns but not when you add one to balance a group of Zombies that splits.

EXAMPLE: Eight Survivors are engaged in a Zombicide. The most experienced Survivor is James: 12 experience points put him in the Yellow Danger Level.

Four Spawn Zones are displayed on the board. The first is labeled with Spawn locator #1. Going clockwise, the second is labeled with Spawn locator #2. The third is labeled with Spawn locators #3 and #4. The fourth is labeled with Spawn locators #5 and #6.

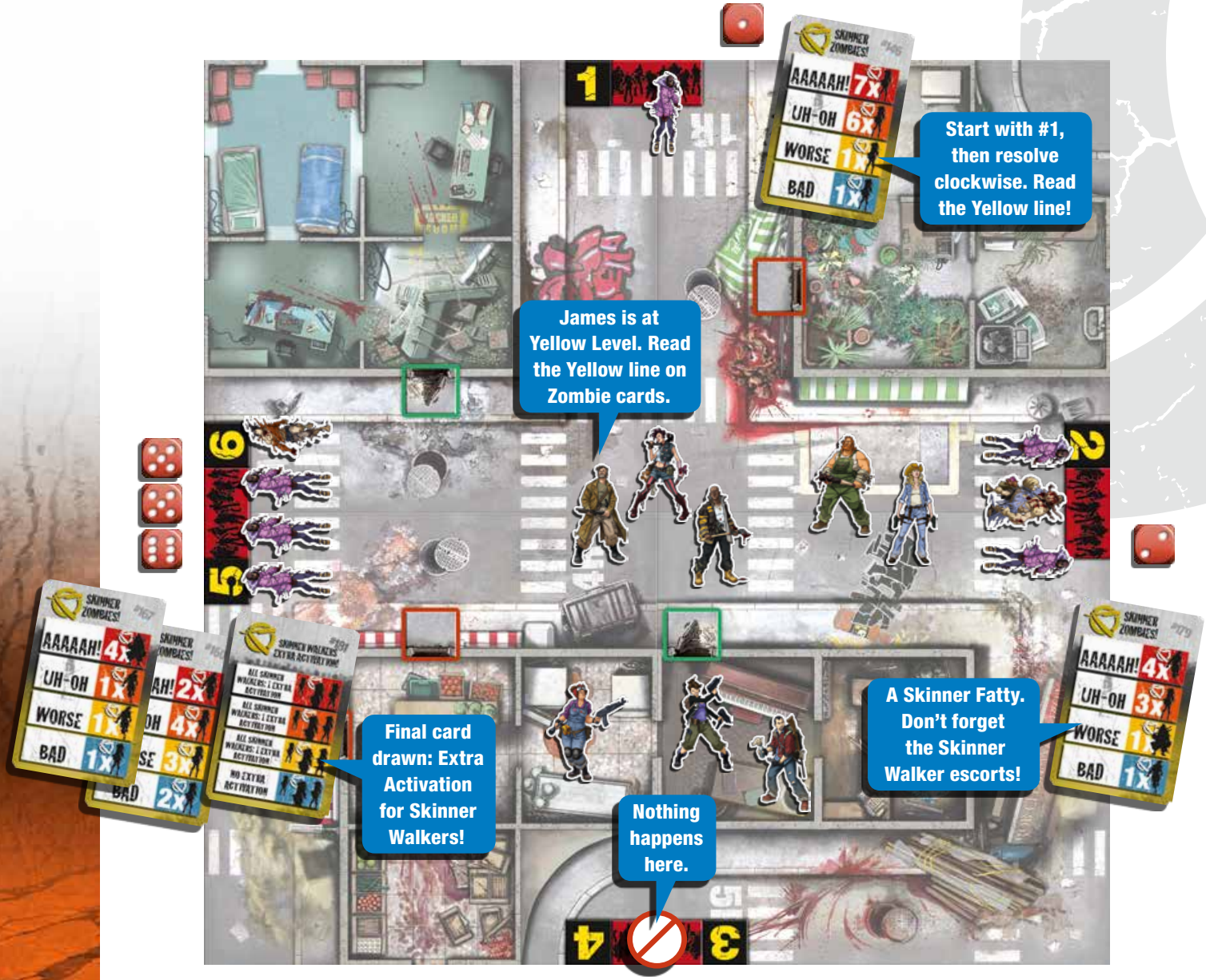
During the Zombies' Phase, 5 dice are rolled to Spawn Zombies: ⚀, ⚁, ⚂, ⚃, ⚄. The die showing ⚀ is allocated to the first Spawn Zone (Spawn locator #1). The ⚁ goes to the second Spawn Zone. No die goes to the third Spawn Zone. Both ⚂ and the ⚄ go the fourth Spawn Zone.

A first card is drawn for the ⚀. As the highest Danger Level among Survivors is Yellow, the Yellow line is read: 1 Skinner Walker is put on Spawn Zone labeled #1.

Another card is then drawn for the ⚁: 1 Skinner Fatty is put on Spawn Zone #2 with two Skinner Walker escorts.

No card is drawn for Spawn Zone #3/#4: no dice rolled ⚂ or ⚃.

Three cards (corresponding to ⚂, ⚃, and ⚄) are drawn and resolved one after the other for Spawn Zone #5/#6: 1 Skinner Runner, then 3 Skinner Walkers, then an Extra Activation for all Skinner Walkers. This final card allows all Skinner Walkers on the board, even those the players just put on the Spawn Zones, to resolve an extra Activation immediately.



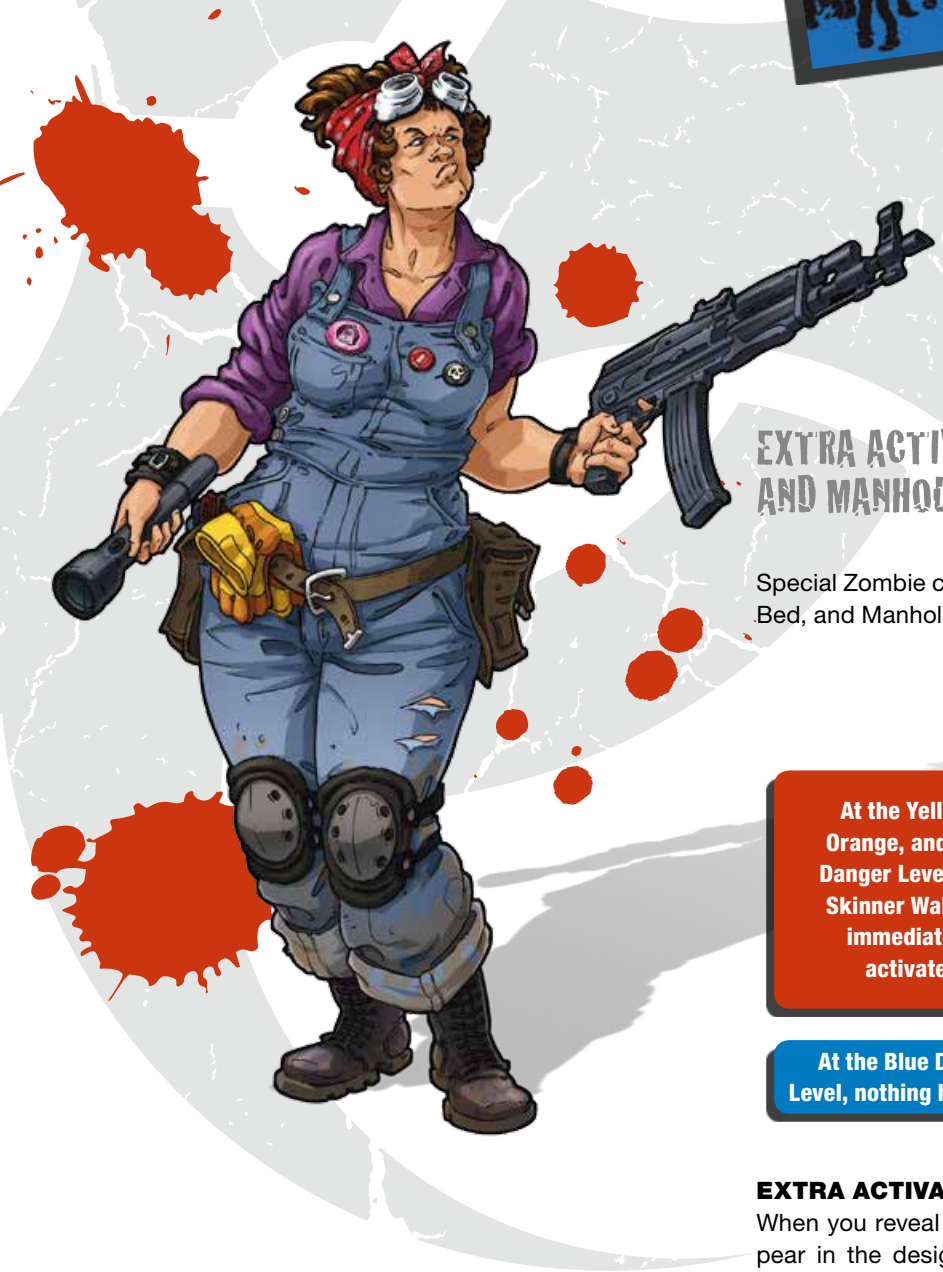
NO SPAWN LOCATOR?

A Spawn Zone without Spawn locators is still played in the Spawn phase. Draw a single Zombie card for it at each Spawn Step, no matter the dice results. Resolve such a Spawn after resolving the regular Spawns, clockwise.
Some Missions may not display Spawn locators at all, especially Missions from previous Seasons. In that case, choose the first Spawn Zone to play for the whole game, and draw a single Zombie card for each of them (no matter how much Survivors are played), at each Spawn Step.

COLORED SPAWN ZONES

Some Missions feature colored Spawn Zones, like blue or pink. Unless otherwise stated, they don't have Spawn locators and require a specific event (like taking an Objective of the matching color) to activate. Colored Spawn Zones aren't assigned Zombie cards until they activate. Unless the Mission states otherwise, colored Spawn Zones spawn Zombies in each Spawn Step after their activation.





EXTRA ACTIVATIONS, BEDS, AND MANHOLES

Special Zombie cards come in three types: Extra Activation, Bed, and Manhole cards.



EXTRA ACTIVATION CARDS

When you reveal an Extra Activation card, no Zombies appear in the designated Zone. Instead, all Zombies of the indicated type immediately get an extra Activation (see Activation step, page 19). Notice that these cards have no effect at the Blue Danger Level!

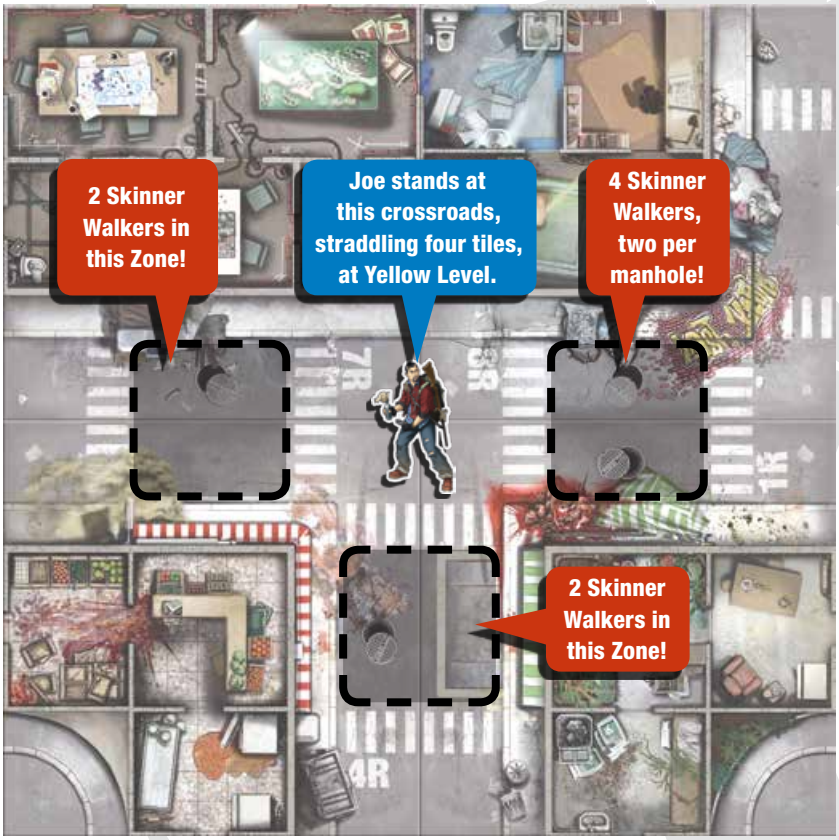
MANHOLE CARDS

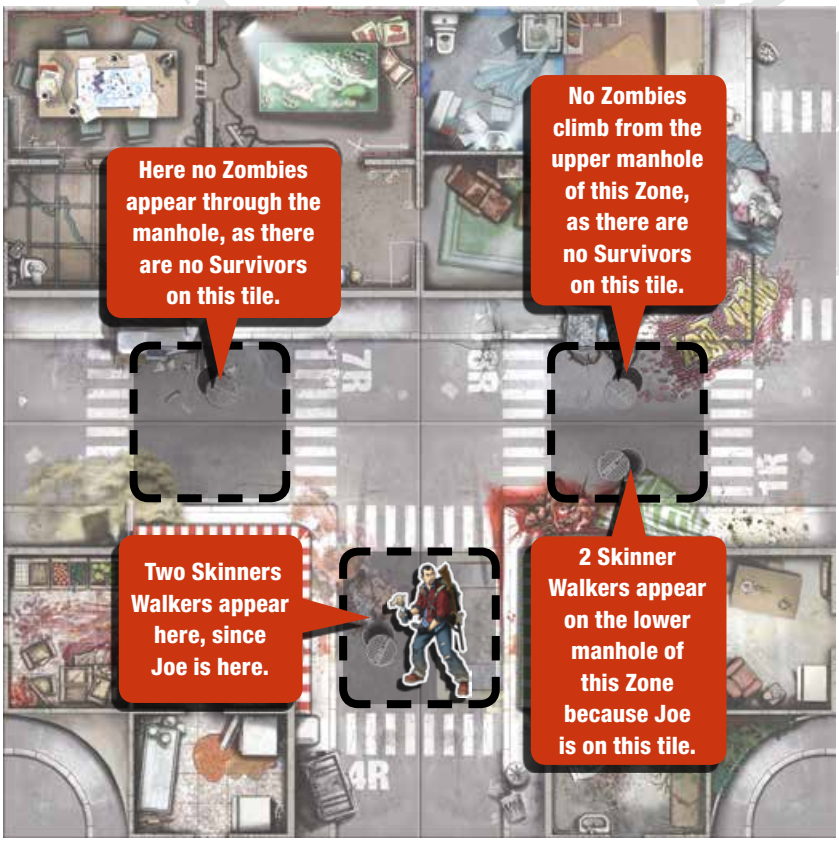


When you draw a Manhole card, no Zombies appear in the designated Zone. Instead, place the indicated number and type of Zombies in every Zone where the map shows a manhole, on every tile that has at least one Survivor. Manhole invasions never happen on tiles devoid of Survivors.

Resolve only one extra Activation if you don't have enough Zombie miniatures to fill all the manholes, even if some are in different Zones. In this case, the first player chooses the manholes where the remaining Zombies appear.



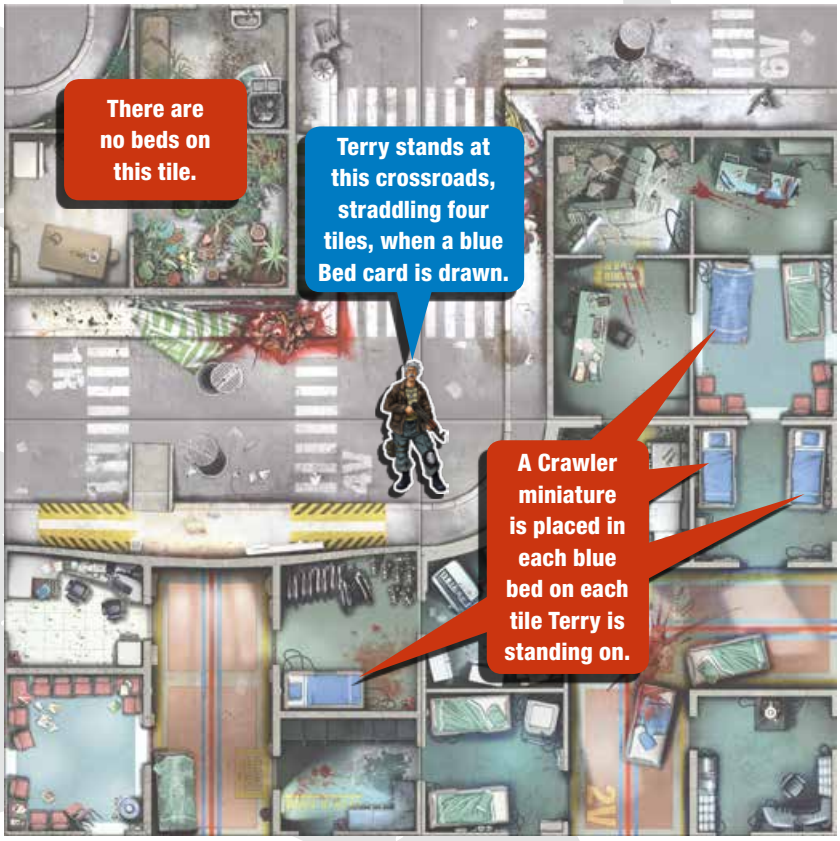




BED CARDS

We have many reasons to hate hospitals. Among them, dead people lying in beds. Are they corpses or crawlers taking a nap? What a lovely prank.







Bed cards come in two kinds: blue beds and green beds. Beds can be found on hospital tiles, as well as most revealed tent cards.

When you draw a Bed card, no Zombies appear in the designated Zone. Instead, place a single Crawler on every bed of the matching color, on every tile that has at least one Survivor. Bed invasions never happen on tiles devoid of Survivors. **Resolve only one extra Activation if you don't have enough Crawler miniatures to fill all the beds, even if some of these beds are in different Zones.** In this case, the first player chooses the beds where the remaining Crawlers appear.

RUNNING OUT OF MINIATURES

The *Zombicide Season 3: Rue Morgue* box contains enough Zombies to invade a city. However, players may still run out of miniatures of the indicated type when required to place a Zombie on the board through spawning (including Crawler spawning!) or populating a building. In this case, the remaining Zombies 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 if (bad) circumstances arise. So always keep a wary eye on the Zombie population on the board or risk an unexpected Zombie riot!

REMEMBER: Splitting doesn't cause extra Activations (see page 20).

#8 COMBAT



When a Survivor executes a Combat Action, roll as many dice as the Dice number of the weapon being used.



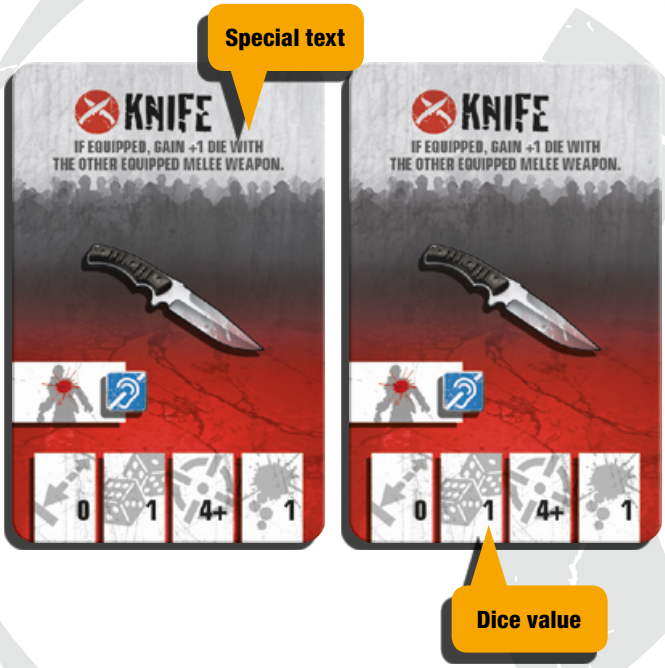
If the active Survivor has two identical weapons with the Dual symbol equipped in hand, he can use both weapons at the same time at the cost of a single Combat Action. For Ranged Combat, both weapons must be aimed at the same Zone.



EXAMPLE 1: Parker has two Mac-10s in her hands. The Mac-10 has the Dual symbol, so Parker can shoot them both with a single Action. This allows her to roll 10 dice in a single Action, as each Mac-10 has a Dice number of 5!



EXAMPLE 2: Louise is holding two Knives. As they are identical weapons with the Dual symbol, she can strike with them both at once. In theory, she would roll 2 dice (one for each Knife). However, each Knife gives a bonus of +1 Die to a Melee weapon held on the other hand. The bonus here is reciprocal, so each Knife has a Dice value of 2, for a total of 4 dice in Dual wielding!



Each die result that equals or exceeds the Accuracy number of the weapon scores a successful hit. All hits have to be assigned to an enemy target (a Zombie or a rival Survivor). One can not refrain from killing!



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



- Skinner Walkers and Skinner Runners are killed with a 1 Damage hit (or more).
- Skinner 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.
- A-Bomb Abominations are only killed by Molotovs (or Molotov-like effects)

EXAMPLE: Joe unloads his two Mac-10s on three Skinner Walkers guarding a Skinner Fatty and scores five hits. The first three shots easily blow away the Skinner Walkers. However, the Skinner Fatty takes the two remaining hits with no consequences, as the Mac-10 inflicts only 1 Damage.

Maddie arrives to finish the job with her Saber. She only hits once, but the Saber inflicts 2 Damage, which is enough to chop that Skinner Fatty down!
If there had been two Skinner Runners instead of a Skinner Fatty, a single hit with the Saber would not have eliminated the two Skinner Runners. Each successful hit can only take out one target, and any remaining Damage is overkill and wasted.

In special situations, like shooting into a desperate melee where a teammate is stuck, or in Competitive mode (see page 39), a Survivor may hit another Survivor. In that case, the target Survivor suffers as many Wounds as the Damage value of the weapon used, and loses as many Equipment cards (if he owns them). Equipment preventing Damage, like a Goalie Mask or a Bulletproof Vest, may be used to prevent Survivor-inflicted Damage.

MELEE



The zombie invasion heralded the return of old-fashioned weapons like axes, urban maces, and even swords. Had the Roman legions been with us, this zombie problem would already be solved.

A Survivor equipped with a Melee weapon (a weapon with a max Range of "0") 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.

EXAMPLE: Cathy attacks a Skinner Walker, a Skinner Runner, and a Skinner Fatty with her Saber. She rolls a ⚄ and ⚃, which means two hits. She decides to decapitate the Skinner Runner and butcher the Skinner Fatty, leaving the Skinner Walker, the least dangerous of the three, for her next Action. Though Bear is also in the same Zone, he is safe from Cathy's slashes.

RANGED

For a time, we worried about the eventual lack of ammo. Take it easy. There is ammunition almost everywhere we tread. Just make sure you bring weapons with all kinds of calibers.



A Survivor equipped with a Ranged weapon (a weapon with a max Range of "1" or more) can shoot at a Zone he can see (see Line of Sight, page 7) 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. Indoor alleys are an exception, as they count as street Zones (see page 29).

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 most 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 Rifle 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 pulling the trigger. The MP5 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 Ranged Combat, 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!

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 – Survivors (except for the shooter)
2 – Skinner Walkers
3 – Skinner Fatties or A-Bomb Abomination (the shooter chooses)
4 – Skinner Runners
5 – Crawlers

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 ORDER

TARGETING PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
2	SKINNER WALKER	1	1	1
3	SKINNER FATTY (1) / A-BOMB ABOMINATION (2)	1	2/ A lot	1/5
4	SKINNER RUNNER (3)	2	1	1
5	CRAWLER	1	1	1

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.
(1) Each Skinner Fatty comes with two Skinner Walkers.
(2) A-Bomb Abomination: Impervious. Grabbing.
(3) Skinner Runners have two Actions per Zombies' Phase.

EXAMPLE: In Terry's Zone there is Joe (another Survivor), four Skinner Walkers, one Skinner Fatty, and two Skinner Runners. Armed with two Mac-10s and knowing he's Zombie chow, Terry is going to take out as many of them as possible! He rolls 10 dice (5 for each Mac-10) and obtains: ⚅, ⚅, ⚄, ⚄, ⚄, ⚄, ⚃, ⚃, ⚃, and ⚃. The Mac-10s hits on 5 or 6, which means five hits. Joe takes two, which kills him (thanks bro), and the remaining hits eliminate three Skinner Walkers.

After reloading, Terry shoots again and get ⚅, ⚄, ⚄, ⚄, ⚄, ⚄, ⚄, ⚃, ⚃, and ⚃—three more hits. The last Skinner Walker is down but the two remaining hits do not harm the Skinner Fatty, which shields the two Skinner Runners. The only way to target the Skinner Runners first would have been with a Melee weapon, which can freely assign hits.

Veteran players from previous *Zombicide* Seasons may find an extended Targeting Priority Order chart (including Berserker and Toxic Zombies) on page 61.

RELOADABLE WEAPONS

While most weapons can be used repeatedly, a few, like the Double Barrel, Mac-10, or Sawed-Off, require spending an Action to reload them between shots if you want to fire multiple times in the same game round. 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 spend another Ranged Action to fire at another Zone with the other Dual reloadable weapon.

EXAMPLE: Travis holds two Sawed-Offs at the beginning of his Activation. He unloads them both with his first Action, reloads them with his second Action, then fires them off again with the third. The Sawed-Offs are empty.
At the End Phase, both Sawed-Offs are reloaded for free.

IMPROVED WEAPONRY: MOLOTOV AND SNIPER RIFLE

Specific Equipment cards can be combined to build improved weaponry. Whenever you want (even when suffering a Wound), take the two appropriate cards, which the Survivor must already have in his inventory, and combine them to get the new weapon's Equipment card. The components are then discarded. In the Sniper Rifle's case, just superpose the Scope and Rifle cards to form a single weapon, they can't be separated again until the Sniper Rifle is discarded. This does not require an Action, and the new weapon occupies only a single slot in your Survivor's inventory.
When he builds an improved weapon, a Survivor may immediately and freely reorganize his inventory.

MOLOTOV: Combine Glass Bottles and Gasoline to give a Molotov card to your Survivor. The Molotov doesn't need Dice, Accuracy, or Damage values (though it stills requires a Ranged Combat Action to use). It just kills everything in the targeted Zone. Yes, even other Survivors and Abominations. Discard the Molotov card after a single use, leaving its hand slot empty. The used card is not put in the Equipment discard pile; put it aside.



SNIPER RIFLE: Combine a Rifle and a Scope to get a Sniper Rifle. Now you can choose your targets when firing with this improved weapon. If the Sniper Rifle is discarded, the Rifle and Scope cards go to the Equipment discard pile.



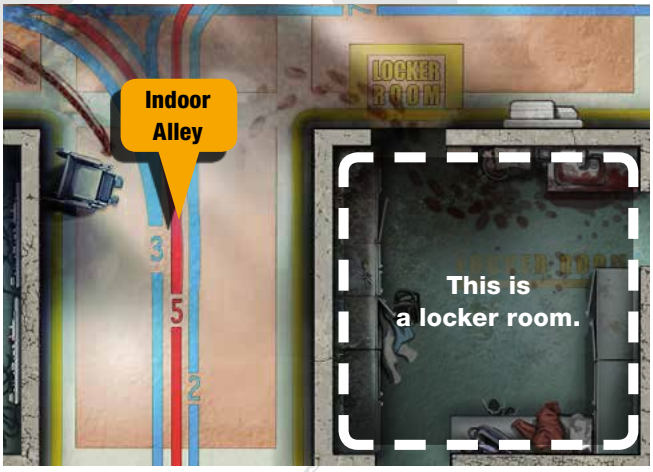
#9 SPECIAL LOCATIONS

HOSPITAL TILES



Hospitals rank among the most dangerous places around. In the first day of the zombie invasion, these places received many injured, dead, and infected people. It was only a matter of hours before every hospital turned into a slaughterhouse, then a zombie nest.
For months we avoided these places like the hellholes they were. We could find whatever supplies they held elsewhere, or they weren't worth the risk. Time has passed, however, and the rules have changed. Even the humblest supplies are worth the risk now, and dreadful diseases are coming back from the dark ages. Guess what kind of things a flea may bite before it bites you.

The hospital tiles are 1V, 2V, 3V, 4V, 5V and 6V.



ALLEYS
The hospital tiles feature indoor alleys. Indoor alleys count as street Zones for all purposes. This influences:
1 – Lines of Sight: Lines of Sight cover as many Zones as the line can go through before reaching a wall or the edge of the board.
2 – Search: You can't Search in an indoor alley.
3 – Spawn: Don't spawn Zombies in indoor alleys (unless there is a Spawn Zone, of course).

HOSPITAL ROOMS

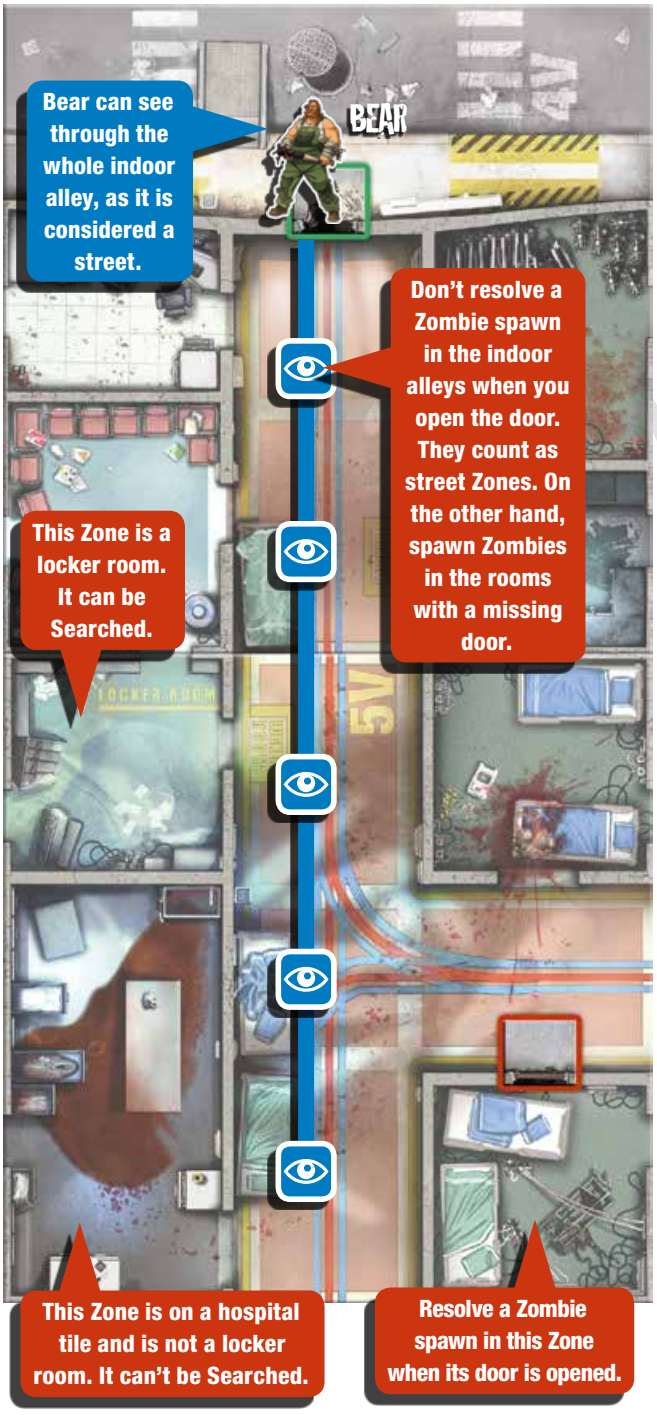
The hospital tiles feature rooms. They count as building Zones for all purposes, and share these rules:

1 – Movement: You can only enter a room through an opened door.

2 – Search: You can't Search in hospital rooms **except for locker rooms**.

3 – Zombie spawning: Opening a hospital room's door generates a Zombie spawn in the room. The same happens if the room door is opened (or missing) when the hospital door is opened.

Check out the beds, too (see page 25)!



The cars featured in previous *Zombicide* Seasons can be driven into indoor alleys. To enter, however, they need to pass through a double door like those found in the *Toxic City Mall* expansion.



CAMPS TILES AND TENTS

In the first weeks of the invasion, the military established camps in the city parks and in surrounding areas. Unfortunately, most places don't stay secure for long when zombies are involved, and many camps fell after putting a hell of a fight. Remnants remain, sometimes with good weapons and ammo to grab. And then there are the tents, giant and ragged pieces of material with stuff and zombies just waiting for you open them up. They're like magic bags with prizes inside. Who doesn't love that?

- The camp tiles are 7V (also called wasteland for helicopter piloting), 8V and 9V.
- All camp Zones are street Zones. Most of them can receive tent cards, as indicated on the Mission map.





CRASHED HELICOPTER



Unless otherwise stated, a Zone even partially covered with the Crashed Helicopter token can't be entered or crossed and blocks Line of Sight. Don't spawn Zombies in Zones covered by the Crashed Helicopter token or made inaccessible by it. *Toxic City Mall* expansion users may notice the Crashed Helicopter token uses the same rules as Rubble. Game effects affecting Rubble affect the Crashed Helicopter as well.

TENTS



• Unless otherwise stated by the Mission, distribute hidden tent cards at random among the Zones which receive tent cards when the board is set (see the Mission's map).
• A Survivor entering a tent for the first time reveals it. Flip the tent card and spawn Zombies inside (check the beds too!). A Zombie entering a tent doesn't reveal it.
• Tents can't be Searched (except for the Administrative and Infirmary cards).
• No Line of Sight can be traced through a tent or between tents and other Zones.
• If you own other *Zombicide* boxes, a tent can't be driven through.



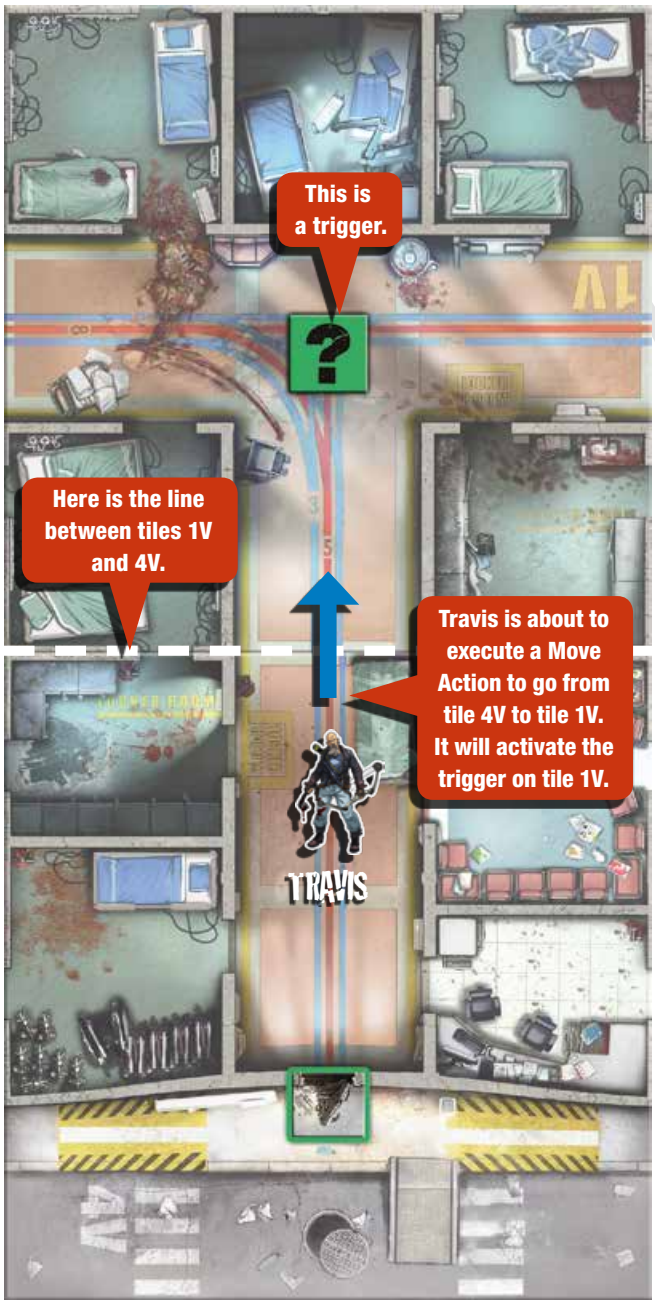
EVENT TRIGGERS

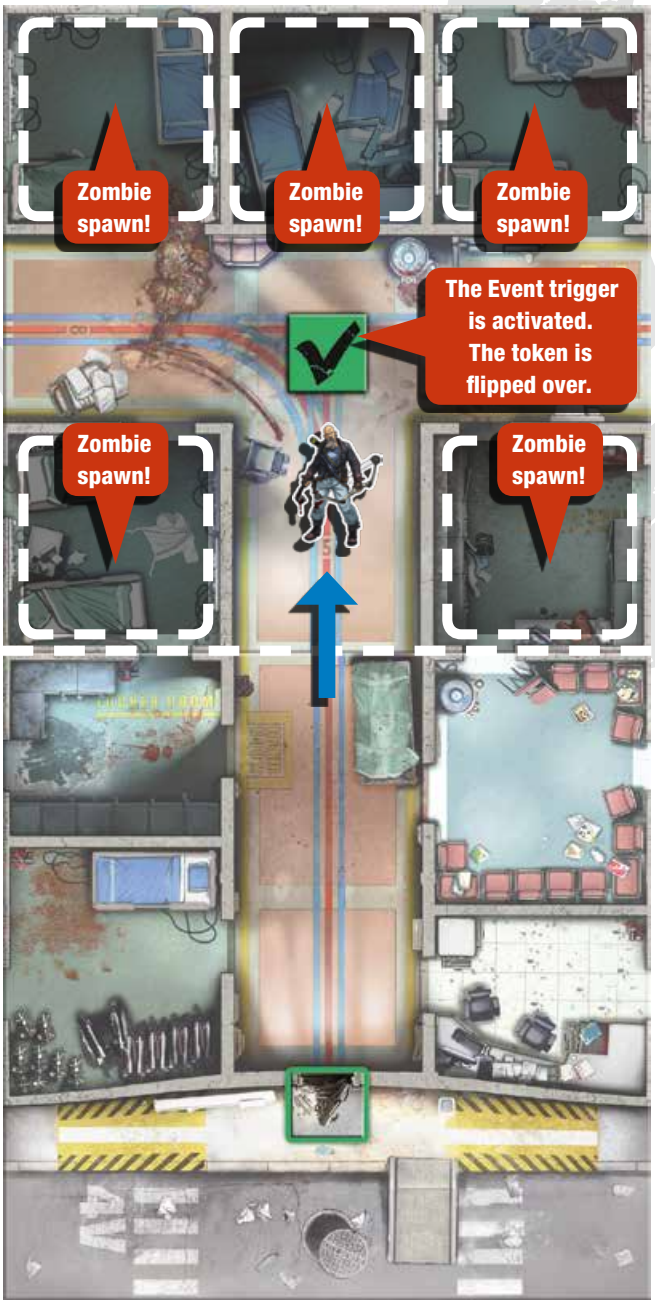


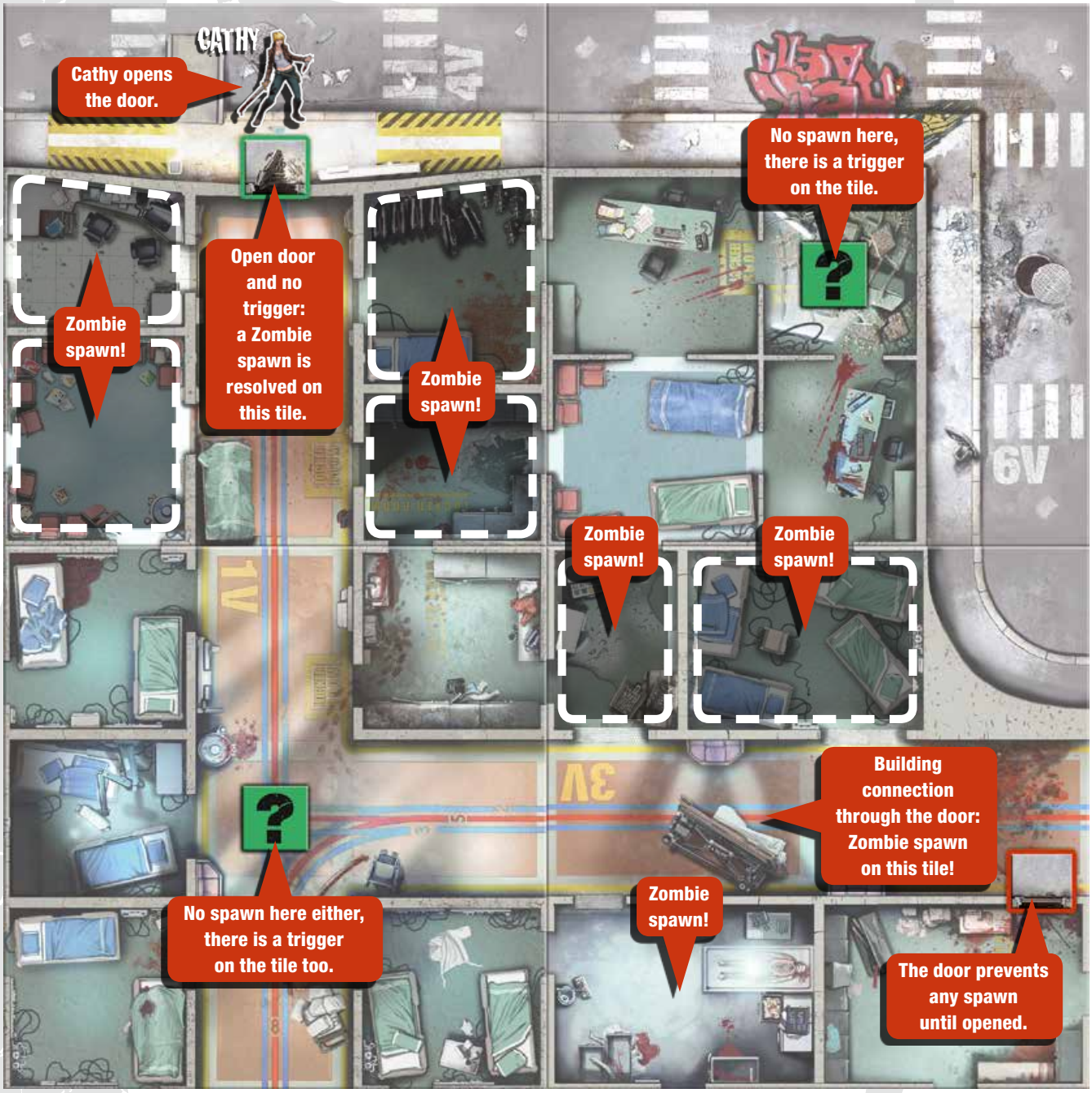
As their name implies, Event triggers set off special rules when predefined circumstances occur. Unless otherwise stated by the Mission, apply the rule below.

Event trigger: A tile displaying an Event trigger only spawns Zombies the first time a Survivor stands in one of its building or indoor alley Zones at the end of an Action. Flip over the Event trigger to indicate that it was used. Don't spawn Zombies inside the building Zones of this tile when a door leading into it is opened—spawn Zombies when a Survivor steps inside one of this tile's building or indoor alley Zones.

Game effects born of Event triggers can interrupt an Activation (or Team Action). They are resolved before resuming the Activation.

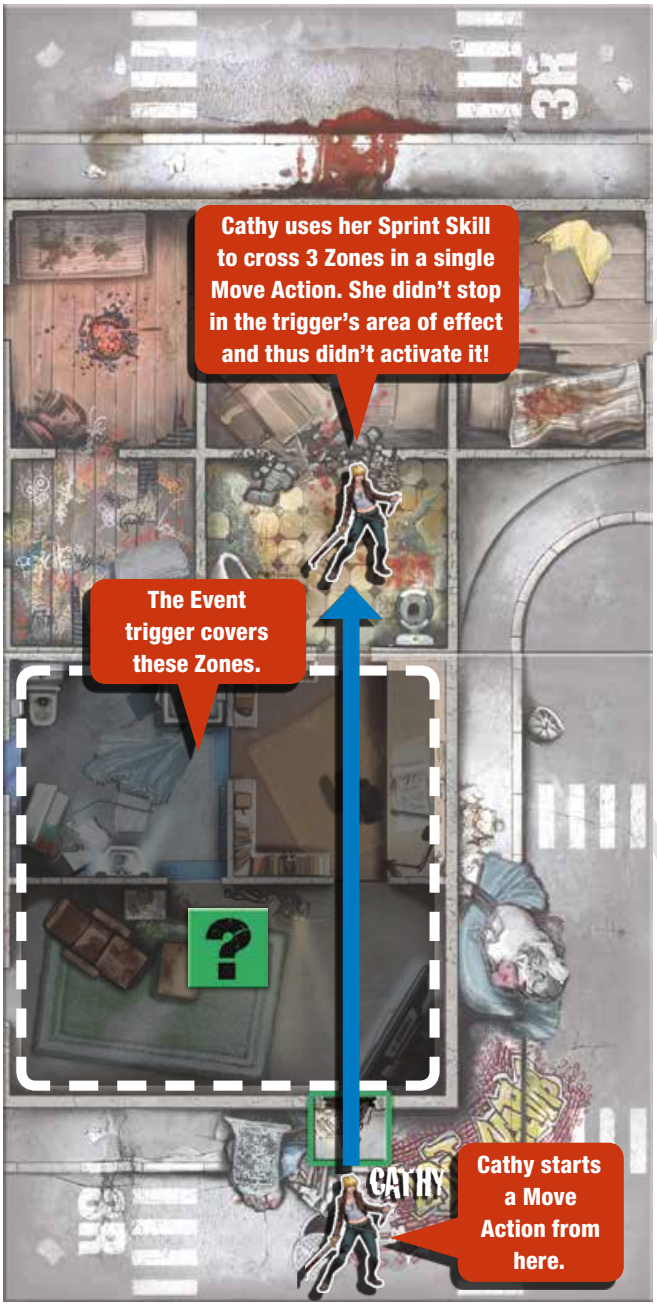




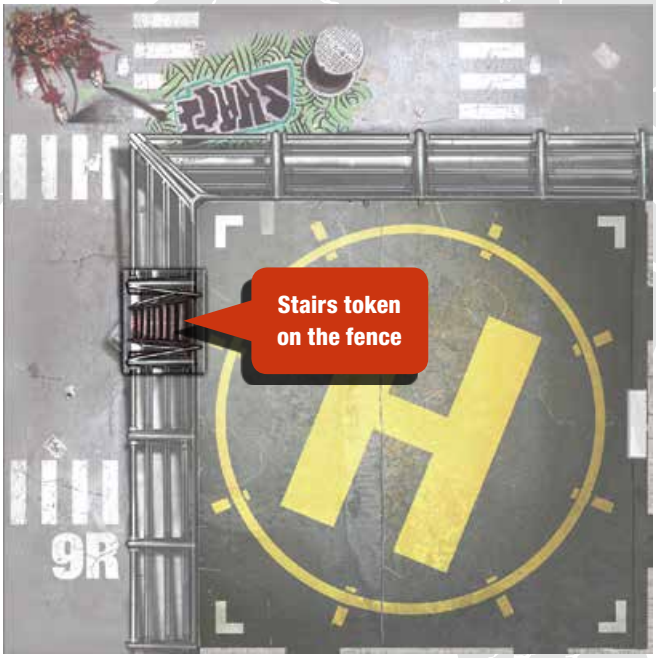


EXAMPLE: A Crawler is spawned in a bed, on a tile where a Event Trigger lies. Maddie uses her Bloodlust: Melee Skill (see page 41) to get the Crawler. Achieving the movement part of the Bloodlust: Melee Skill, she stops on the Crawler's Zone and thus activates the Event Trigger. Zombies are spawned over the tile: two Skinner Walkers appear in Maddie's and the Crawler's Zone. The next drawn Zombie card is a Skinner Walker Extra Activation. Both Skinner Walkers wound the Survivor. Maddie is killed before resuming her Activation and benefitting of the free Melee Action of the Bloodlust: Melee Skill. Too bad!

Event triggers are wonderful tools for Mission creation. For example, you can limit their range to a single Zone or link them to a door to trigger the opening of another door or the appearance of an unexpected guest. Remember, having fun is the only rule!



HELIPAD AND STAIRS



Bordered with a fence, the helipad is a real place of interest in any Mission. It can be used to control large streets on the board or as an objective location for your Missions.

• The helipad is bordered with a fence. Actors can trace Lines of Sight and execute Ranged Attacks through it, but they cannot Move (or drive a car) through it. Remember, however, that an A-Bomb Abomination can grab Survivors through it!

• Use the stairs token to create passages in the helipad's fence. Feel free to use it in your own Missions in any way you see fit, for example as passages through levels or to justify the presence of a Spawn Zone in the middle of a building.

Zombicide Season 2: Prison Outbreak players may notice the helipad fence is not a barbwire fence. It can't be crossed and destroyed by Abominations.



#10 TEAM ACTIONS

Fighting and surviving together for so long creates special bonds that people used to only see in military units. Sometimes, it's the good old orders yelled by whoever thinks he's the alpha. Team tactics. In other circumstances, it's a secret language expressed in funny ways. Gang signs, if you like. And then, some rely on pure instinct, knowing exactly when and where they have to act. In my case, it's a little of all three. It depends on the teammates I'm hanging around with. In a time of peace, I think I'd call it friendship. Whatever it is, it's our most potent weapon.

Veteran players may use Team Actions to enhance their game experience. During Setup (see page 6), at Step 6, each team can choose up to two Team Action cards (each team must have the same number of them). They are kept through the game. Return other Team Action cards to the box.

During his Activation, a Survivor can freely use a Team Action card his team chose. **Each team can use only one Team Action card in each Players' Phase.**
To use the Team Action, these conditions have to be met:
• Select the Survivor using the Team Action and at least one other teammate.
• All selected Survivors need to be able to execute the chosen Team Action (being equipped with a Melee weapon if the Charge! Team Action is selected, for example).
• Select a Zone. This is either the starting or ending Zone of the Team Action.
• Each designated Survivor has to resolve the chosen Team Action, in the order of your choice. Each Survivor's Action must be fully resolved before the next designated Survivor can take his Action. After the Team Action resolution, the Survivor who used it resumes his Activation.

A Team Action is not an Activation. A Survivor benefitting from it only resolves the indicated Action(s). Skills can be used during a Team Action, except for those called upon during the Survivor's Activation (like +1 free Move Action or Lifesaver, for example).
Zombicide Season 3: Rue Morgue features three Team Actions: Charge!, Move!, and Shoot!

A Team Action is not cancelled if, at any moment during its resolution, one of its conditions is not met anymore.

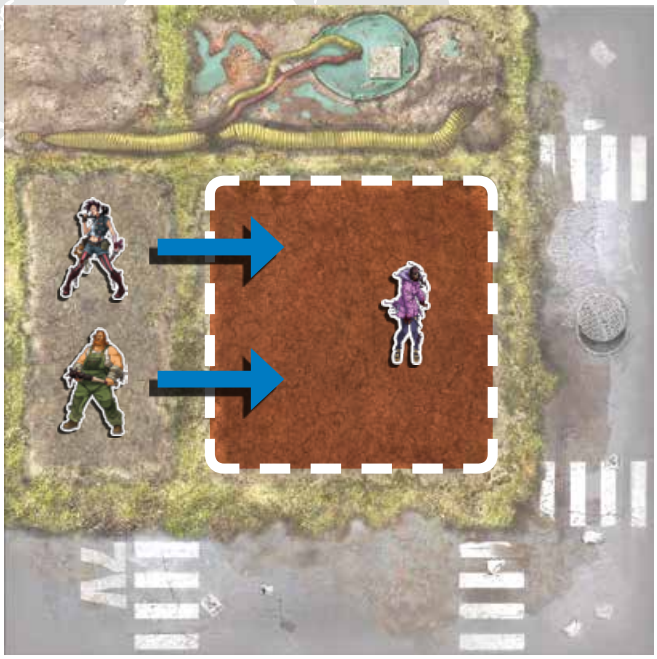
EXAMPLE: Bear and Maddie begin a Charge! Team Action. They both gain a free Move to the selected Zone, and then must resolve a free Melee Action against Zombies (or rival team members). Their miniatures are first moved to the destination Zone, containing a single Skinner Walker. The player chooses to resolve the free Melee Action with Maddie first. Maddie kills the Skinner Walker. Bear can't execute his free Melee Action anymore (no target!), but still benefits from the Team Action.

CHARGE!

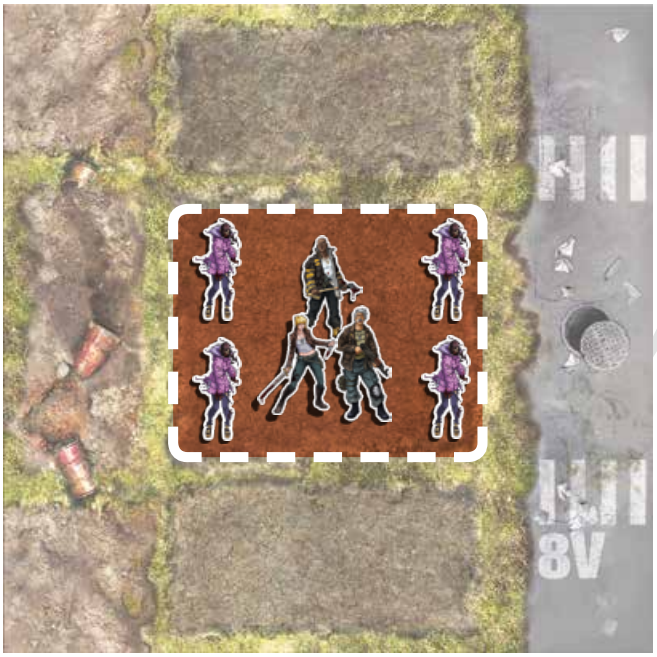


The Charge! Team Action card can be used in two ways:
• Select a Zone each chosen team member can reach in a Move Action, **and containing at least one Zombie (or rival team member)**. It can be a Zone where at least one chosen team member stands. If needed, all chosen team members resolve a free Move Action to reach the selected Zone. After moving, each chosen team member executes a free Melee Action.
OR
• Select the Zone all chosen team members stand in. They can all execute an optional free Move Action to get out of it and reach Zones **where at least a Zombie (or rival team member) stands**. Then, each chosen team member executes a free Melee Action.

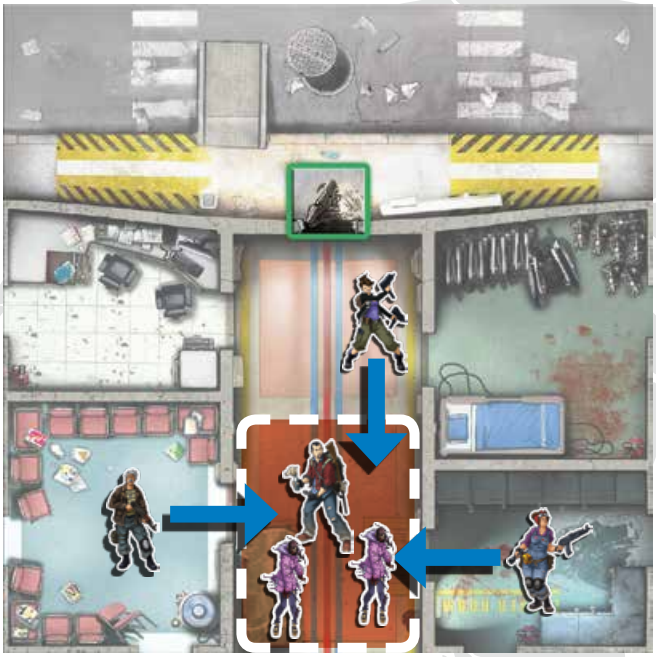
A Survivor can't benefit from the Move of the Charge! Team Action if he stands in a Zone with Zombies and can't get out of it with a single Move Action.



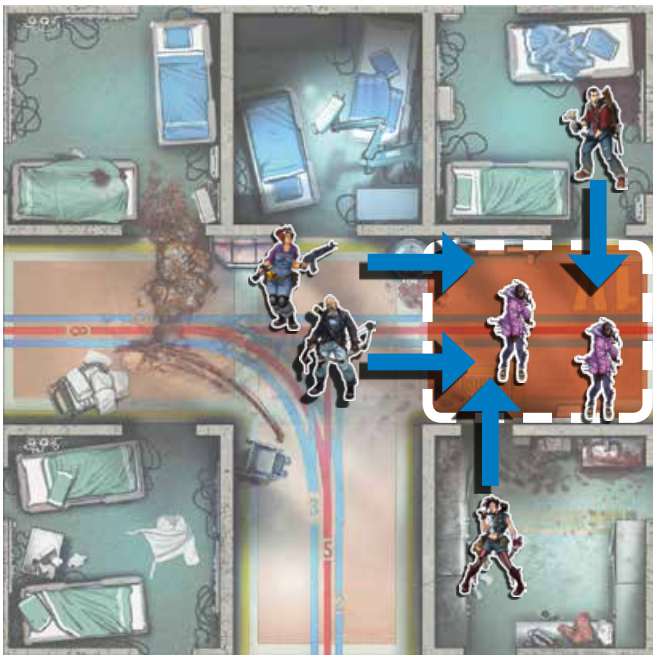
Life is sometimes as simple as a war cry. Bear shouts a Charge! Team Action aimed at a Zone next to him. His teammate Maddie gladly follows him into the fray. They both Move freely to the selected Zone, and then each of them executes a free Melee Action.



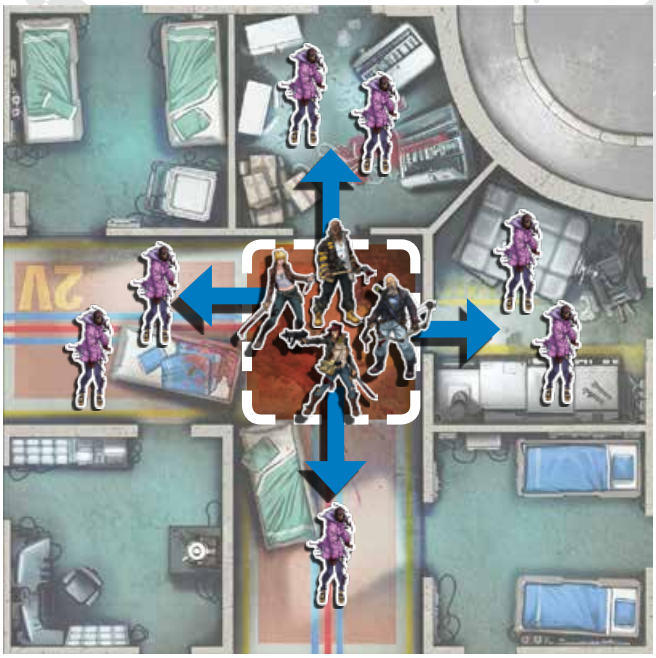
Dan, Cathy, and Terry are surrounded by Skinner Walkers. They were prepared for it, and Terry orders a Charge! Team Action in their own Zone. They don't use the free Move Action, as they already stand in the selected Zone. Each of them resolves a free Melee Action to break the siege!



Joe ends his Activation in a bad position—Skinner Walkers are with him, and he has no Actions left. He decides to call upon his teammates with a Charge! Team Action on his own Zone. Laurie, Louise, and Terry all have an equipped Melee weapon and resolve a free Move Action to join Joe. Each of them, Joe included, then executes a free Melee Action against the Skinner Walkers!



Charge! Maddie exhorts her teammates Joe, Louise, and Travis, to get rid of the incoming Zombies. They all Move freely into the Zone containing Skinner Walkers. Each Survivor then executes a free Melee Action with an equipped Melee weapon.



The board needs a quick cleaning or the Zombies may reactivate! Parker uses a Charge! Team Action in her own Zone for her team to shine in this crucial moment. Every one of them executes a free Move Action, then a free Melee Action. That's why it's called Zombicide!

MOVE!



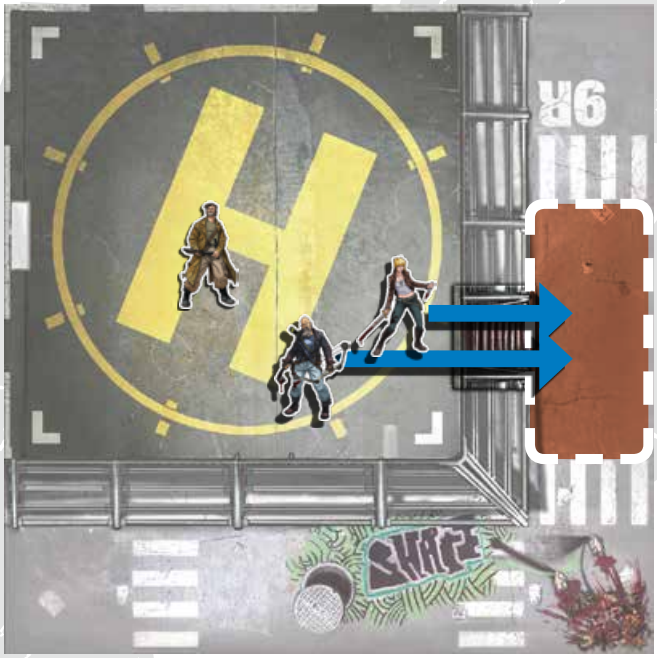
The Move! Team Action card can be used in two ways:

- Select a Zone all chosen team members can reach in a Move Action. They all execute a free Move Action to the selected Zone.

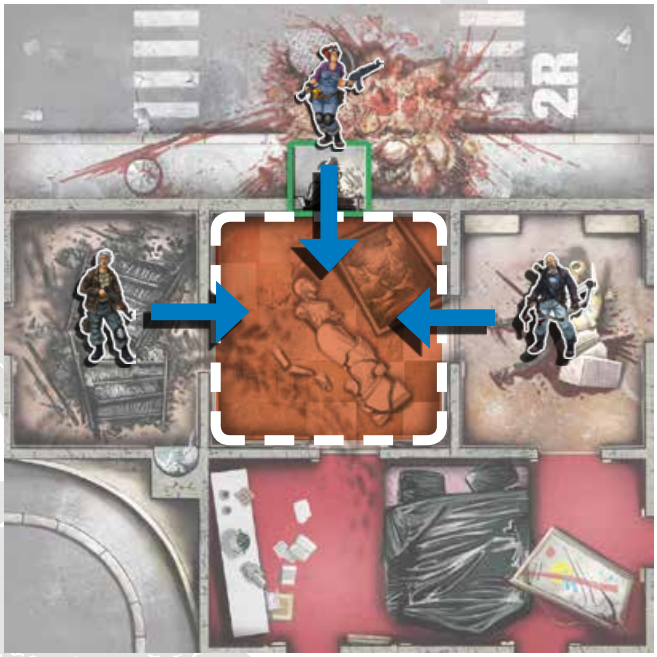
OR

- Select the Zone all chosen team members stand in. They all execute a free Move Action to get out of it.

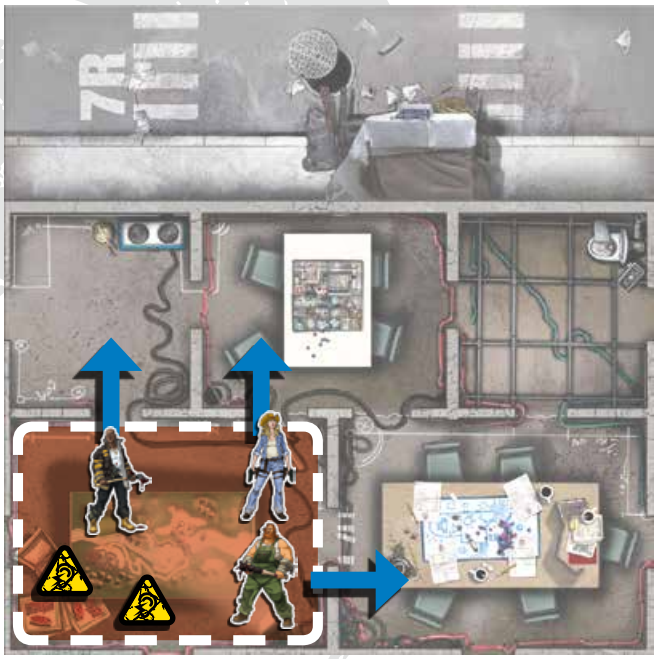
A Survivor can't benefit from the Move! Team Action if he stands in a Zone with Zombies and can't get out of it with a single Move Action.



A strike team is needed out of the helipad! Cathy executes a Move! Team Action with Travis, her teammate. They get a free Move Action to reach the selected Zone. James, also on their team, could have been selected to move along them, but he's better off on the helipad...for now!



Louise yells a Move! Team Action to Terry and Travis, her teammates, located in other Zones. The three of them execute a free Move Action to reach the selected Zone. The team is assembled!



Dan is the last to play and realizes his team is too noisy. They may attract Zombies from the surrounding areas. With a Move! Team Action on their own Zone, they all get a free Move Action to reach adjacent Zones.

SHOOT!

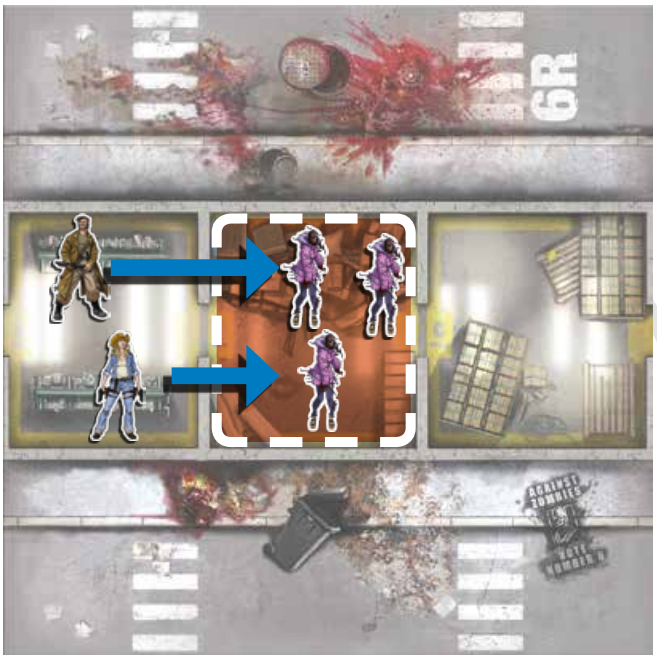


The Shoot! Team Action card can be used in two ways:

- Select a Zone all chosen team members can fire at with a Ranged Action. They all execute a free Ranged Action aimed at the selected Zone.

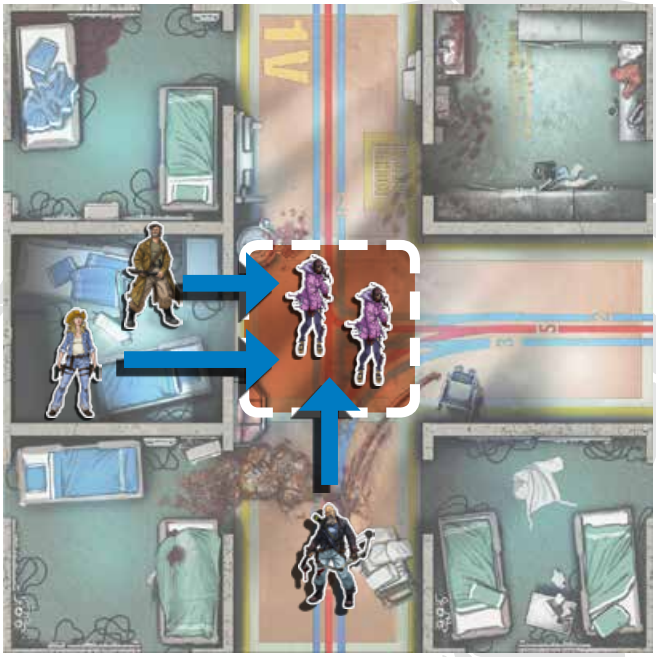
OR

- Select the Zone all chosen team members stand in. They all execute a free Ranged Action to fire at Zones within Range.

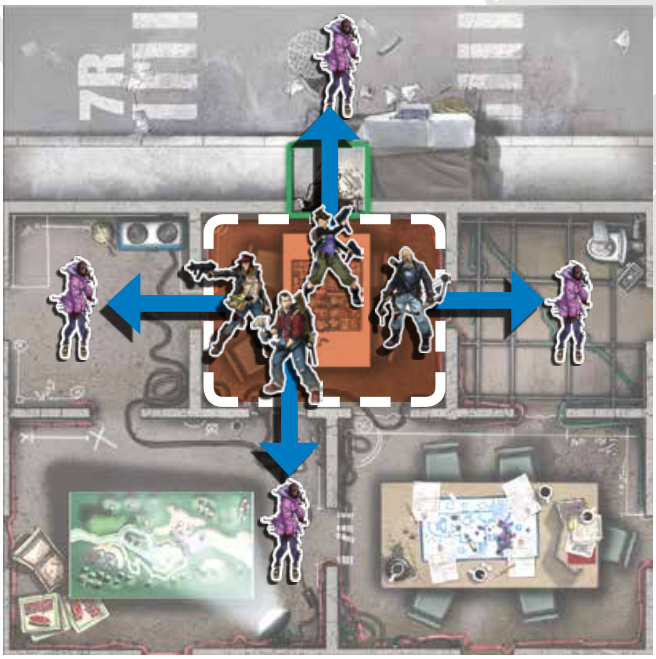


James and Jane are about to open the way through Skinner Zombies. Jane uses a Shoot! Team Action with James. They both execute a free Ranged Action aimed at the selected Zone. A hail of bullets reaps the Zombies.





James, Jane, and Travis have set a nice trap. James declares a Shoot! Team Action aimed at the Zone where Skinner Walkers stand. Jane and Travis join him. Each of them resolves a free Ranged Action aimed at the designated Zone.



It's a shootout! Laurie unleashes a Shoot! Team Action in her own Zone. Every teammate aims at a Zone within Range and resolves a free Ranged Action. Being circled, you said? Nah.

#11 COMPETITIVE MODE

Well, humans are still humans, even with the zombies roaming around. Resources are running low. Sometimes, we are not as united as we should be. In that case, some competition may occur.

Completely optional, the Competitive mode pits teams against each other, often with deadly results. It's quite simple: the teams you gathered during Setup (see page 6) are rivals. At the end of the game, add together the experience points earned by all Survivors in each team, including the dead. The team with the most experience wins.
Until then, it's a free for all. You can bargain with other players, form temporary alliances then betray your allies, even slice and shoot rival teams.
REMEMBER: Killing another Survivor doesn't earn you experience points.

The Competitive mode can only be used with Competitive Missions (see pages 59 and 60).
• Situations when players have to agree on the way a game effect has to be resolved are now decided by the first player. For example, this applies when Zombies inflict Wounds in a Zone containing Survivors of rival teams, or the way Zombies are split during Zombies' Phase.
• Targeting Priority is an exception to the previous rule. The attacking Survivor chooses his targets among victims sharing the same Priority Level.
• Movement is not hindered by rival Survivors.



In Competitive mode, rival Teams receive an equal number of free Bulletproof Vests Equipment cards at the beginning of the game, in addition to the classic Equipment endowment (see Setup, page 6). If there are not enough Bulletproof Vest cards to distribute an equal number among teams, return the excess cards to the box.

A Bulletproof Vest offers a temporary protection against other Survivors' attacks (NOT Zombies' attacks). It doesn't need to be equipped in hand to be effective.
• When a Survivor suffers the first Wound inflicted by another Survivor, turn the Bulletproof Vest upside down. The Wound is ignored. Don't discard an Equipment card.
• Upon suffering a second Wound from a Survivor, the Bulletproof Vest card is lost and put aside (not in the discard pile). The Wound is ignored once again.
• Every Wound suffered afterward is played normally.
• A Survivor can have several Bulletproof Vests in his inventory.
REMEMBER: When hit by another Survivor, a Survivor suffers as many Wounds as the Damage value of the weapon used.



EXAMPLE: Terry is wearing a Bulletproof Vest. Jane hits him once with a Pistol (Damage 1). Terry suffers 1 Wound. Terry's Bulletproof Vest card is turned upside down, and the Wound is ignored. Maddie then hits Terry once with a Fire Axe (Damage 2). Terry suffers 2 Wounds. The first Wound is ignored, but the Bulletproof Vest card is set aside. The second Wound is inflicted normally. Terry loses an Equipment card (if he owns one) and receives a Wounded card.

C'EST LA VIE!

The Competitive mode turns *Zombicide* into a different game. You may want to try this mode on your own before introducing *Zombicide* to new players.

Aside from the addition of Bulletproof Vests, we deliberately chose to not adjust the game's core parameters for the Competitive mode. The environment is the same. Noise management is crucial. For Zombies, all Survivors taste the same. That's the way *Zombicide* is.

#12 SKILLS

Each Survivor in *Zombicide Season 3: Rue Morgue* 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).

NOTE: Skills with a * are updated versions using *Zombicide Season 3: Rue Morgue*'s content.

+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 (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 or Ranged). The maximum result is always 6.

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

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

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

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

MORE SKILLS!

The *Zombicide* range of games includes many Survivors to play with, each with a unique set of Skills. A broader list of Skills can be found on Zombicide's website!

http://zombicide.com/en/

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

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

+1 free Dog Action – The Survivor has one extra free Action to use with Dog Companions (see the *Dog Companions* box). This Action may only be used with Dog Companions.

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



+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 Combat Action. This Action may only be used for Ranged Combat.

+1 free Team Action – The Survivor can use an extra Team Action during his Activation, selecting the Team Action card that hasn't been used yet this game round. This Skill may be used even if the Survivor's team already used a Team Action during the Players' Phase. This Skill allows using the same Team Action multiple times in the same Players' Phase, if the team chose identical Team Actions cards during setup.

+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' 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.

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

2 cocktails are better than 1 – The Survivor gets two Molotov cards instead of one when he creates a Molotov.

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 Melee and Ranged weapons as if they had the Dual symbol.

Barbarian – When resolving a Melee Action, the Survivor can replace the Dice number of the Melee weapon(s) he uses by the number of Actors standing in his Zone (including other Survivors and himself). 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 (or rival Survivor). He then gains one free Combat Action.

Bloodlust: Melee* – Spend one Action with the Survivor: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). He then gains one free Melee Action.

Bloodlust: Ranged* – Spend one Action with the Survivor: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). He then gains one free Ranged Action.

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 – The Survivor doesn't need any Equipment to open doors. 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.
Please note the Break-in Skill doesn't apply to removing barricades (see *Angry Neighbors* and *Toxic City Mall*).

Can start at [Danger Level] – The Survivor can begin the game with experience points equal to the first point of the indicated Danger Level. All players have to agree.

Charge – The Survivor can use this Skill for free, as often as he pleases, during each of his Activations: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). 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.

Death grasp – Don't discard an Equipment card when the Survivor receives a Wounded card. This Skill is ignored if there's no space left in the Inventory to receive the Wounded card.



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

Distributor* **–** When resolving the Spawn Step during the Zombies' Phase, draw as many Zombie cards as Spawn dice rolled (plus one per activated Spawn Zone without Spawn locator). Assign a Zombie card to each assigned Spawn die freely, in ascending dice order and one after the other, spawning Zombies as indicated. Each activated Spawn Zone without a Spawn locator **must** receive one Zombie card.
If rival teams (see Competitive mode, page 39) possess this Skill, the first player chooses the team that can use it. The others can't use it until the next game round.

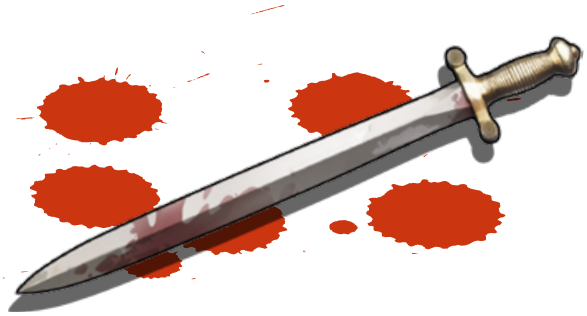
Dreadnought: [Zombie type]* **–** The Survivor ignores all Wounds coming from Zombies of the specified type (such as "Walker", "Runner", "Zombie Dog", "Standard", "Berserker", etc.).

Fast roping – The Survivor knows how to use ropes to get out of a flying helicopter. He can get out of a flying helicopter to get into a street Zone (but not an indoor alley).

Free reload – The Survivor reloads reloadable weapons (Double Barrel, Mac-10, Sawed-Off, etc.) for free.

Frenzy: Combat – All weapons 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.

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 Combat 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 Combat Action.

Full auto – When resolving a Ranged Action, the Survivor can replace the Dice number of the Ranged weapon(s) he uses by the number of Actors standing in the targeted Zone (including other Survivors and the Survivor himself). Skills affecting the dice value, like +1 die: Ranged, still apply.

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

Helicopter pilot – The Survivor can pilot a helicopter (see page 18).

Hit & run – The Survivor can use this Skill for free, just after he resolved Melee or Ranged Combat Action resulting in at least a Zombie kill (or a rival Survivor 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.

Hoard – The Survivor can carry one extra Equipment card in reserve.

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 hospital, tent, or street Zone) the same turn. This Action may only be used to Search, and the Survivor can still only Search once per turn.

Is that all you've got? – You can use this Skill any time the Survivor is about to get Wounded cards. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wounded card 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 all Actors, barricades, and holes in the intervening Zone (see the *Angry Neighbors* expansion). Any obstacles other than Actors, barricades, and holes in the intervening Zone prevent the use of this Skill.

Lifesaver* – The Survivor can use this Skill, for free, once during each of his Activations. 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 barricades (see *Angry Neighbors* and *Toxic City Mall*), fences, closed doors, holes, or walls. Lifesaver can't be used by a Survivor in a car, helicopter, or in an observation tower (see *Prison Outbreak*), nor can it be used to drag Survivors out of a car, helicopter, or an observation tower.

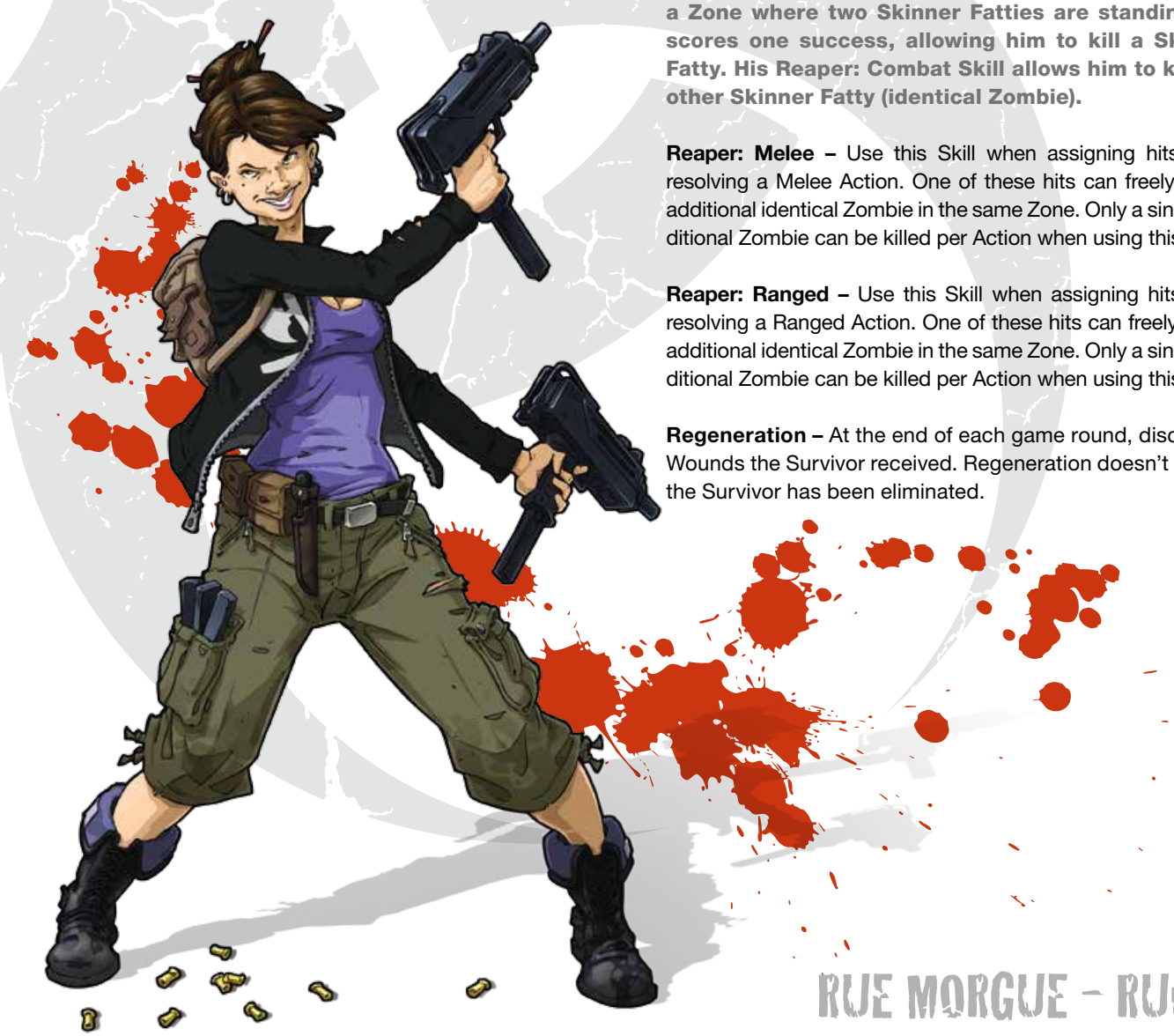
Lock it down – At the cost of one Action, the Survivor can close an open door in his Zone. Opening or destroying it again later does not trigger a new Zombie Spawn.

Loud – Once per turn, 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.
A flying helicopter is always considered to be the last to use the Loud Skill each game round.

Low profile* – The Survivor can't be targeted by Survivors' Ranged Attacks and can't be hit by car attacks (in both case, even by rival Survivors' Attacks). Ignore him when shooting in or driving through the Zone he stands in. Weapons that kill everything in the targeted Zone, like the Molotov, still kill him, though.

Lucky – The Survivor can re-roll once all the dice for each Action he takes. The new result takes the place of the previous one. This Skill stacks with the effects of other Skills (1 re-roll per turn, for example) and Equipment that allows re-rolls.

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



Medic – Once per turn, the Survivor can freely remove one Wounded card from a Survivor in the same Zone. He may also heal himself.

Ninja – The Survivor makes no Noise. At all. His miniature does not count as a Noise token, and his use of Equipment or weapons produces no Noise tokens either! The Survivor may choose not to use this Skill at any time, if he wishes to be noisy.

Point-blank – When firing at Range 0, the Survivor freely chooses the targets of his Ranged Combat Actions and can kill any type of Zombies (including Berserker Zombies, see *Prison Outbreak*). His Ranged weapons still need to inflict enough Damage to kill his targets.
REMEMBER: An A-Bomb Abomination can't be killed by a Point-blank use, as it has no Damage threshold.

Reaper: Combat – Use this Skill when assigning hits while resolving a Combat 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.
EXAMPLE: Armed with a Shotgun, Travis shoots into a Zone where two Skinner Fatties are standing. He scores one success, allowing him to kill a Skinner Fatty. His Reaper: Combat Skill allows him to kill the other Skinner Fatty (identical 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.

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.

Regeneration – At the end of each game round, discard 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 attack, Melee or Ranged. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill or the Plenty Of Ammo Equipment card, for example) 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 attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill, for example) 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 attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill or the Plenty Of Ammo 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 taken a Combat Action, driven a car or piloted a helicopter (passengers are not concerned), and has 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 any and all types of Zombies (including Losts, but not Zombivors, see *Angry Neighbors*, *Toxic City Mall,* or *Prison Outbreak*) 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 takes any Combat Action 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, indoor alleys, hospital Zones, helipads, tents, 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 Activations. 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 barricades (see *Angry Neighbors* and *Toxic City Mall*), fences, closed doors, or walls but can be shoved out of a hole. Shove can't be used by Survivors in a car or helicopter.

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

Sniper – The Survivor may freely choose the targets of all his Ranged Combat Actions.

Sprint – The Survivor can use this Skill once during each of his Activations. Spend one Move Action with the Survivor: He may move one, 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 (even rival ones) when he uses a Ranged Attack or drives a car through a Zone. The Skill does not apply to a Ranged weapon killing everything in the targeted Zone (such as a Molotov, 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 teammates benefit from this Skill at the same time, the team's players choose their activation order. If rival teams (see Competitive mode, page 39) possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise).

Taunt – The Survivor can use this Skill, for free, once during each of his Activations. 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 Attack he receives from a single Zombie every Zombies' Phase.

Toxic immunity – The Survivor is immune to Toxic Blood Spray (see *Toxic City Mall*).

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

Webbing – All Equipment in the Survivor's inventory is considered equipped in hand.

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 teammates benefit from this Skill at the same time, the team's players choose their activation order.
If rival teams (see Competitive mode, page 39) possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise).

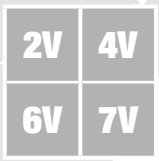
#13 MISSIONS

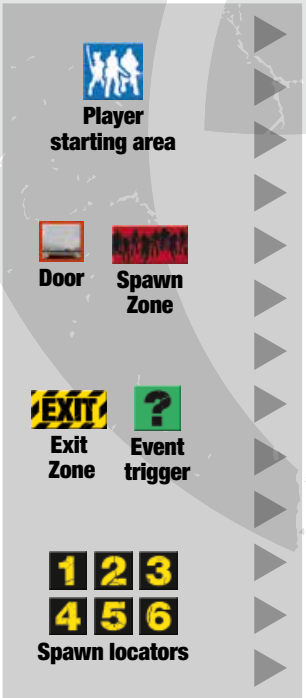
MOO TUTORIAL #1: LEARNING TO FLY

EASY / 6+ SURVIVORS / 60 MINUTES

A couple months have passed since the initial zombie outbreak. Many of us survivors have found and joined a team, community, family, gang... whatever you want to call it. The thing is, supplies are getting scarce. The nearby areas have been picked clean. We need to cover more ground, more quickly, to be on the spot whenever opportunities arise. Cars aren't that safe anymore-bad things can happen on the road.
We overlooked the few remaining helicopters for too long. Sure, they consume a lot of gas, but they allow anyone that can fly them to reach anywhere in no time. Joe thinks we should give it a try and see if any of us can pilot one of them.
I knew I should have read the videogame manuals.

Tiles needed: 2V, 4V, 6V & 7V.





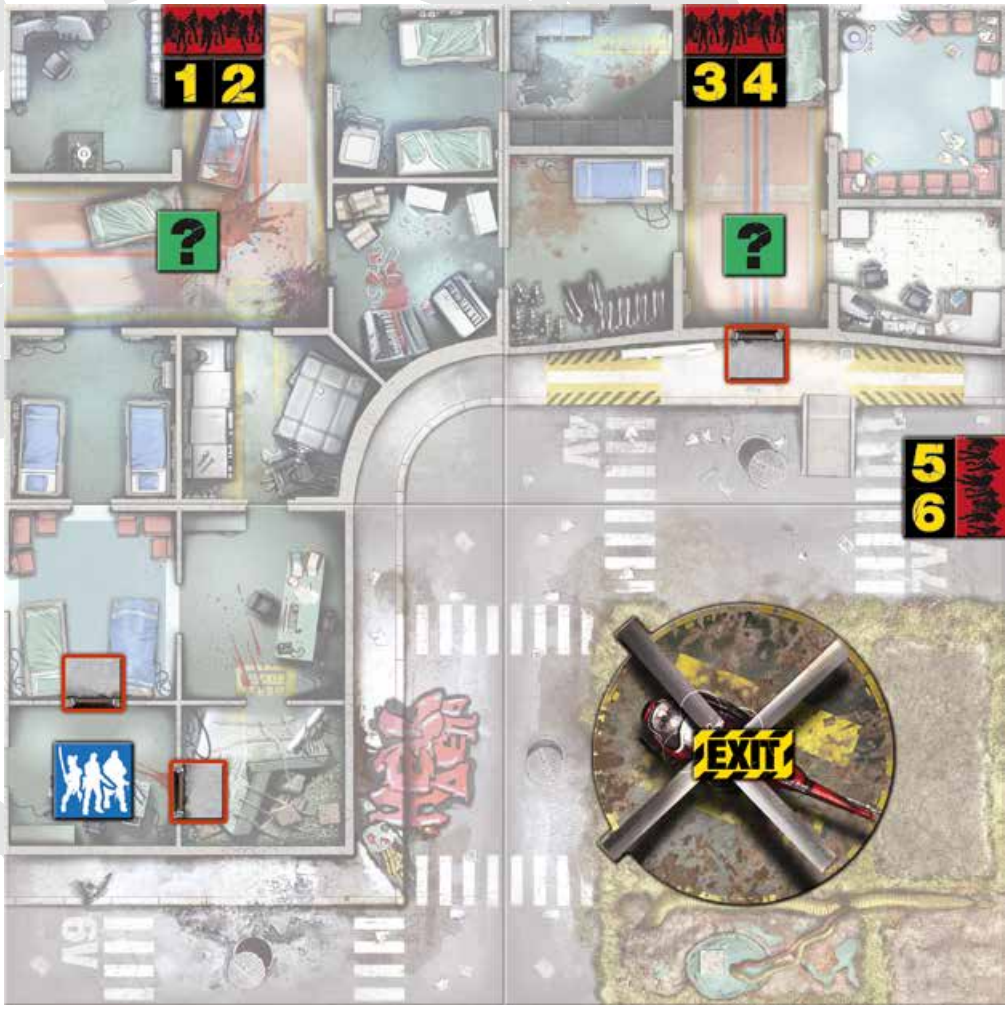
OBJECTIVES

Get to the chopper! You win the game when all starting Survivors are in the Exit Zone during an End Phase.

SPECIAL RULES

- **The helicopter can't be flown.**





MOO TUTORIAL #2: SMELLS LIKE TEAM SPIRIT

EASY / 6+ SURVIVORS / 60 MINUTES

We found a nice place to land our new helicopter. Exploring and scavenging the area may take a few days, so we need a safe haven. Terry thinks the building nearby will do fine with its reinforced doors. First, we have to enter! The front door is locked. Maybe we should drop a few of us at the back door and see if we can open it from the inside? Wheee, my first airborne operation! Tango, Charlie, Uriah, psssh...

Tiles needed: 2R, 5R, 6R & 9R.

6R	5R
2R	9R

OBJECTIVES

To accomplish this Mission, you need at least one Survivor with the Helicopter pilot Skill and another with the Fast roping Skill.

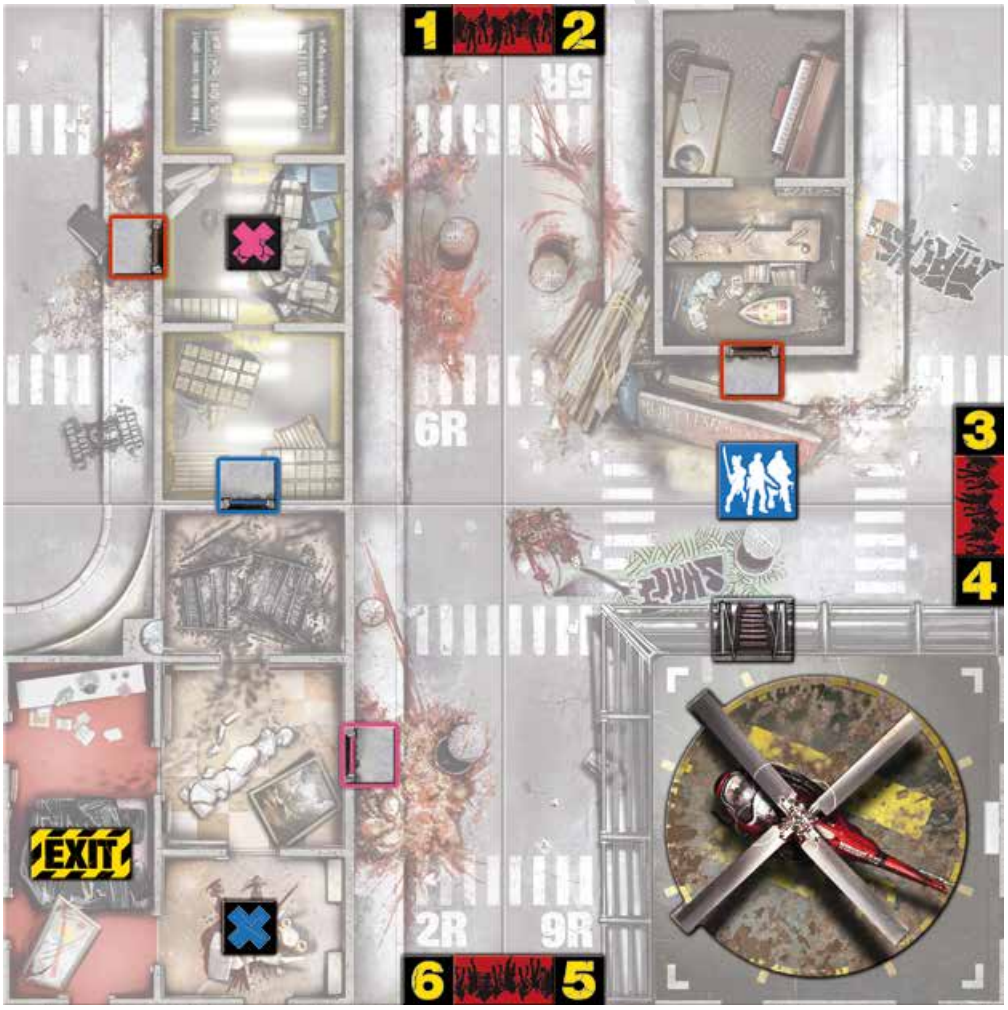
Secure the haven. Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Objectives.** 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 pink door cannot be opened until the pink Objective has been taken.

• **The helicopter can be flown.** It can take off or land on the helipad (tile 9R).





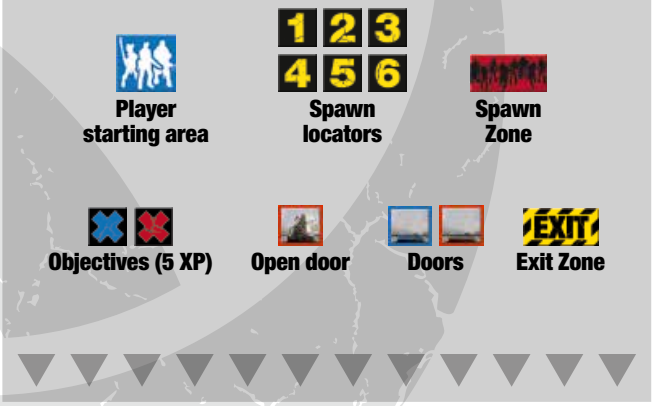
M01 GAS RUN

EASY / 6+ SURVIVORS / 60 MINUTES

We need a generous fuel reserve if we want to explore the surrounding cities. We found a helicopter at a clinic. It seems disabled, and we can't access it right now-the door is firmly locked. As far as we can see, someone was living here and put up an epic gunfight before leaving...or falling. Zombies are still roaming around as we explore the area for clues.

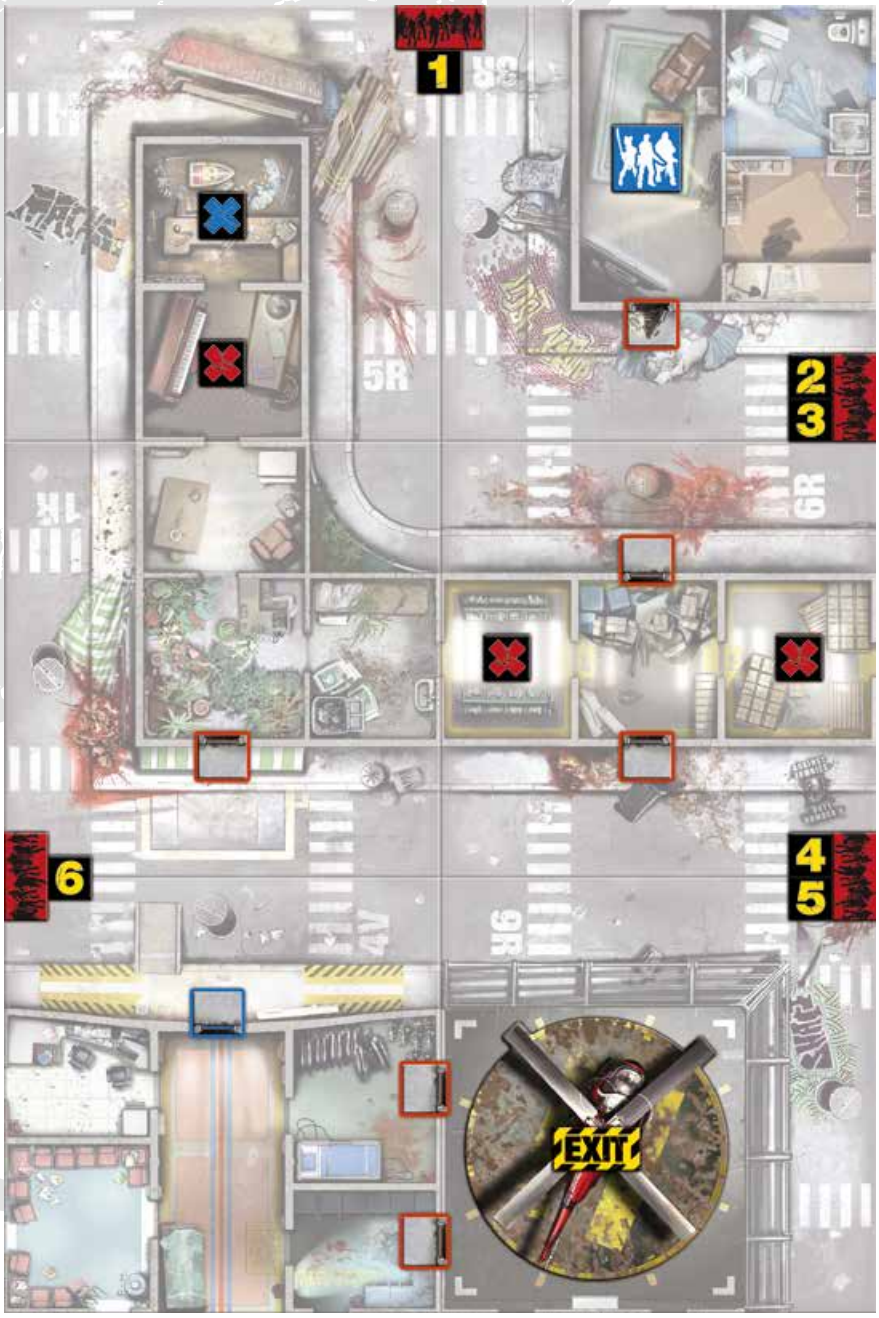
Wait. Cathy located the survivors' last stand. It's just across the street, in a remote gunroom. All we have to do is plunder the building and open the way to the helicopter. We could even find a few useful things the guys used to own. If we are quick enough, we can do everything before the zombies overrun us.

I pray they had batteries. Listening to some music would feel like heaven.



Tiles needed: 1R, 4V, 5R, 6R, 8R & 9R.

5R	8R
1R	6R
4V	9R



OBJECTIVES

Siphon the helicopter's tank. You win the game when all starting Survivors are in the Exit Zone during an End Phase.

SPECIAL RULES

- **They're dead and won't need their stuff anymore.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The clinic's blue door.** The blue door cannot be opened until the blue Objective has been taken.

- **The helicopter can't be flown.**

M02 NO WAY OUT

EASY / 6+ SURVIVORS / 90 MINUTES

We should have known everything was going too well. We landed two hours ago to explore a promising area. We didn't expect the helicopter would lure a distant herd of zombie to our position. Now we're stuck in a worn building, trying to get back to the helicopter. Doors are destroyed; it's a matter of time before the zombies get inside.
I love committing zombicides in close quarters. No, really. I do!

Tiles needed: 1R, 2R, 3R, 4R, 6R & 9R.

4R	9R
6R	1R
3R	2R

OBJECTIVES

Leaving the stage...in a helicopter. You win the game when all starting Survivors are in the Exit Zone during an End Phase.



SPECIAL RULES

• **Crossing a zombie herd.** Add 1 Spawn die to the pool. Zombies already spawn at the Yellow Danger Level at the beginning of the game.

• **Clean clothes, a medicine cabinet, some toothpaste, and collector comics!** Each Objective gives 5 experience points to the Survivor who takes it.

• **The helicopter can't be flown.**



Player starting area
Spawn locators
Stairs
Spawn Zone
Event trigger
Exit Zone
Objectives (5 XP)
Open door

Player starting area
Nailbat
Event trigger
Objectives (5 XP)
Doors
Open door
Exit Zone
Spawn Zone
Spawn locators

M03 THE PRICE OF PROGRESS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

As time went by and cars developed issues after rolling over zombies, we all acquired some basic mechanical skill. A helicopter, on the other hand, requires top-notch maintenance. After some research, Louise figured out the parts we needed to fix ours. We searched for the same vehicle model for eight days before we found one. Here is the problem: it's on the roof of a damaged and locked building. If we manage to start it, we might as well use the new helicopter and keep our old one for spare parts instead.
Since we've started flying around, I think walking is overrated.

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

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

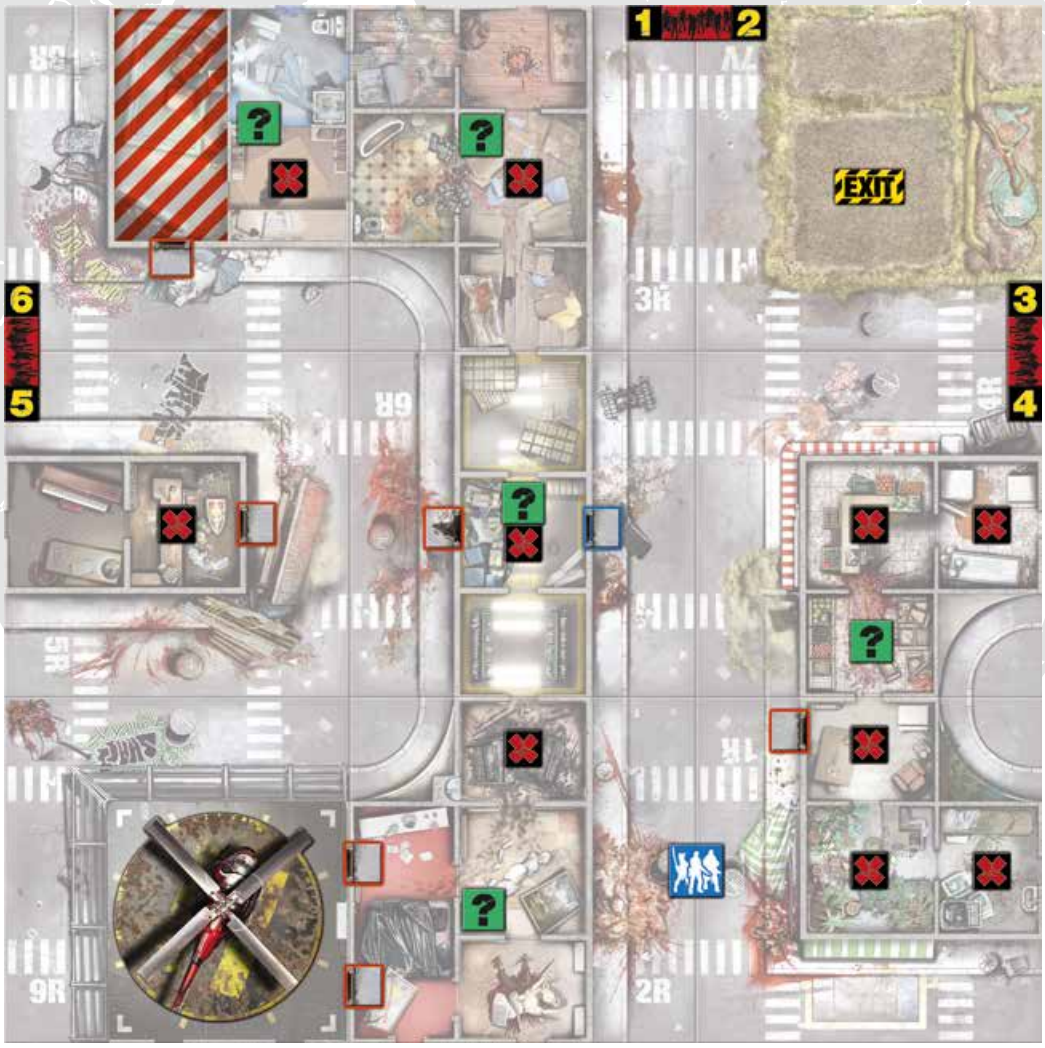
OBJECTIVES

To accomplish this Mission, you need at least one Survivor with the Helicopter pilot Skill.

Here is the three-steps plan.
1 – Open the main building. You'll need the blue key to achieve this.
2 – Find the pink key to start the helicopter. Explore the main building and its surroundings. If you're an overachiever, you could even find really nice stuff!
3 – Get the helicopter on the Exit Zone. You win the game when the helicopter and all starting Survivors are in the Exit Zone during an End Phase.

SPECIAL RULES

• **Not what I was looking for, but I'll keep it anyway.** Each Objective gives 5 experience points to the Survivor who takes it.



• **The big blue door.** Put the blue Objective randomly among the Objectives of tiles 1R and 4R, face down. The blue door cannot be opened until the blue Objective has been taken.

• **Pointy thing!** Set the Nailbat card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

• **The helicopter can be flown (but...).** Put the pink Objective randomly among the remaining Objectives. The helicopter can't be flown until the pink Objective has been taken. The helicopter can take off or land on the helipad (tile 9R) and the wasteland (tile 7V).

M04 BREADCRUMBS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We flew over a small park transformed into some kind of camp. There are military tents everywhere, and obviously, quite a fight happened here, too. We landed a few blocks away to explore the area. People kept coming in and out of here for some time-the cadavers are in various stages of decay. You can be sure some of them are now zombies waiting for their next prey. I'm so glad I have a reliable pair of boots.

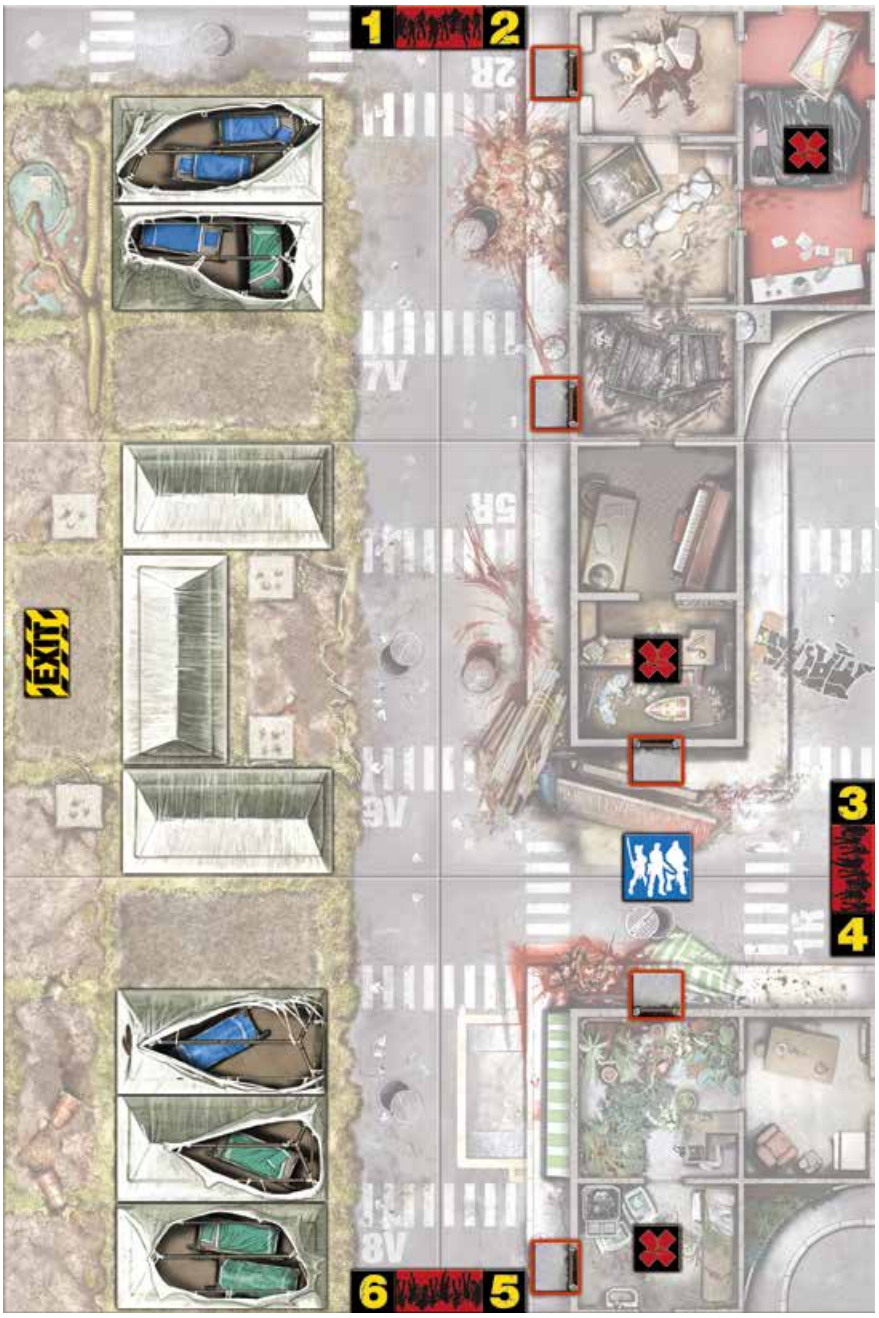
Tiles needed: 1R, 2R, 5R, 7V, 8V & 9V.

OBJECTIVES

Here is the two-steps plan.

1 – What was going on here? Reveal the administrative and infirmary tents, and take all Objectives.





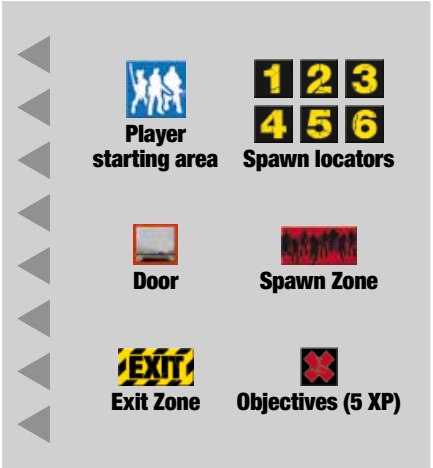
2 – We have a clue, now get out! Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **A puzzle piece.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Looking for archives, classified files, anything.** Put the administrative and infirmary tents randomly among the hidden tents of tile 9V.

7V	2R
9V	5R
8V	1R



M05 THE MAKESHIFT LABORATORY

MEDIUM / 6+ SURVIVORS / 60-90 MINUTES

The clues we gathered yesterday hint at experiments on humans and zombies alike. What remains of the military apparently worked with various scientists to achieve... something. They failed many times but kept on coming back. Among the archives, James found the location of a makeshift laboratory where they analyzed the field results. After all this time, could we still have a government? I doubt it. Loose cannons? More likely. We should scout and find out for ourselves.
Please don't tell me the first zombie was a simple guy bitten by a radioactive spider.

Tiles needed: 2V, 3R, 4V, 6R, 7V & 9R.



OBJECTIVES

The game duration can vary with Abomination spawning. See the special rules for details.

Here is the two-steps plan.
1 – Explore the area. Find the blue Objective, and activates all Event triggers.
2 – Two ways out! You win the game when all starting Survivors are in the Exit Zone at an End Phase.

SPECIAL RULES

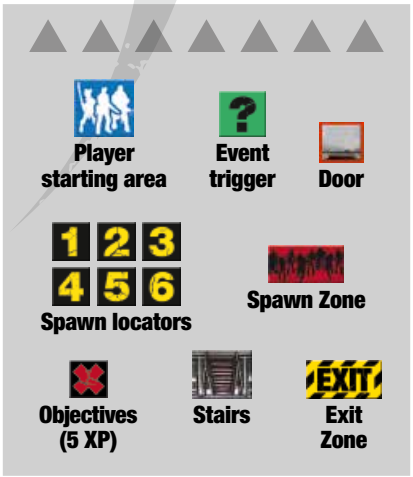
• **Finders keepers!** Each Objective gives 5 experience points to the Survivor who takes it.

• **Could "further" become "too far"?** Put the blue Objective randomly among the Objectives, face down.

• **An Abomination! Get back to the helicopter!** Whenever an Abomination is on the board, put the Exit point on the helicopter token. When the board has no Abominations, put the Exit point in the indicated Zone.

• **The helicopter can't be flown.**

4V	2V
6R	3R
7V	9R



M06 THE MORTUARY

HARD / 6+ SURVIVORS / 120 MINUTES

What a pity. The military/scientist alliance wasn't doing anything awful or gruesome to those infected. Just kidding. They were trying to find a cure to the zombie invasion, and they gathered as many resources as possible to achieve their goal. We got some codes and coordinates for their facilities from our previous raid, and we're going to see if they have anything. "Anything" means "anything valuable", of course, but also "everything pointing to their actual location, if any". Knowing where the best-armed group in the region hides out is precious information, you know. Parker thinks their flight computer may hold the data we seek. The whole place, however, has been infected and quarantined.
Did I tell you I hate hospitals?

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

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

OBJECTIVES

Here is the two-steps plan.
1 – Get the blue pass to the helicopter. Find the blue Objective.

2 – Get the flight computer. You win the game when all starting Survivors are in the Exit Zone at an End Phase.

SPECIAL RULES

- **Useless before the invasion, invaluable now.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Access card.** Put the blue Objective randomly among the Objectives, face down. The **blue and pink** doors cannot be opened until the blue Objective has been taken.

- **The helicopter can't be flown.**





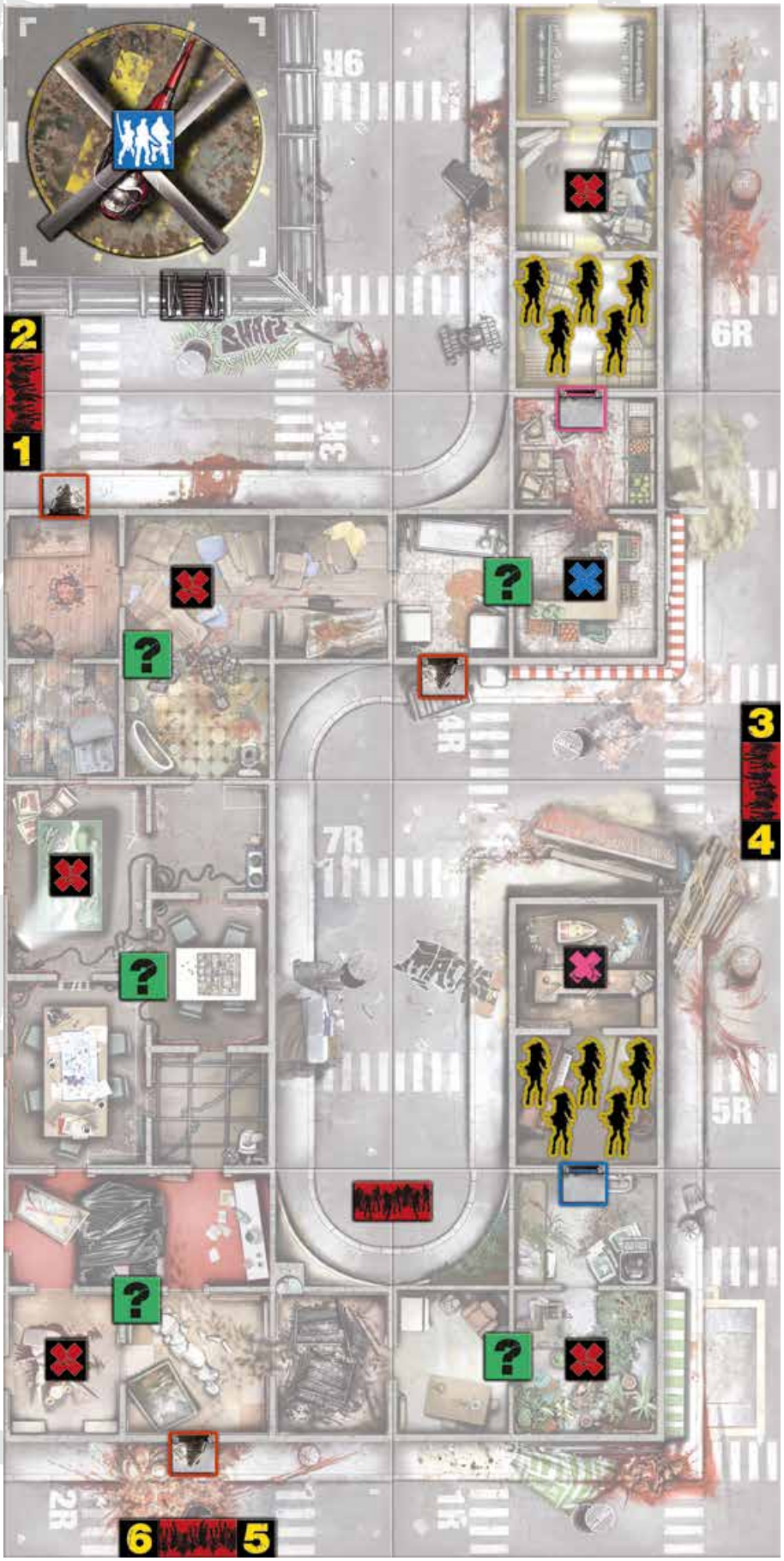
M07 THE FARM

HARD / 6+ SURVIVORS / 120 MINUTES

Our flight has taken us to a remote storage facility. The files were clear, however: a test occurred here and went wrong. The survivors sent a last message they were infected, and everything went black. The place and the whole vicinity are full of zombies. Anyone amateur enough to get in such a compromised place surely fell into a deadly trap. Fortunately, we are warned, and we are not amateurs.
We'll get some nice prizes for this zombicide. Such a perfect day!

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

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



Player starting area

Skinner Walker

Doors

Open door

Event trigger

Stairs

1 2 3 4 5 6 Spawn locators

Spawn Zone

Objectives (5 XP)

OBJECTIVES

Here is the two-steps plan.
1 – Get all Objectives. Ammo. Batteries. Blankets. Clean and resistant clothes. Extra clips. Medicine. Military rations. This is like Christmas!
2 – That's why it's called *Zombicide*. Once the last Objective is taken, keep on playing until the Zombie pile is exhausted. Don't make a new Zombie pile. Exterminate all remaining Zombies on the board to win the game.

SPECIAL RULES

• **Welcome to the farm.** 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 pink door cannot be opened until the pink Objective has been taken.

• **Places of interest.** The Spawn Zone crossing tiles 1R and 2R doesn't have any Spawn locator. Also, beware the Skinner Walkers waiting behind each colored door!

• **The helicopter can't be flown.**



M08 SEVEN VEILS' DEATH

HARD / 6+ SURVIVORS / 150 MINUTES

We found an almost intact medical area where they were clearly testing both humans and zombies. If these guys found a cure for the zombie infection before dying, we may get a solid clue here. Of course, I'm sure there are really cool supplies and weapons here as well, but if there is any hope, it could be here. On the other hand, do I really want it to stop and go back to our old world?
So many tents. I'm really looking forward to playing hide-and-go-screw-yourself with zombies!

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

OBJECTIVES

• **Get the answer and win the game.** Take all Objectives.

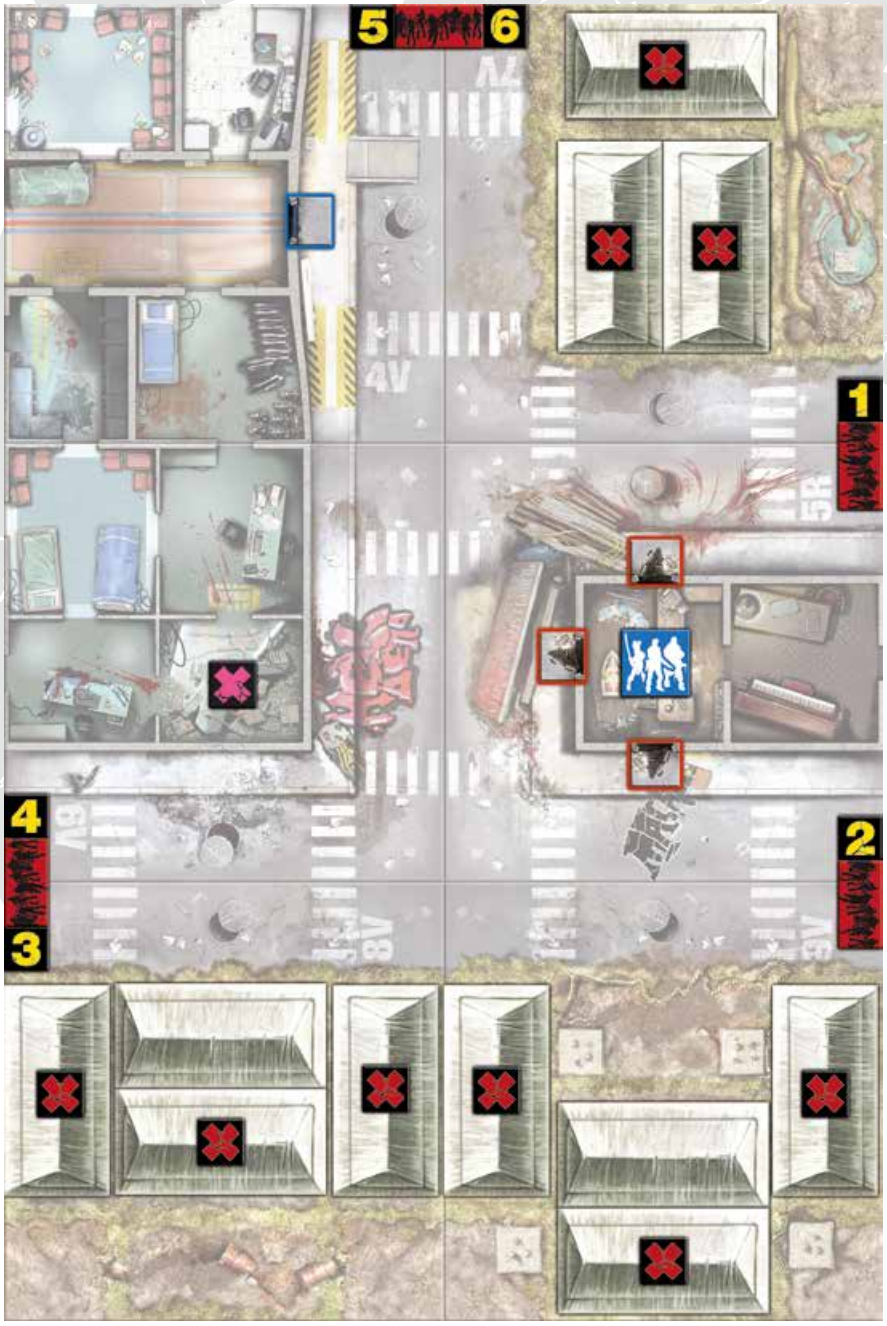
SPECIAL RULES

• **We rarely see such quality material these days.** Each Objective gives 5 experience points to the Survivor who takes it.

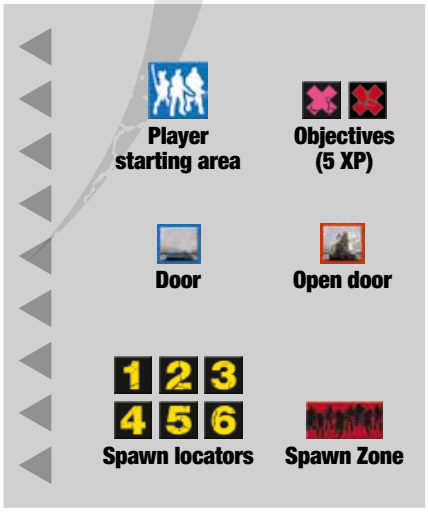
• **The hospital door.** Put the blue Objective randomly among the red Objectives, face down. The blue door cannot be opened until the blue Objective has been taken.

• **This baby is not a military weapon.** Set La Guillotine's card in the administrative tent when the latter is revealed. Any Survivor Searching in this Zone can take it instead of an Equipment card.

• **Wonk! Medieval style.** Set a Nailbat card in the infirmary tent when the latter is revealed. Any Survivor Searching in this Zone can take it instead of an Equipment card.



4V	7V
6V	5R
8V	9V



M09 NOSOCOMEPHOBIA

HARD / 6+ SURVIVORS / 180 MINUTES

There is no cure.
That could be a weird relief if my teammates hadn't decided to retrieve all the scientific data these guys collected. It could, you know, "be useful later, to find a solution to an issue we didn't think about now". Gah, the scientific mind. My own solution is here, in the barrel of my gun!
Yeah, yeah, I'm overreacting. Please understand me, I suffer of nosocomephobia, fear of hospitals. Guess where the databank lies? In their headquarters- the greatest hospital around.
Everyone knows hospitals are the worst places to hang around since the zombie outbreak!

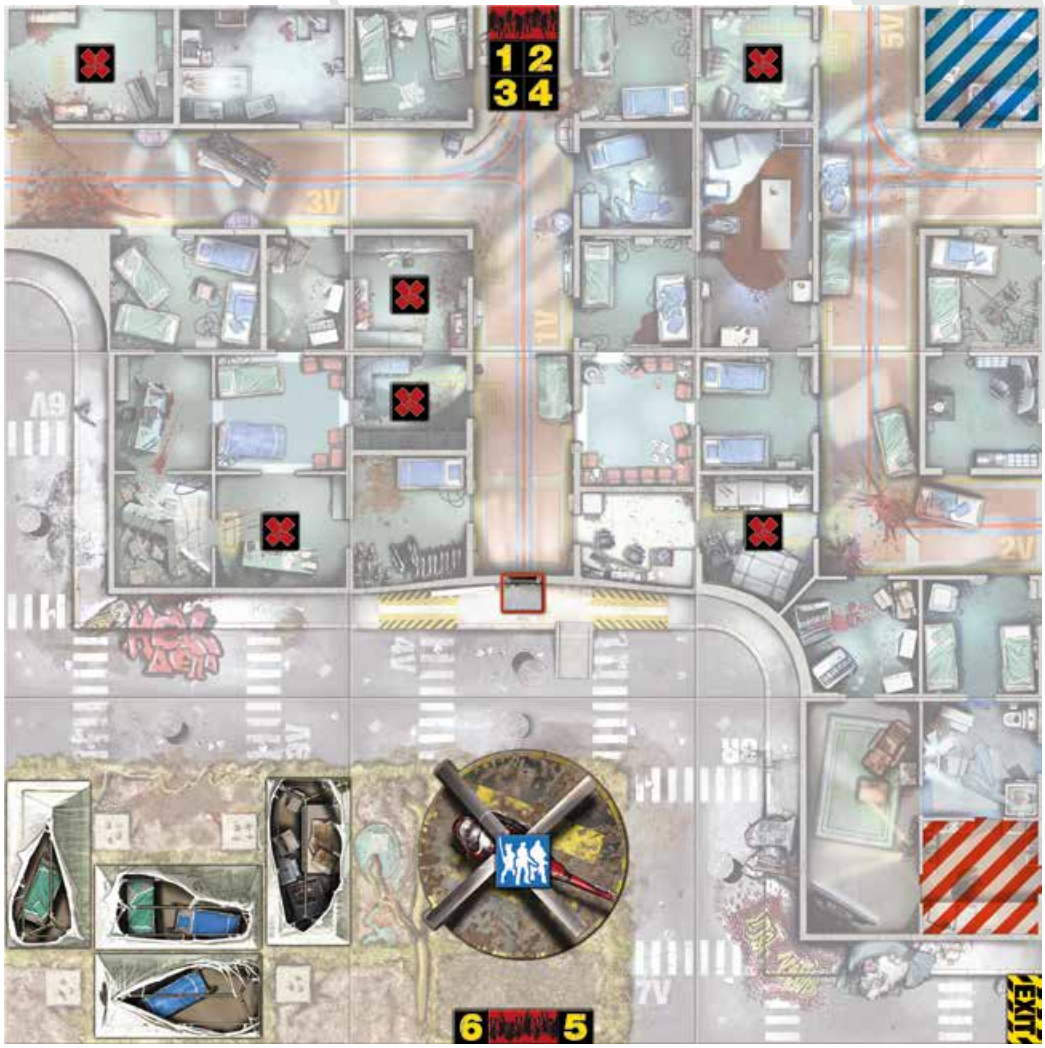
Tiles needed: 1V, 2V, 3V, 4V, 5V, 6V, 7V, 8R & 9V.

OBJECTIVES

Here is the two-steps plan.
1 – Collect all data. Take all Objectives.
2 – Choose your side. Taking the blue and pink Objectives allows you to open or close the hospital door. Choose how this Mission ends:
- Action mode. The Survivors lock themselves inside the hospital, and the game is won whenever there are no Zombies in the hospital.
OR
- Cautious mode. Lock the hospital door and get away. You win the game when all starting Survivors are in the Exit Zone at an End Phase.

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

Player starting area
Door
Spawn Zone
Objectives (5 XP)
1 2 3 4 5 6
Spawn locators
EXIT
Exit Zone
Nailbat
La Guillotine



SPECIAL RULES

• **This is a Zombie-fest.** Add 2 Spawn dice to the pool. Taking an Objective removes 1 die.

• **Data storages.** Each Objective gives 5 experience points to the Survivor who takes it.

• **True colors.** Put the blue and pink Objectives randomly among the red Objectives, face down. Collecting both blue and pink Objectives allows you to close and open the hospital door at leisure. To do that, a Survivor just has to stand in the same Zone as the hospital door and spend an Action. No special Equipment is required.

• **Head removal surgery tool.** Set La Guillotine's card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

• **I'll solve your headache issue.** Set a Nailbat card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

• **The helicopter can't be flown.**





M10 A WORLD IN FLAMES

HARD / 6+ SURVIVORS / 90 MINUTES

We recovered all the data. We made so much noise, however, than all we can see from the roof are zombies. Zombies everywhere, coming from the suburbs in every direction. I know a way to end it all: lure the herd into one place and blow them all up. Biggest fireworks show ever. And how do we accomplish this? With our trusty copter.
After all is said and done, we'll be stranded far away from home. It may take weeks to get back. But let's look on the bright side: for a survivor, the entire world is home.

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

OBJECTIVES

To achieve this Mission, you need at least one Survivor with the Helicopter pilot Skill.

Here is the two-steps plan.
1 – Make sure the way is clear. Open all doors.
2 – Boom! End of story. Make the helicopter and at least 30 Zombies explode on the Exit Zone with a Molotov or Sniper Rifle.

SPECIAL RULES

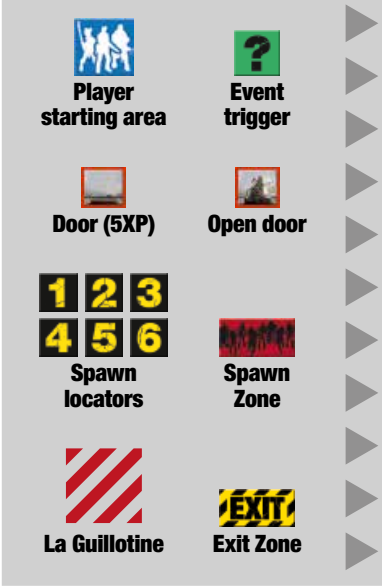
• **Playing with doors.** Each door gives 5 experience points to the Survivor who opens it.

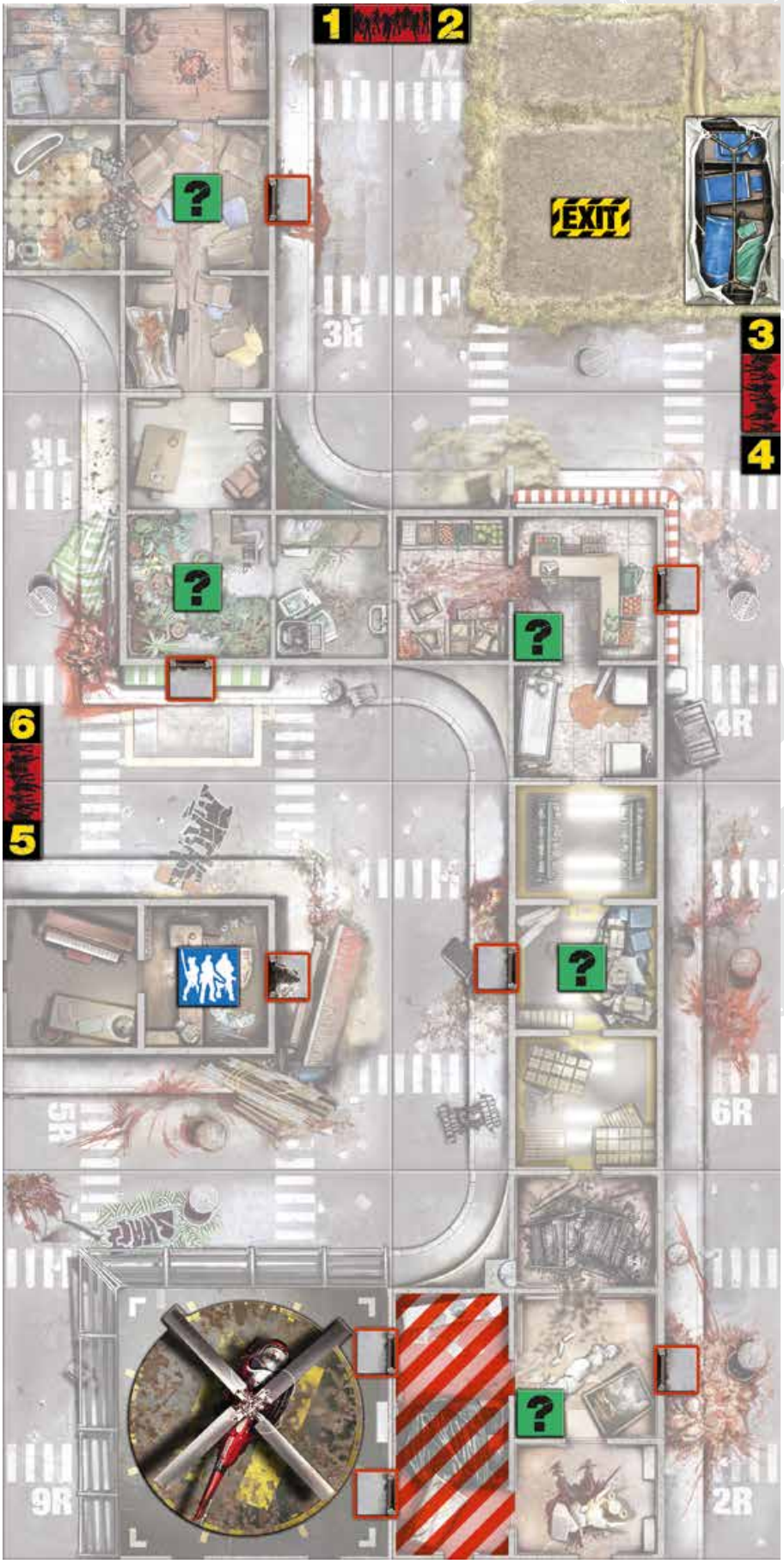
• **Fireworks.** The helicopter can be freely targeted with a Molotov or Sniper Rifle when landed on the Exit Zone. A successful hit makes it explode in the same way as a Molotov, killing everything in the Exit Zone (including A-Bomb Abominations). You'll need it to win the game.

• **French touch.** Set La Guillotine's card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

• **The helicopter can be flown.** It can take off or land on the helipad (tile 9R) and wasteland (tile 7V).
SPECIAL: The helicopter keeps on being Loud when landed on the wasteland.

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





M11 HUNGER OF THE WOLVES

COMPETITIVE MODE

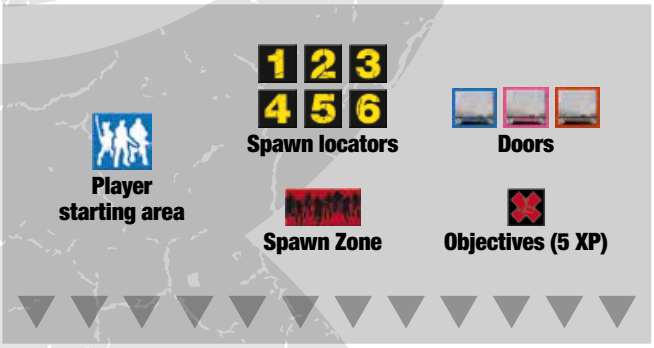
9R	6R	5R
2R	4R	1R
7R	8R	3R

This district used to be one of the most dangerous in town. For whatever reason, most of the zombies have moved away. They are starving, just like us, and are looking for better hunting grounds...just like us. Now is the time to plunder the area before they come back.
Bad news: we're not alone, and the other survivor team isn't in a sharing mood.
Good news: neither are we!

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

OBJECTIVES

Rival teams. The game ends when the last Objective is taken. Add together the experience points earned by all Survivors on each team, including the dead. The team with the most experience wins.



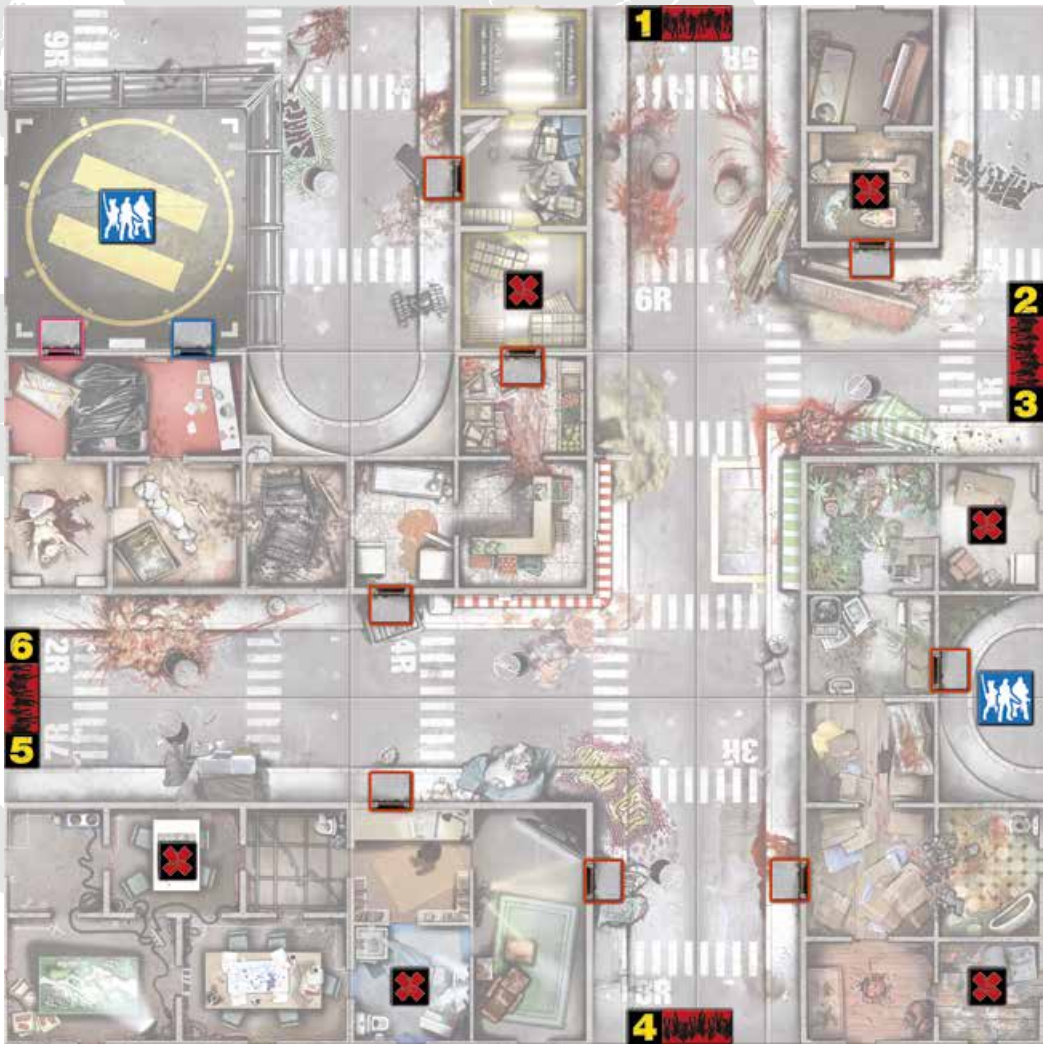
SPECIAL RULES

- **Competitive mode.** This Mission uses the Competitive mode. The difficulty, number of Survivors, and game time rely on your skill.

- **Two teams.** Each team begins on its own player starting area. Choose randomly.

- **I'd kill for this.** Each Objective gives 5 experience points to the Survivor who takes it.

- **We have the keys.** The blue and pink doors are considered neutral doors. You can replace them with neutral doors from other *Zombicide* boxes if you own them.



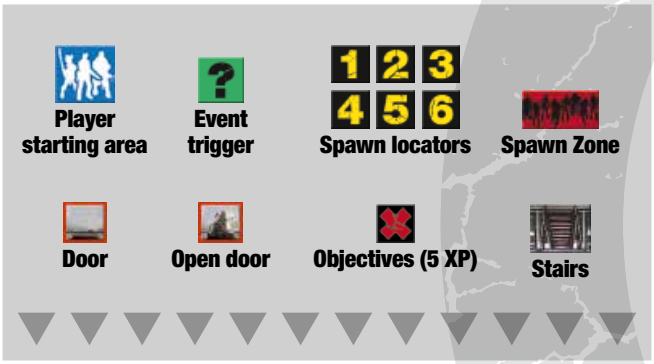
M12 SILENT AS THE GRAVE

COMPETITIVE MODE

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

The town has been divided between teams for months. As time goes by, however, some people are getting ideas about expanding their territories. So here we are: We need to expand our territory to get more supplies, and they need to expand their territory to rule the whole town. Okay, I confess, it could be the other way around. Whatever, we need to take their turf and their stuff. The issue with a border is everyone thinks the cleaning is everyone else's job. So, yes, we're going to get very close to our enemies in deadly terrain.
That's a survivor life.

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



OBJECTIVES

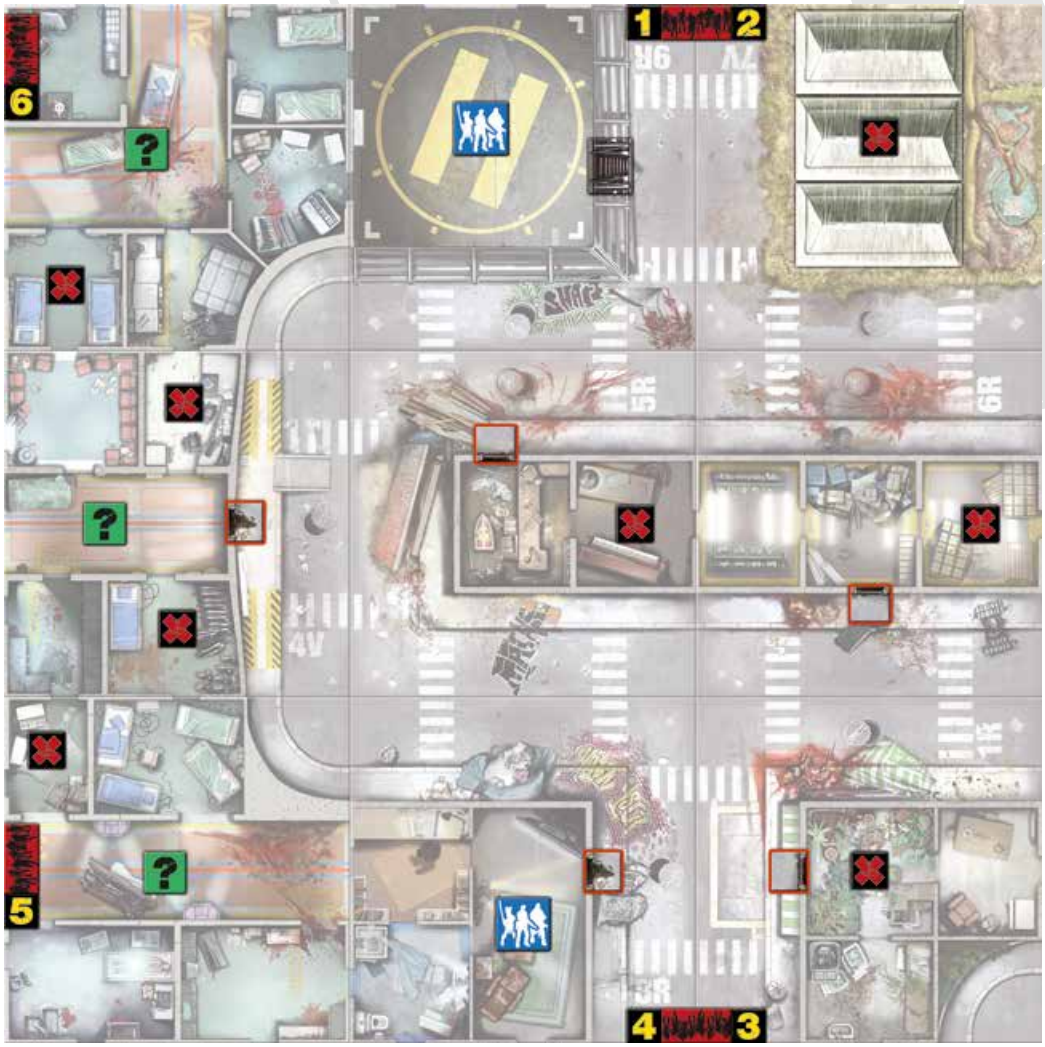
Rival teams. The game ends when the last Objective is taken. Add together the experience points earned by all Survivors on each team, including the dead. The team with the most experience wins.

SPECIAL RULES

- **Competitive mode.** This Mission uses the Competitive mode. The difficulty, number of Survivors, and game time rely on your skill.

- **Two teams.** Each team begins on its own player starting area. Choose randomly.

- **Don't even think about it!** Each Objective gives 5 experience points to the Survivor who takes it.



#14 FOR VETERAN PLAYERS

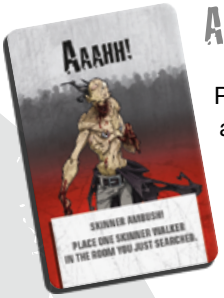
EXTENDED TARGETING PRIORITY ORDER

TARGETING PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
2	TOXIC WALKER (1)	1	1	1
3	STANDARD WALKER / SKINNER WALKER	1	1	1
4	BERSERKER WALKER	1	1	1
5	TOXIC FATTY (2)	1	2	1
	TOXIC ABOMINATION (3)	1	3	5
6	STANDARD FATTY (2)	1	2	1
	STANDARD ABOMINATION	1	3	5
	SKINNER FATTY (1)	1	2	1
	A-BOMB ABOMINATION (3)	1	A lot	5
7	BERSERKER FATTY (2)	1	2	1
	BERSERKER ABOMINATION (4)	1	3	5
8	TOXIC RUNNER	2	1	1
9	STANDARD RUNNER	2	1	1
	SKINNER RUNNER	2	1	1
10	BERSERKER RUNNER	2	1	1
11	ZOMBIE DOG	3	1	1
	CRAWLER	1	1	1

(1) Each Fatty comes with two Walkers of the same type as itself when it spawns (Standard, Skinner, Toxic, Berserker).
(2) Toxic Abomination: Toxic. All Standard Zombies standing in its Zone at the end of the Zombies' Phase become Toxic Zombies.
(3) A-Bomb Abomination: Impervious. Grabbing.
(4) Berserker Abomination: Berserker. 2 Zones per Move.

EQUIPMENT AND PREVIOUS SEASONS

Most *Zombicide Season 3: Rue Morgue* cards have logos and/or simple rules texts, and are designed to be self-explanatory. There are, however, a few special cases where some clarification may be needed, especially if you use previous *Zombicide* Seasons.



AAAHH! CARDS AND CARS

Previous Zombicide Seasons use cars, and Searching in some of them can trigger the appearance of a Walker upon drawing an Aaahh! card. If you mix contents, this effect applies to Skinner versions of the Aaahh! card as well.

LA GUILLOTINE AND NAILBAT

"La Guillotine" Equipment card belongs to the pimpweapon special category used in previous *Zombicide* Seasons. If you use previous Seasons' material, you can use La Guillotine as a pimpmobile reward. In Season 3, it is a unique Equipment card taken out of the Equipment pile and featured in some Missions.





In *Zombicide Season 2: Prison Outbreak*, the Nailbat used to be assembled by combining a Baseball Bat and a Nails cards. In Season 3, it is a unique Equipment card taken out of the Equipment pile and featured in some Missions. If you mix both Seasons, it still can be assembled with a Baseball Bat and Nails!

MENTIONED EQUIPMENT

Some cards, like Plenty Of Ammo, may mention Equipment not featured in *Zombicide Season 3: Rue Morgue* (Evil Twins or Ma's Shotgun, for example). This is for compatibility reasons with other Season boxes' contents.



RIFLE AND SCOPE



Previous Seasons' players may have noticed a slight change in the wording on the Rifle and Scope cards. They combine just as they did before, but new combinations are now available for the Scope. This change applies to any Rifle and Scope cards found in previous *Zombicide* Seasons.

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Made in China.

Zombicide Season 3: Rue Morgue
First Edition: January 2015

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

TURN SUMMARY

GAME RULES OVERRIDE THIS TURN SUMMARY RULES.

1 FIRST STEP

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

EACH TURN 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 initially has three Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per turn.

- **MOVE:** Move one Zone.
- **SEARCH:** Indoor only. Draw a card in the Equipment deck (always only one Search per turn per Survivor).
- **OPEN A DOOR:** Special Equipment or Skill required. Spawn Zombies inside a building if it's the first door.
- **REORGANIZE INVENTORY:** Equipment exchange with another Survivor (in the same Zone) is possible.
- **RANGED COMBAT:** Equipped Ranged weapon required.
- **MELEE COMBAT:** Equipped Melee weapon required.
- **HELICOPTER ACTIONS:** See page 16.
- **TAKE AN OBJECTIVE TOKEN** OR **ACTIVATE AN OBJECT** (in the Survivor's Zone).
- **MAKE NOISE.** Gotta need it to risk it.
- **DO NOTHING** (and live with it).

WHEN EVERY PLAYER'S FINISHED:

3 ZOMBIES' PHASE

1. ACTIVATION
▶ ATTACK
▶ OR MOVE

All Zombies spend one Action doing one of these two things:
- Zombies in the same Zone as a Survivor attack them.
- The Zombies who didn't Attack, Move. The others are having a brunch.
- Each Zombie favors visible Survivors, then noise.
- Choose the shortest path. If needed, split groups and add Zombies to make the groups even.

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

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.
- Fatties spawn with two Walkers.
- No more minis of specified type? All Zombies of specified type get an extra activation!

4 END PHASE

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

TARGETING PRIORITY

TARGETING PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
2	SKINNER WALKER	1	1	1
3	SKINNER FATTY (1) / A-BOMB ABOMINATION (2)	1	2/ A lot	1/5
4	SKINNER RUNNER (3)	2	1	1
5	CRAWLER	1	1	1

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

(1) Each Skinner Fatty comes with two Skinner Walkers.

(2) A-Bomb Abomination: Impervious. Grabbing.

(3) Skinner Runners have two Actions per Zombies' Phase.