
ZOMBICIDE
INVADER
RULES AND MISSIONS

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02 GAME COMPONENTS

9 GAME TILES (DOUBLE-SIDED)



64 XENO MINIATURES

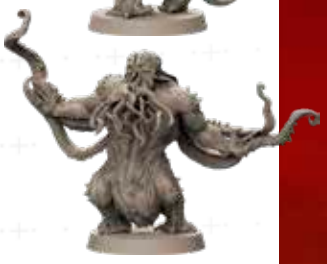


1 Spoiler Abomination





14 Hunters



14 Tanks



35 Workers

6 SURVIVOR MINIATURES AND ID CARDS



Cole



Vivian



Mitsuki



Magnus



Jared



Baraka

2 MACHINE MINIATURES



Peacekeeper Bot



Falchion Sentry Gun

48 TRACKERS



6 SURVIVOR COLOR BASES



6 SURVIVOR DASHBOARDS





6 DICE



65 TOKENS

Doors

- Neutral x5
- Green x1
- Purple x1



Exit Point x1



First Player x1



Machine Activation x2



Noise x18



Objectives

- Red/Red x10
- Red/Blue x1
- Red/Green - Bot Remote x1
- Red/Purple - Sentry Gun Remote x1
- Red/White x1



Skill: Camouflage x1



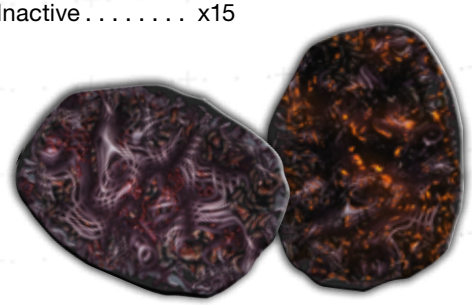
Xenos Spawn

- Red/Red x4
- Red/Green x1
- Red/Purple x1



Mold

- Active/Inactive x15



125 MINI-CARDS

71 Equipment cards

- Ablative Armor x4
- Assault Shotgun x3
- Canister x4
- Cattle Prod (Starting Equipment) x4
- Chainsaw x2
- Energy Cell x6
- Flamethrower x2
- Heavy Cutter x3
- Heavy Shotgun x3
- Light Machine Gun x2
- M.R.E. x3
- Mold Spawn: 1 Hunter x2
- Mold Spawn: 1 Tank x2
- Mold Spawn: 1 Worker x2
- Mold Spawn: 2 Workers x1
- Oxygen Tank x6
- Plenty Of Bullets x3
- Prototype Assault Shotgun x1
- Prototype Heavy Shotgun x1
- Prototype Light Machine Gun . . . x1
- Prototype Sniper Rifle x1
- Search Drone x2
- Searchlight x2
- Sledge x3
- SMG x2
- SMG (Starting Equipment) x2
- Sniper Rifle x2
- Falchion Sentry Gun x1
- Peacekeeper Bot x1



54 Xeno Cards



03 INVADER PROTOCOL

Doctor Vivian Rigby wanted to be back in her lab. More than anything, this battle would be won there, not out here at the rain-drenched perimeter, looking out over the dead landscape. But another wave was imminent, and the outpost needed every gun on the walls.

"You know what this reminds me of?" Lieutenant Magnus Berg asked beside her. His modulated voice sounded sinister coming through his powered armor.

"That movie we saw on Holo-Night last month."

She was too tired to remember. Holo-Night was a regular victim to Cole Hill's adoration of new retro movies. "Which one?"

"The one with the brave miners getting their rare resource raided by those Corporate bastards."

It took her a moment. "Oh right. Yeah, they were quite cliché, the brave farmers and miners dreaming of a free new world, and getting oppressed by the big bad suits"

"Oh. Really?" Magnus' armor wasn't suited for a shrug, but the massive man accomplished it anyway. "Well, you know what I mean. Mostly I was thinking we're stuck in the same damn scenario."

Her turn to shrug. "I guess. Except that these Xenos are as alien to this rock as we are."

"That was confirmed?"

"Yeah. I was working on several hypotheses with the base AI before you guys conscripted it out from under me. Genetic scans show them coming from at least three distinct planetary biomes, maybe more."

"I'd heard that. It doesn't make any sense."

She chuckled. "Lots of things about this don't make any sense."

"What did they even eat?" He waved his arm across the desolation before them. "There's nothing here."

"I believe they were lithotrophs before they developed a taste for human flesh. Most of them anyway."

"Um. What?"

She sighed. "They eat rocks. The minerals, specifically."

"Wouldn't that be a lithovore?"

"Who's the scientist here?" she asked, head cocked.

"Oh. Right. Sorry."

She patted his armored arm. "Don't sweat it. They make use of the xenium too. Although why all of them would eat the same thing is still beyond me. They share very little DNA. Thirty percent, which is about the baseline we've found for all double-helix lifeforms across known space. Think about it. We can eat some of the things Centaurans do, but only a few. And if you try Thassian cuisine, you'll be dead in one minute flat. But these Xenos all survived here on the same stuff. It's just... crazy."

Magnus paused, considering. "Maybe whoever dropped them here did it because of the xenium."

"Why would you think they were dropped here?"

"Well, they sure didn't evolve here. Nothing has except bacteria, right? But there's still traces of oxygen in the atmosphere. Ever figure that out?"

She sighed. "Nope. We guess that there was a rudimentary oceanic ecosystem at one point in the recent past, just like on Earth three billion years ago. But we've only found traces of it. This whole planet makes very little sense right down to the xenium."

"Anyway," Magnus continued, "they don't have any technology and they never acted really smart, so they sure didn't come here on their own."

"It's likely some civilization we've not encountered yet. They're easy to overlook. The Centaurans knew about Earth, but all the races from Trappist had no idea we were here until we sent a ship, and we're all practically right next door."

They were silent a long moment, listening to the rain. Vivian closed her eyes and thought briefly of sleep. A mistake, as she found herself nodding, only to be jerked awake by Berg's next statement. "Well, maybe this isn't that much like the holo after all. Those miners were intelligent. If these things were intelligent, we'd have made them a deal. We're not Corporate."

"We might've corralled them at least," Vivian said, agreeing. "Back when they were docile. But they ignored us for almost a year, even after we began pumping xenium out of the ground. No one thought there was any need."

"Yeah. Any ideas on why they went nuts?"

"Something changed."

His sarcasm was plain through his faceplate. "Well, duh."

She gave a brief smile. "Sorry. Just tired. Something triggered this. I had a line on it, but then we needed everyone at the walls, and I haven't had any time to confirm my hypothesis."

"You mean that infection thing I was briefed on?"

"Yeah. They've all got something in their blood. It's nearly identical. But it makes no sense, because of their genetic diversity."

"I don't follow."

She thought for a moment. "How to explain.... Species can serve as carriers for diseases, right? On Earth, mosquitoes carry malaria but don't get it themselves. We catch it when they bite us. We're different species."

"Sure, I get that."

"So cross-species infections are crazy rare, even in species that evolved in the same planetary biome. Here we've got species from three different worlds, sharing only a third of their DNA, that are all catching the same thing. It's insane. It'd be like you getting the flu from a banana, and you both share sixty percent of your DNA being from Earth. With these, it's even more far-fetched. If I hadn't seen it, I wouldn't believe it."

Magnus contemplated that a moment, then looked straight at her, his alarm plain. "Don't tell me humans are in danger from this!"

She shook her head. "No, at least not that we've seen. The infection turned the Xenos into some kind of... zombies."

"Whew. I guess maybe this isn't much like that holo after all," he said chuckling.

"Only superficially," she said, sharing a wan smile.

"So what can we do?"

Vivian could only shrug. "Hold out for reinforcements. Try to get more data. Theoretically, I'd suggest full evac until we get a handle on it. But shuttles get scarce, and rarely leave."

Magnus might've been about to say something when the outpost klaxon blared. Red lights flashed and the air filled with Captain Connor's clipped tones. "All personnel, incursion, south gate. Repeat: prepare for incursion, south gate. This is not a drill."

"Course it's not a drill," Vivian grumbled, checking her weapon over. "We've had too much of the real thing."

Magnus was already on his feet. "No doubt, Doc, but save it for now. It's time for some zombicide."



Zombicide: Invader is a cooperative game where 1 to 6 players face Xenos, an unfathomable swarm of infected aliens, controlled by the game itself. Each player controls 1 to 6 Survivors in a science-fiction setting overwhelmed by Xenos. The goal is simply to choose a Mission and complete its objectives, survive, and kill as many Xenos as possible!

Most of the time, Xenos are predictable, but there are a lot of them and they use nasty tactics. The Spoiler Abomination, for example, spreads an alien substance called Mold in the space complex, slowly turning it into a Xenos' nest. Danger is spreading everywhere.

ZOMBICIDE THROUGH SPACE AND TIME

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

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



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



Fantasy *Zombicide* enters the Dark Ages through the evil schemes of mad necromancers sweeping through the country with zombie armies. You and your fellow Survivors fight for a better future!

Survivors use whatever weapon they can get to kill Xenos and slow the invasion. The better the weapon, the higher the body count, but the more Xenos will appear, attracted by the onslaught!

Survivors can be Civilians or Soldiers, each having specific Skills. They all play together as a team, trading Equipment, and covering each other. Only through cooperation can players achieve the Mission objectives and win. Survivors fight Xenos, but also rescue each other, recover vital data, unveil dark secrets, and much more!

04 SETUP

A *Zombicide: Invader* game usually features 6 Survivors, distributed in any way you see fit, among players. We recommend new players join the game with a single Survivor to get a quick grasp on the game mechanics. A veteran player can easily control a whole team of 6 Survivors and clear Xeno swarms all on their own!



1› Choose a Mission.

2› Place the tiles.

3› Place the Objectives, Spawn Zones and any other tokens and figures as indicated by the Mission.

4 › Select 6 Survivors and distribute them between the players as you see fit. As they are cooperating against the game, all players form a single team. Players sit around the table in any order they choose.

5 › Players take 1 Dashboard for each of their Survivors, placing the Survivor's ID Card on it. They take a colored plastic base and attach it to the Survivor's miniature to help identify it. They also take 5 plastic trackers of the same color as their base.

6 › Set aside the following Equipment cards:

• Starting Equipment: 4 Cattle Prods and 2 SMGs. These cards are identified by a grey back.



These were supplied to maintain order, not to face a Xenos invasion. Search for better weapons as soon as you can!

• Oxygen Tank: There are 6 of them. These cards are identified by an Oxygen Supply Room back.



Your team needs Oxygen Tanks to travel outside the station. These are found in Oxygen Supply rooms. Protect them!

• Prototype: Prototype Assault Shotgun, Prototype Heavy Shotgun, Prototype Light Machine Gun, and Prototype Sniper Rifle. These cards are identified with a red back.



Highly sought after, Prototype weapons are usually found as Mission objectives.

• Place the Peacekeeper Bot and Falchion Sentry Gun reference cards within view of all players. These cards act as reminders of both Machines' rules and stats, and do not belong to any single player.



The Falchion Sentry Gun and Peacekeeper Bot may help your team wipe out Xenos.

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

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

9 › Place the miniatures representing the chosen Survivors in the starting Zone(s) indicated by the Mission.

10 › Each Survivor's maximum Armor amount is indicated on their ID Card by the highlighted numbers in their Armor Bar. Place a tracker on the highest highlighted slot of their Armor Bar.



Cole is a Civilian. Baraka is a Soldier.

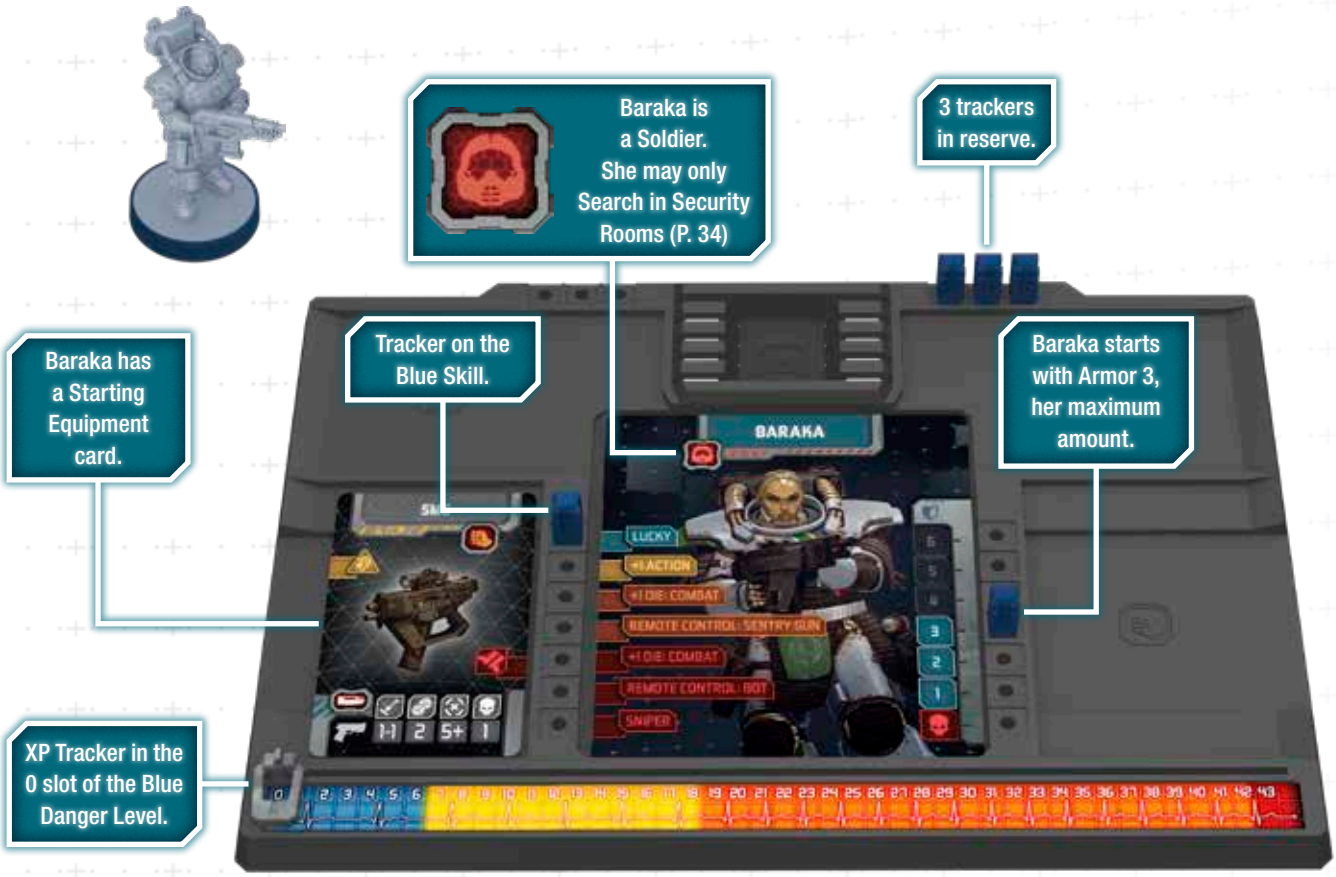
There are 2 Survivor types in *Zombicide: Invader* – Civilians and Soldiers, as indicated by the symbol on their ID Card.

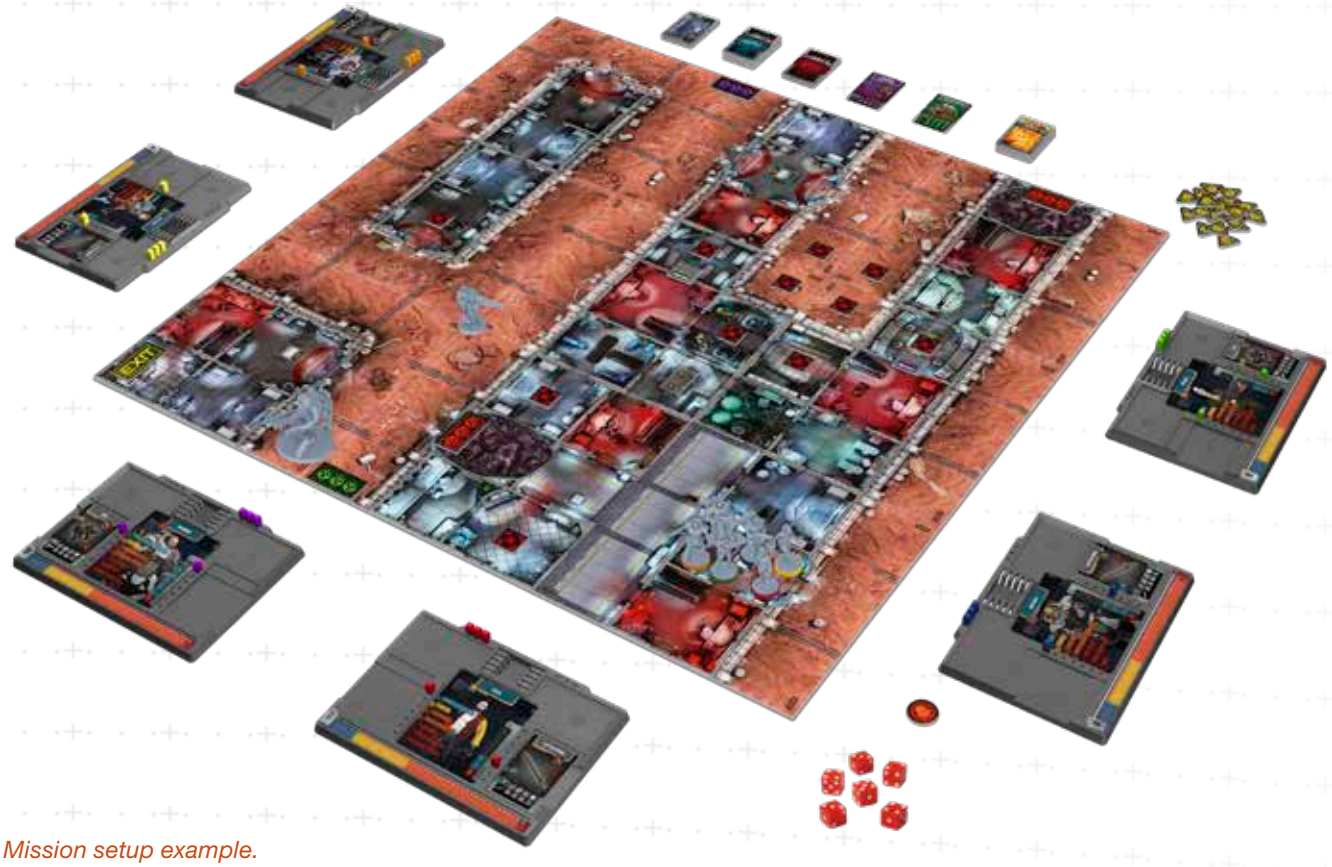
Civilians may Search in any room Zone, and tend to have lower Armor (usually 2).

Soldiers can only Search in Security Rooms, but tend to have higher Armor values (usually 3).

11 › Then, place another tracker in the slot of the first (Blue) Skill. Place 3 more trackers in the reserve slots on the top of the Dashboard. Finally, set the Experience tracker to 0.

12› Decide who will be the first player, then give them the First Player token.





Mission setup example.

05 GAME OVERVIEW

Considering the resources to be gathered here, our bosses will answer the emergency calls as soon as possible. There is a lot of distance to cover, however, so our survival is in our own hands. We know where the security rooms are, but anything can, and will, be a potential weapon.

– Jared

Zombicide: Invader is played over a series of Game Rounds, which proceed as follows.

PLAYERS' PHASE

The player with the First Player token takes their Turn, activating their Survivors one at a time, in the order of their choice. Each Survivor can initially perform 3 Actions per Turn, though they may gain Skills allowing them to perform extra Actions as the game progresses. The Survivor may use their Actions to kill Xenos, move around the board, and perform other tasks to accomplish the various Mission Objectives. Some Actions make Noise, and Noise attracts Xenos!
Once a player has activated all their Survivors, the player to the left takes their Turn, activating their Survivors in the same manner.
When all the players have completed their Turns, the Players' Phase ends.
The Players' Phase is explained in depth on page 22.

XENOS' PHASE

All Xenos on the board activate and spend 1 Action either to attack a Survivor standing in their Zone or, if they have nobody to attack, to move toward the Survivors or noisy Zones.
Some Xenos, called Hunters, get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice. Once all Xenos have performed their Actions, new Xenos appear in all active Spawn Zones on the board.
The Xenos' Phase is explained in depth on page 26.

END PHASE

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

WINNING AND LOSING

The game is lost whenever a starting Survivor has been eliminated, when the Mission Objectives can no longer be fulfilled, or 2 Spawn Zones (or more) are linked by an uninterrupted chain of Mold Zones (P. 20).

The game is won immediately when all of the Mission Objectives have been accomplished. *Zombicide: Invader* is a cooperative game, so all players win and lose together.



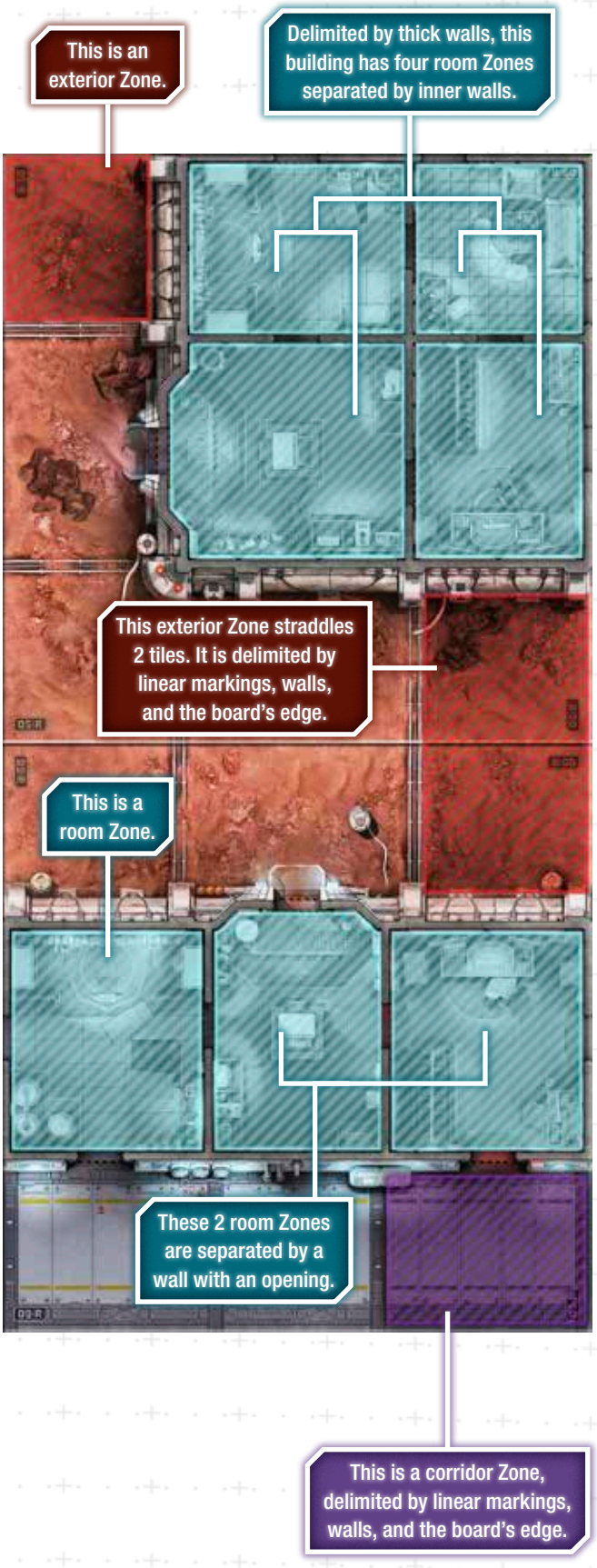
06 THE BASICS

We've all received basic weapon training, at least. But these... things... are an unknown and immediate threat. We don't even know where to shoot to knock them out. Forget the drill and call upon your instincts!

– Cole

USEFUL DEFINITIONS

Actor: A Survivor, Xenos, or active Machine.
Zone: Inside a building, a Zone is a room. Anywhere else (corridor or exterior), a Zone is the area between two linear markings (or a linear marking and the board's edge) and the walls of buildings along the station.





LINE OF SIGHT

Lines of Sight define whether Actors can see each other, such as whether a Survivor can see a Xeno across the corridor, from one room to the next, into a room, etc.

In corridors and exterior Zones, 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 room, an Actor sees into all the Zones that share an opening with the room the Actor currently occupies. If there is an opening, the walls do not block Line of Sight between 2 Zones. An Actor's Line of Sight is limited, however, to the distance of 1 Zone.

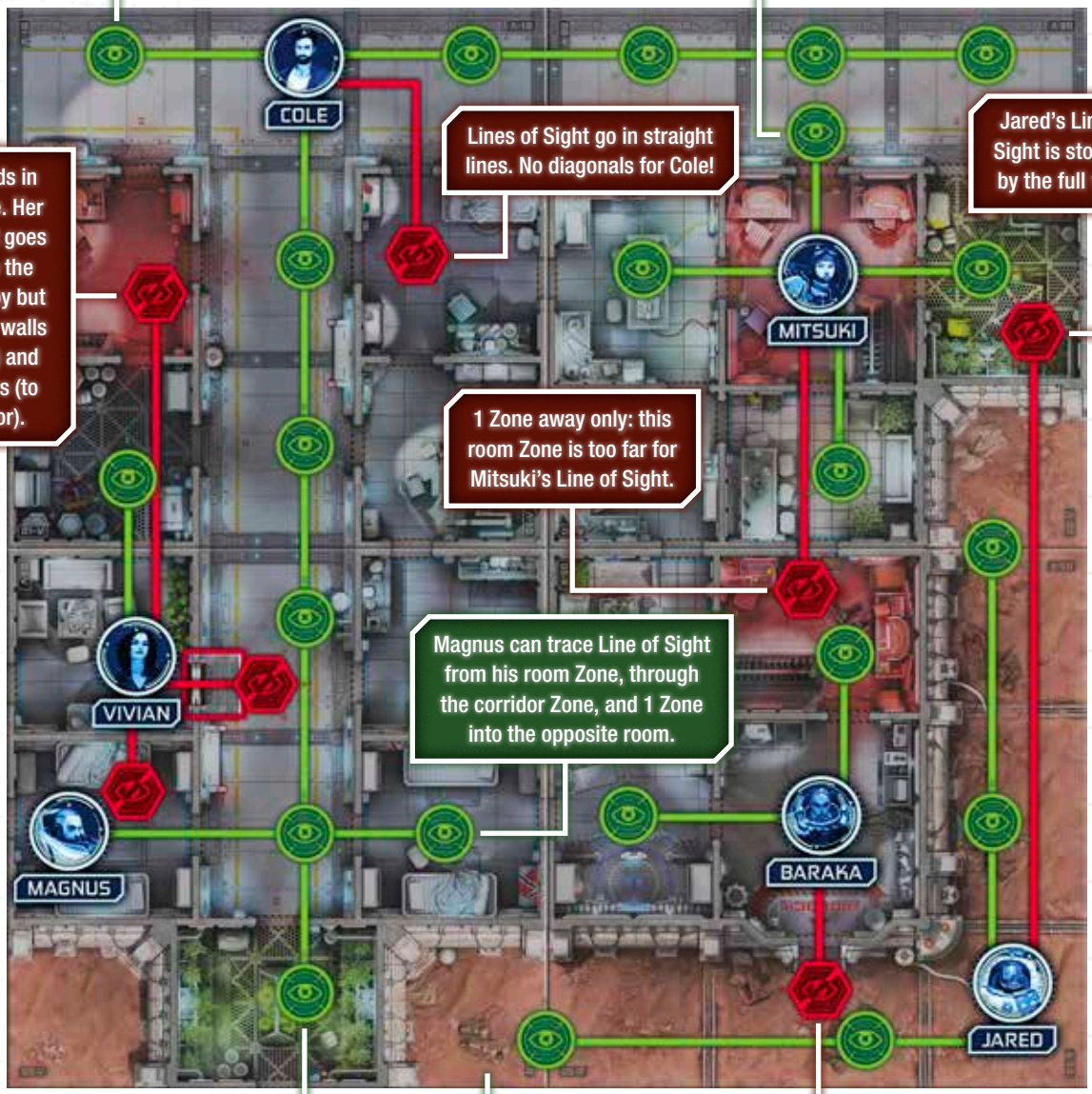
If the Survivor is looking out into a corridor or from a corridor into a room, the Line of Sight can go through any number of corridor Zones in a straight line, but only 1 Zone into the room.

NOTE: Exterior and building Zones are connected by Airlocks (P. 35), so there's no Line of Sight between them.

DARK ZONES



The Searchlight Equipment allows its wielder to trace Lines of Sight to Dark Zones. These are special Zones where darkness blocks Lines of Sight. They are not featured in this box, but in *Zombicide: Invader* expansions.


Cole stands in a corridor Zone. He can see every corridor Zone in straight lines, up to walls and the board's edges.
Mitsuki stands in a room Zone. She can trace Lines of Sight 1 Zone away into the other room Zones nearby and into the corridor Zone, in straight lines.
COLE
Lines of Sight go in straight lines. No diagonals for Cole!
Jared's Line of Sight is stopped by the full wall.
Vivian stands in a room Zone. Her Line of Sight goes 1 Zone into the rooms nearby but is cut by full walls (to Magnus) and closed doors (to the corridor).
MITSUKI
1 Zone away only: this room Zone is too far for Mitsuki's Line of Sight.
Magnus can trace Line of Sight from his room Zone, through the corridor Zone, and 1 Zone into the opposite room.
VIVIAN
MAGNUS
BARAKA
JARED
Cole's Line of Sight goes 1 Zone into the room.
In exterior Zones, Lines of Sight are traced in the same way as corridor Zones.
Baraka stands in an Airlock room (P. 35). Lines of Sight cannot be traced through to the exterior Zone.

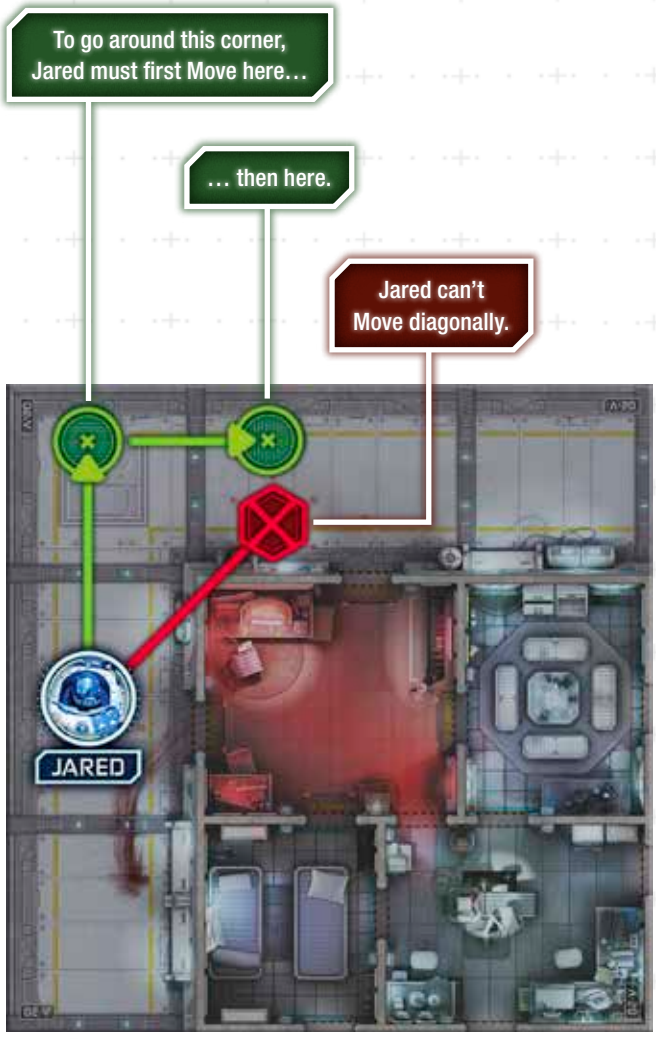
MOVEMENT

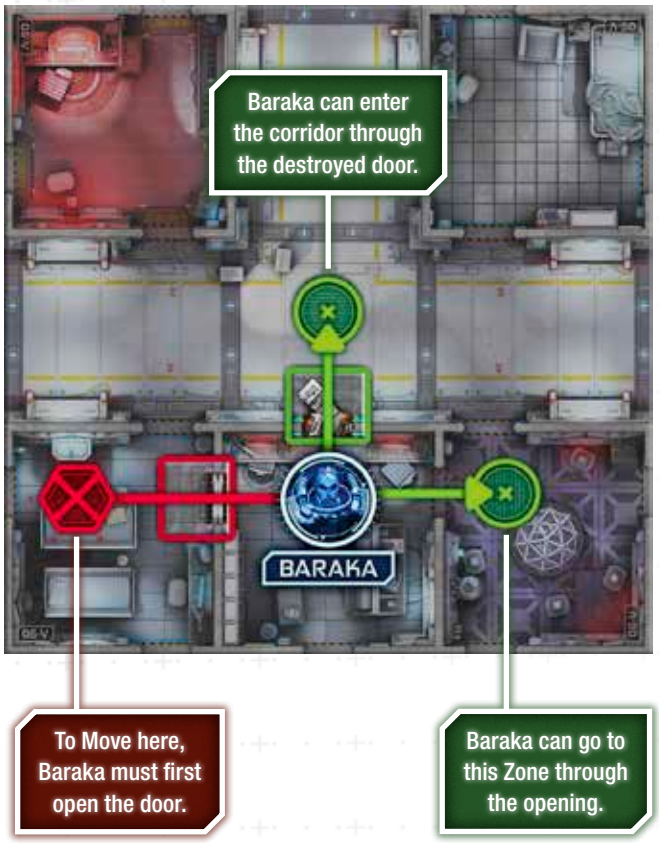
Actors can move from a Zone to the next as long as the first Zone shares at least an edge with the destination Zone. Corners do not count. This means Actors cannot make diagonal movements.

In corridor and exterior Zones, movement from one Zone to another has no restrictions. However, Actors must go through an open door (or opening) to move from a room to a corridor and vice-versa.

NOTE: Movement from a room to an exterior Zone is made through an Airlock (P. 35).

Inside a room, Actors may move from one Zone to another as long as their 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

MELEE AND RANGED WEAPONS

Why did management store so many weapons? What did they expect?

– Strikes, mutiny, pirates, you name it. We're sitting on a goldmine. Do you need another reason to store as many weapons as possible?

– There's enough ammo to last an entire war!

– Cole and Vivian

Zombicide: Invader features many different Equipment cards. The ones your Survivors use to eliminate Xenos have Combat characteristics displayed at the bottom:



Weapons fall into 2 categories: Melee weapons and Ranged weapons. The Melee and Ranged symbols are used to distinguish each type.



Melee weapons bear the Melee symbol. They have a Range 0 value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (P. 31).



Cattle Prods and Heavy Cutters are Melee weapons.



Ranged weapons bear the Ranged symbol. They usually have a Range value of 1 (or more). They are used with Ranged Actions (P. 31). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



SMGs and Heavy Shotguns are Ranged weapons.



AMMO TYPE

Most weapons use solid ammunition or a power source to eliminate Xenos. They have infinite ammo (enjoy!). However, the type of Ammo influences several game effects.



Weapons with the **Bullets** symbol use solid ammunition of some sort (no matter the caliber). **Bullet-fed weapons cannot be used in exterior Zones.**



SMGs and Light Machine Guns use Bullets as ammunition. They cannot be used in exterior Zones.

NOTE: Prototype weapons do not possess their own power source. They may only be used when an Energy Cell Equipment card is Attached to them (P. 23).



Weapons with the **Energy** symbol use a power source to function (no matter the battery type). Energy-fed weapons can be used in any Zone.



Cattle Prods and Chainsaws use Energy as a power source. They can be used anywhere. Prototype weapons are both Ranged and Energy weapons, and thus allow Ranged Combat in any type of Zone! But they require an Attached Energy Cell to work.



Sledges are silent weapons to kill with. Light Machine Guns produce Noise when firing. Note that their Prototype counterpart is Silent!

NOISY EQUIPMENT

Wait, wait, wait! If you pull the trigger, the gunfire will attract more of them to our position! There must be another way!

– Look me in the eye and tell me you're not starting to enjoy this.

– [...] Don't tell anyone.

– Yeah, sure. COME ON, PEOPLE! FIRE AT WILL!

– Baraka and Magnus

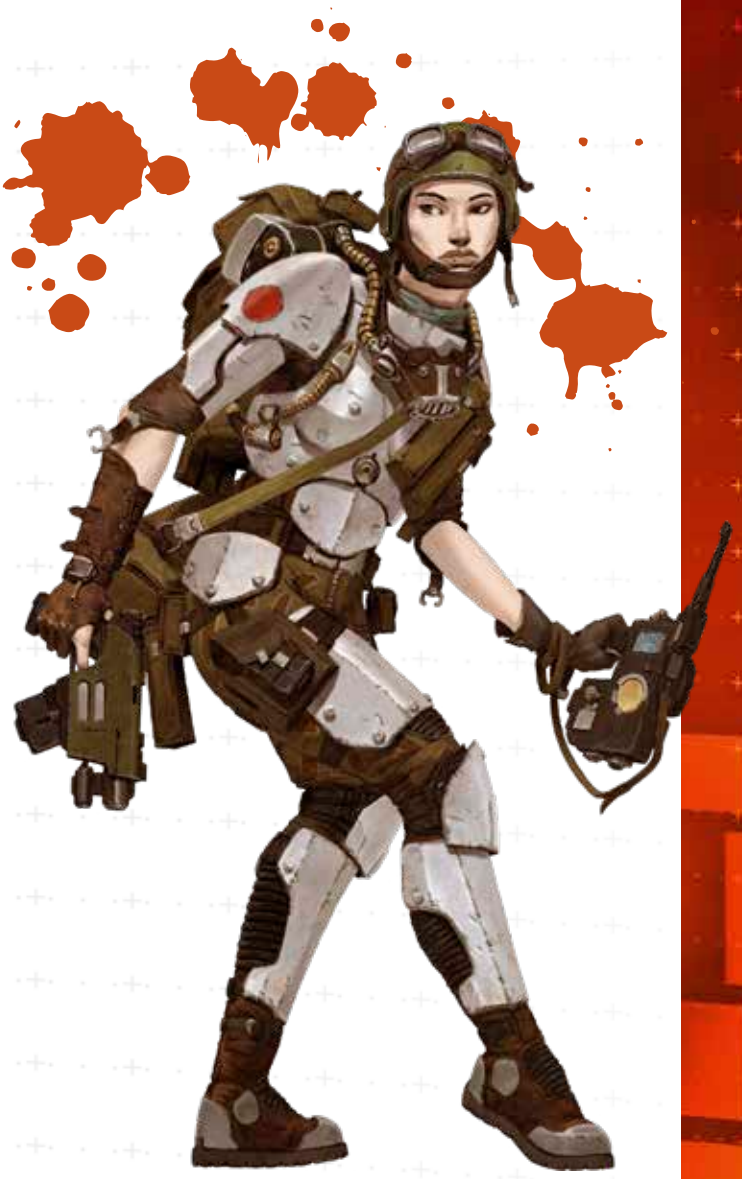
Some Equipment is noisy and produces a Noise token whenever they are used. Noise attracts Xenos!
Noise rules are detailed on P. 17.



Equipment bearing the **Noise** symbol produces a Noise token whenever an Action is spent to use it. Set a Noise token in the Survivor's Zone.

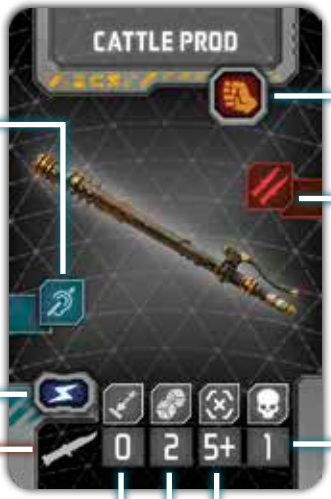


Equipment bearing the **Silent** symbol doesn't produce a Noise token when used.



COMBAT CHARACTERISTICS

Weapons display Combat characteristics used to eliminate Xenos in many inventive ways.



SILENT
This Equipment doesn't produce a Noise token when used in Melee Combat.

AMMO TYPE
This Equipment uses Energy.

WEAPON TYPE
This Equipment is a Melee weapon.

RANGE
Min and max number of Zones the weapon can reach. 0 indicates it can only be used in the Survivor's Zone.

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

DUAL
If you have Dual weapons with the same name in each Hand slot (P. 30), you may use them both with a single Action (they must be aimed at the same Zone).

DAMAGE
Damage inflicted for each success. Damage does not stack up with multiple successes unless it is a Concentrated Attack (P. 33).

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

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



NOISY
This Equipment places a Noise token when used in Ranged Combat.

AMMO TYPE
This Equipment uses Bullets.

WEAPON TYPE
This Equipment is a Ranged weapon.

RANGE
Min and max number of Zones the weapon can reach. 1-1 indicates it can be used to shoot at 1 Zone away, no more, no less, and within Line of Sight.

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

DUAL
If you have Dual weapons with the same name in each Hand slot (P. 30), you may use them both with a single Action (they must be aimed at the same Zone).

DAMAGE
Damage inflicted for each success. Damage does not stack up with multiple successes unless it is a Concentrated Attack (P. 33).

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

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

NOISE

Firing a machine gun or a sniper rifle makes Noise, and Noise attracts Xenos. Each Action used to attack with noisy Equipment produces a Noise token.

- Place this token in the Zone where the Survivor resolved the Action. It stays in the Zone where it was produced, even if the Survivor moves.
- A single Action can only produce a single Noise token, no matter how many dice are rolled, how many hits are obtained, or whether Dual weapons are used.
- Noise tokens are removed from the board during the End Phase (P. 10).

NOTE: Each Survivor miniature also counts as a Noise token. Machines also count as Noise tokens when possessing a Machine Activation token (P. 25). Xenos have senses humans can't comprehend, and Survivors are never quiet, anyway!

EXAMPLE: *Magnus spends his first Action with a Sledge to eliminate a Xeno in his own Zone. The Sledge is a Silent weapon, and doesn't produce Noise tokens.*
The second Action is spent to fire 1 Zone away with an Assault Shotgun. It is a Noisy weapon. Even if multiple dice were rolled, only a single Action was spent: a single Noise token is set in Magnus' Zone.
The Survivor spends his third Action to Move away. The Noise token remains in the Zone it was produced and does not follow Magnus.

EXPERIENCE, DANGER LEVEL, AND SKILLS

– Did I...did I just make this happen?

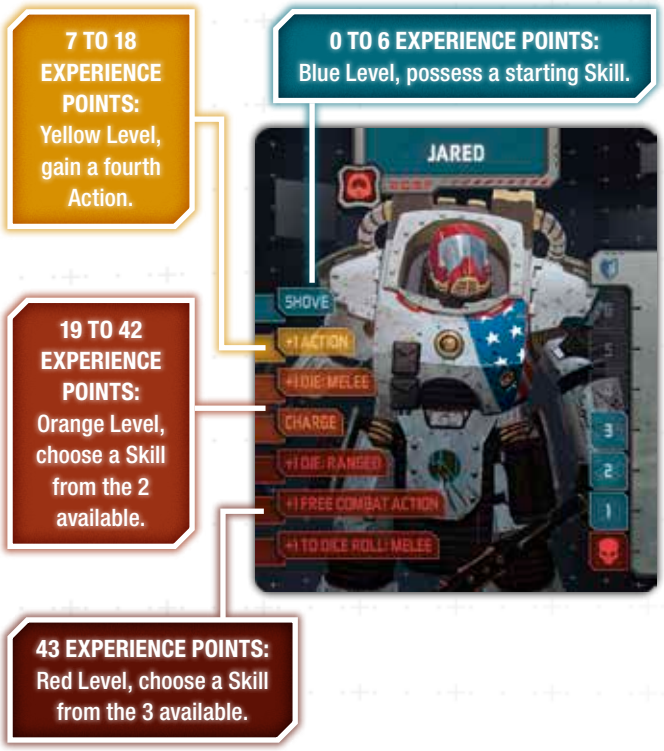
– Oh yeah, honey. We all owe you one. You're my hero for today!

– Mitsuki and Baraka

For each Xeno eliminated, a Survivor gains 1 Experience Point (XP) and moves up a notch on their Danger Bar. Some Mission Objectives provide more experience, as does eliminating Abominations.

There are 4 Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. At each Danger Level, the Survivor gains a new Skill (P. 52) to help them on their Mission. Skills stack across Danger Levels, so at Red Level, your Survivor has 4 Skills. As new Skills are unlocked, place new trackers on the Survivor Dashboard to indicate them.

- A Survivor moves to the Yellow Danger Level upon reaching 7 Experience Points. They gain a fourth Action.
- The Orange Danger Level is reached with 19 Experience Points. Choose a Skill among the 2 indicated at this Level.
- The Red Danger Level is reached with 43 Experience Points. Choose a Skill among the 3 indicated at this Level.



However, gaining Experience has a side effect. When you draw a Xeno card to spawn Xenos, **read the line that corresponds to the Survivor still in play with the highest Danger Level** (see Xenos Spawn, P. 28).
The stronger your Survivor is, the more Xenos appear.



07 INVENTORY

Overpowered? I'd rather say they're the right tools, for the right work.

– Jared

Each Survivor can carry up to 9 Equipment cards, divided into 3 types of Equipment slots on their Dashboard: 2 Hand, 2 Body, and 5 Backpack slots (not counting cards Attached to other cards). You may discard cards from your Survivor's inventory to make room for new cards at any time, for free (even during another player's Turn).

A Hand Equipment or Body Equipment slot is reserved exclusively for Equipment cards bearing the corresponding symbol (Hand Equipment in a Hand slot, Body Equipment in a Body slot).

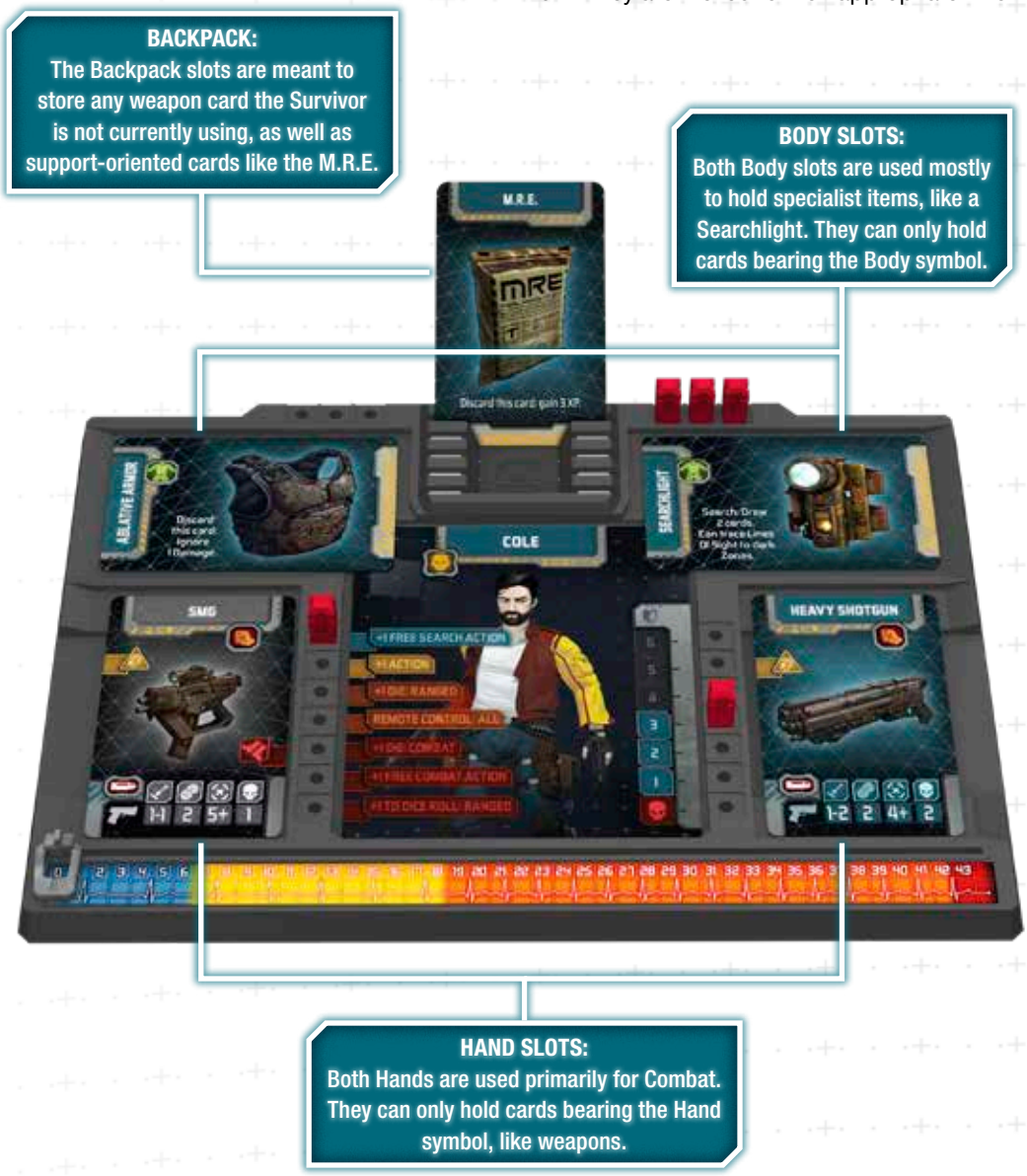


The **Hand** symbol marks the Equipment cards that can only be used in Hands.



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

The **Backpack** can hold up to 5 Equipment cards of any type (Hand, Body, or no symbol). Characteristics and game effects described on Hand/Body Equipment cards cannot be used until they are moved to their appropriate inventory slots.



08 THE XENOS

Zombicide: Invader features 4 types of Xenos. Most of them have a single Action to spend each time they activate (Hunters have 2). A Xeno is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. Then its assailant immediately earns the listed Experience Points.



WORKER

Workers are the most common Xenos. While they seem to be the weakest among their species, each one is strong enough to tear a human apart. And there are enough of them to swarm the entire place multiple times over!



Damage dealt: 1
To eliminate: Damage 1
Experience provided: 1 point

TANK

Shrugging off any damage except the most potent blows, the towering Tanks protect their brethren from incoming attacks and lead the charge. They gruesomely kill unprotected targets with a single punch, rending exo-armors in seconds.



Damage dealt: 2
To eliminate: Damage 2
Experience provided: 1 point

HUNTER

Faster and more cunning than their brethren, the Hunters' function among the Xenos is clearly defined: seek and destroy. These predators are smart enough to hide behind others to avoid damage, and they strike mercilessly with unparalleled speed.



Damage dealt: 1
To eliminate: Damage 1
Experience provided: 1 point
Special rule: Hunters have 2 Actions every time they are activated (P. 28).

SPOILER ABOMINATION

Spoiler Abominations stand amongst their kind as hulking machines of destruction. They are immune to mundane damage and destroy anyone standing in their path. Destruction, however, does not seem to be their ultimate goal. They cover our buildings with a disgusting substance we call “mold”.



Damage dealt: 3
To eliminate: Damage 3
Experience provided: 5 points
Special rules:

• A Damage 3 weapon is required to eliminate a Spoiler Abomination. No weapon features such a Damage value in the game. To do so, you need either Hellfire (P. 34) or a Concentrated Attack (P. 33).

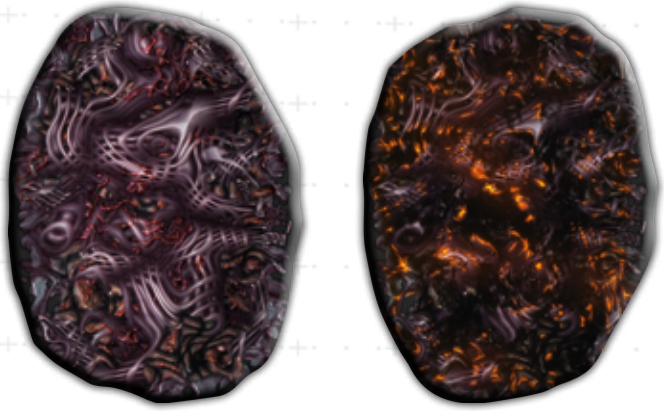
• Spoiler Abominations spread Mold across room and corridor Zones (**not exterior Zones**). Whenever a Spoiler Abomination stands in a room or corridor Zone without Mold, set an Active Mold token in the Zone. It is now a **Mold Zone**. If the Zone has an Inactive Mold token, flip it back to its Active side instead.



MOLD RULES

Is that a joke?!? I don't care about this thing's scientific value! It's ugly, corrosive, slimy, sticky, and stinks like a zombie! Gimme dat... damn... flamethrower!

– Magnus



Mold tokens, on their Active and Inactive sides, respectively.

Apply these game effects whenever a Mold token (be it Active or Inactive) is set in a Zone, turning it into a **Mold Zone**.

MOLD GENERAL RULES

• Remove any Objective and Door tokens in the Zone. They cannot be recovered. **Look at Objective tokens removed this way: the Mission may already be lost!**
• All walls in the Zone, **except the ones leading to exterior Zones**, are considered as having an opening.
• The Zone cannot be Searched and loses its special properties. For example, Oxygen Supply Rooms (P. 35) disappear and cannot provide Oxygen Tanks. **Airlocks can still be used to go to exterior Zones.**

ACTIVE MOLD SPECIFIC RULES

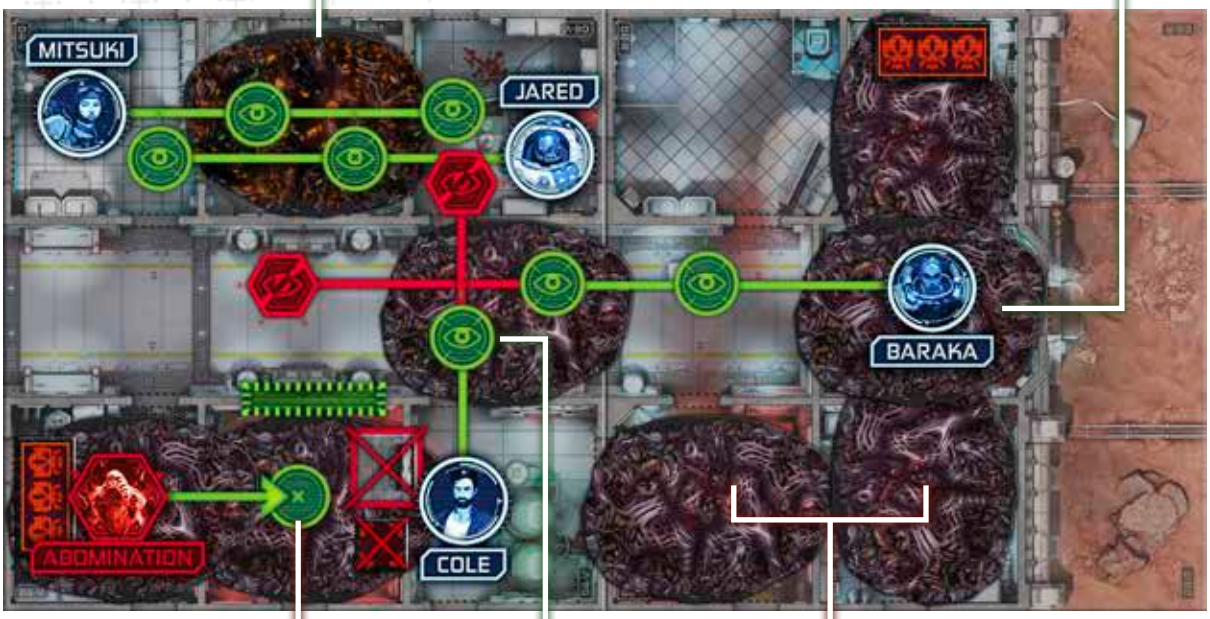
• The Zone is considered as a room Zone to trace Lines of Sight (P. 11). It cannot be Searched (P. 22).
• Hellfire (P. 34) flips an Active Mold token to its Inactive side.
• **The game is lost as soon as 2 (or more) Spawn Zones are linked by an uninterrupted chain of Active Mold Zones (diagonals don’t count).**

INACTIVE MOLD SPECIFIC RULES

• The Zone is considered to be a corridor Zone to trace Lines of Sight (P. 11). It cannot be Searched (P. 22).
• The presence of a Spoiler Abomination in the Zone flips the Inactive Mold token to its Active side.
• Inactive Mold Zones are not counted in Mold chains to determine whether the game is lost.

The Inactive Mold is considered to be a corridor for Line of Sight. The token is set in a room, yet it has been so ravaged, Mitsuki and Jared have a Line of Sight on each other!

The Airlock can still be used, even if it was turned into a Mold Zone. Baraka's Line of Sight through the corridor ends in the Mold Zone and cannot go further.



The Spoiler Abomination just moved into the Security Room and turned it into a Mold Zone. An Active Mold token is set. The door and the Objective are removed. All walls, including the northern one, now have an opening. The room can no longer be Searched.

The Active Mold acts as a room Zone for Line of Sight. Cole has a view to the Mold Zone, but cannot see Jared on the other side.

Both the Security Room and the Oxygen Supply Room have been spoiled and lost their special abilities.



If the Spoiler Abomination moves into this Zone, chasing Cole, both Spawn Zones will be linked by an uninterrupted chain of Active Mold Zones. The game will be lost!

09 PLAYERS' PHASE

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

MOVE

The Survivor moves from a Zone to the next but cannot move through external building walls or closed doors.

- A Survivor must spend 1 additional Action per Xeno standing in the Zone they're attempting to leave.
- Entering a Zone containing Xenos ends the Survivor's Move Action (even if they have a Skill allowing them to move through several Zones per Move Action or the Unstoppable Skill).

EXAMPLE: *Mitsuki is in a Zone with 2 Workers. To leave this Zone, she spends 1 Move Action, then 2 more Actions (1 per Worker), for a total of 3 Actions. If there had been 3 Xenos in the Zone, Mitsuki would have needed 4 Actions (1 + 3) to Move.*



SEARCH

– Gosh, where did you find that weapon?

– When we saw your security rooms and enforcement policies, we thought it was a good idea to have some protection of our own.

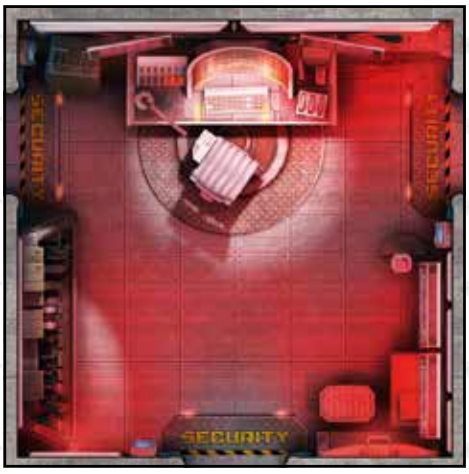
– Were you planning an uprising?

– Oh, boy. Is that question a part of my monthly psychological evaluation?

– Jared and Cole

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

NOTE: Soldiers can only Search in Security Rooms (P. 34).

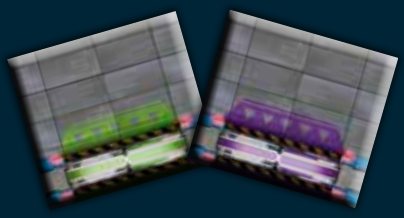


Are you a Soldier? You may only Search for Equipment in these Security Rooms. Civilians may Search there too!

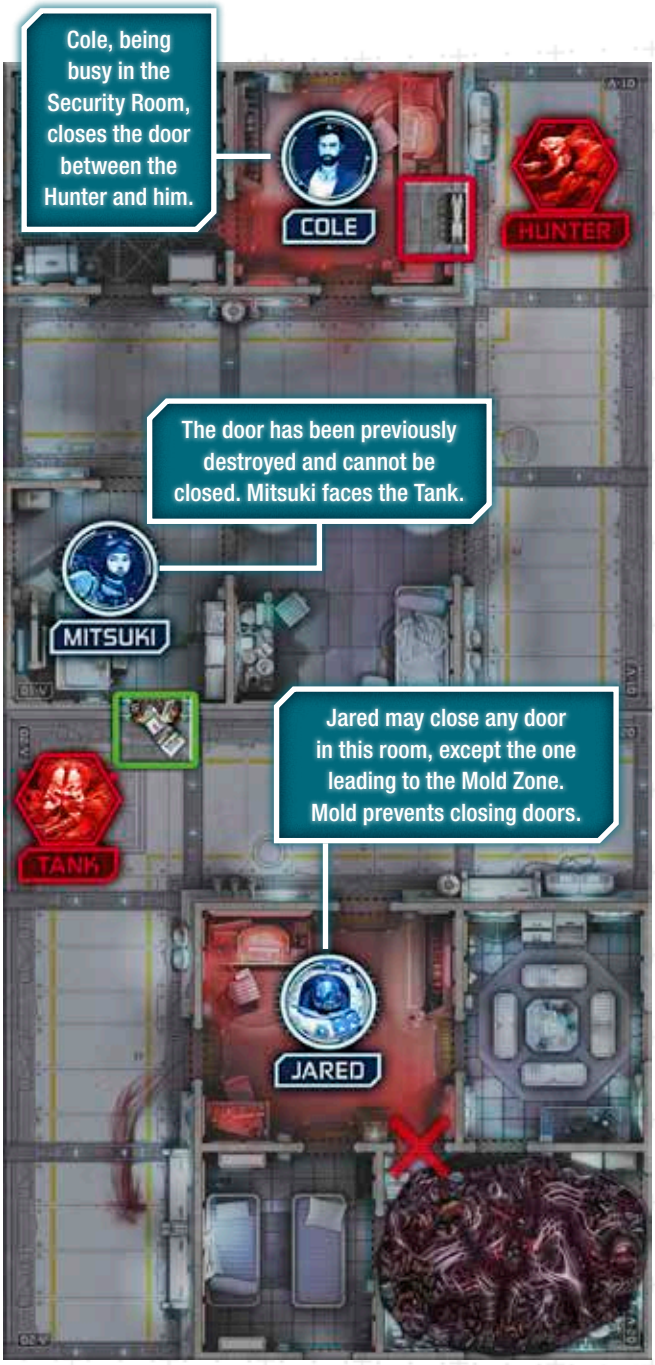
DOOR ACTIVATION

This Action is free and can be performed once per Turn.
The Survivor either places or removes a **closed** Door token on a door opening in a Zone they occupy. This Action cannot be performed on a door opening shared with a Mold Zone, or if there's a **destroyed** Door token there.
The neutral door reserve is capped to 5. Once they are set, Survivors can't close more doors until some get back in the reserve.

COLORED DOORS



Some Missions feature colored doors. Read the Mission description to know the special rules to apply.
Colored doors can be removed by Mold (P. 20).



REORGANIZE/TRADE

The Survivor can reorganize the cards in their inventory in any way the player 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 may reorganize their own inventory for free.
A Trade Action doesn't have to be equal. You can trade everything for nothing, if both parties agree!

NOTE: Reorganizing the inventory also allows to change Attached Equipment (see sidebar).

ATTACH OR DETACH EQUIPMENT CARDS



Energy Cell and Plenty of Bullets Equipment cards may be Attached to Energy and Bullets weapons, respectively, to provide them with additional re-rolls. Attaching an ammo card can be done anytime the Survivor reorganizes their inventory (Search, Reorganize/Trade, etc.). To do so, simply put the ammo card in the horizontal slot under the weapon card. They are now considered as a single Equipment card. Both cards are automatically detached whenever they are stored in the Backpack.

- An ammo card can only be Attached to a single weapon, but a weapon can receive multiple ammo cards.
- Weapons featuring multiple ammo types may be equipped with the corresponding ammo cards. The game effect only applies to Attacks of their type.
- An ammo card is enough to feed Dual weapons used as a pair (Attach the ammo card to either of the weapons).
- Prototype weapons can only be used when an Energy Cell card is Attached to them.



- Flamethrowers can only be used when a Canister card is Attached to them. Discard the Canister card upon use (see Hellfire, P. 34).



COMBAT ACTIONS

– 11, 12, 13, hellfire incoming, get ready...

– 17, 18, ding! Don't bother, I win!

– Baraka and Vivian

Combat Actions use Melee and Ranged Equipment cards to eliminate Xenos.

MELEE ACTION

The Survivor uses a Melee weapon they are holding in Hand to attack Xenos in their own Zone (see Combat, P. 30).



RANGED ACTION

The Survivor uses a Ranged weapon they are holding in Hand to fire at a single Zone within the Range shown on the weapon's card, and within Line Of Sight (see Combat, P. 30). Survivors shoot at Zones, not Actors. This is especially important for Targeting Priority Order (P. 32).
Using a Ranged weapon at Range 0 is still a Ranged Action.



TAKE OR ACTIVATE AN OBJECTIVE

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

MAKE NOISE

The Survivor makes Noise in an attempt to attract Xenos. Place a Noise token in their Zone.

DO NOTHING

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



MACHINE ACTIONS

– Mitsuki scares me a little, to be honest. She looks evil whenever she highjacks another bot.

– I guess she likes teddy bears with chainsaws.





Machines can be remote-controlled to execute deadly Actions from the other side of the board. They can be used and even sacrificed for the team's benefit.

Zombicide: Invader features 2 deadly Machines: a Falchion Sentry Gun and a Peacekeeper Bot. Their reference cards list their abilities, Equipment, and Skills.

A Survivor can control a Machine by possessing either the corresponding Remote token or Remote control Skill (P. 54). At the cost of 1 Action, the Survivor may perform 1 of the Actions listed below with a Machine they control. Unless they are Machine-related, the Survivor's other Skills don't apply to the Machine. The Survivor gains all Experience Points earned by the Machine's Actions.

A Survivor may activate several Machines under their control during their Turn, in any order the player wants.

Machines can't trade their Equipment.

A Machine performing at least 1 Action gets a Machine Activation token. The Machine is considered to be a Survivor as long as it possesses the token. The token is removed during the End Phase.

A Machine without an Activation token is ignored by Xenos.



A Machine Activation token.

A Machine is destroyed when it takes 1 Damage (or more) or its Zone is engulfed in Hellfire (P. 34). **Unless otherwise stated, destroying a Machine is not a defeat condition.**

PEACEKEEPER BOT ACTIONS

- Move
- Melee Action (use the Peacekeeper's Melee weapon).
- Ranged Action (use the Peacekeeper's Ranged weapon). The Peacekeeper can fire from exterior Zones.
- Whenever the controlling Survivor stands in the same Zone as the Peacekeeper Bot and performs a Move Action, the Peacekeeper Bot may also perform 1 Move Action, for free. In this case, the Peacekeeper Bot's movement is not affected by Xenos. Both the Bot and the Survivor must end their Move Action in the same destination Zone. The Survivor may not use Movement-related Skills (like Unstoppable or Zero-G Run, for example) to benefit from that effect.

FALCHION SENTRY GUN ACTIONS

- Ranged Action (use the Falchion's Ranged weapon). The Falchion can fire from exterior Zones.

NOTE: A Survivor standing on a Falchion Sentry Gun's Zone may control it, as if they had the corresponding Remote token or Remote control Skill.

SWAPPING BOTS AND SENTRY GUNS

The *Zombicide: Invader* range features several kinds of Bots and Sentry Gun miniatures. Unless otherwise stated by the chosen Mission, Bot miniatures can be swapped from one kind to another, as well as Sentry Gun miniatures.

For the same reason, game effects mentioning "Bot" or "Sentry Gun," without a specific name, apply to any Machine of the indicated type. For example, the Remote control: Bot Skill applies to any Bot, whatever its name.

10 XENOS' PHASE

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

STEP 1 – ACTIVATION

I can't help but think we stepped on some anthill of epic proportions.

– Baraka

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

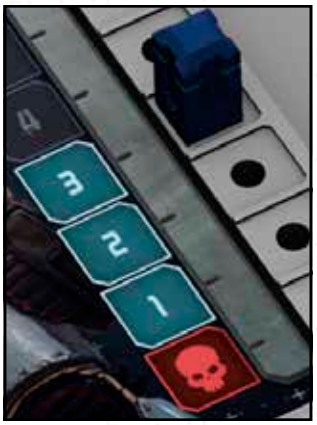
ATTACK

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

- Worker: 1 Damage
- Tank: 2 Damage
- Hunter: 1 Damage
- Spoiler Abomination: 3 Damage

Survivors in the same Zone split the Xenos' Attacks in any way the players prefer, even if it means dealing them all to a single Survivor (or Machine with an Activation token). Each successful Xeno Attack deals the corresponding Damage amount.

The targeted Survivors lose Armor points. Move the Armor Bar 1 point lower per Damage received. The Survivor is eliminated as soon as the Armor Bar drops to 0.





REMEMBER: The game is lost if any starting Survivor is eliminated (Machines don't count).

Xenos fight in groups: all Xenos activated in the same Zone as a Survivor join the Attack, even if there is so much Damage that it would be overkill.

NOTE: Machines can be lost without losing the game. This rule makes it useful to sacrifice a Machine to a band of Xenos.

EXAMPLE: *2 Workers (Damage 1) are in the same Zone as 2 unscathed Survivors, a Civilian (Armor 2) and a Soldier (Armor 3). The Xenos inflict 2 Damage, which can be allocated in 3 ways:*
- 2 Damage on the Civilian, killing them and ending the game.
- 2 Damage on the Soldier, seriously hurting them.
- 1 Damage on each Survivor.



MOVE

The Xenos that have not Attacked use their Action to Move 1 Zone toward Survivors:

1– Xenos select their destination Zone.

- The first Zone they select is the one with Survivors in Line of Sight that has the most Noise tokens. Remember, each Survivor counts as a Noise token.
- If no Survivors are visible, they select the noisiest Zone.

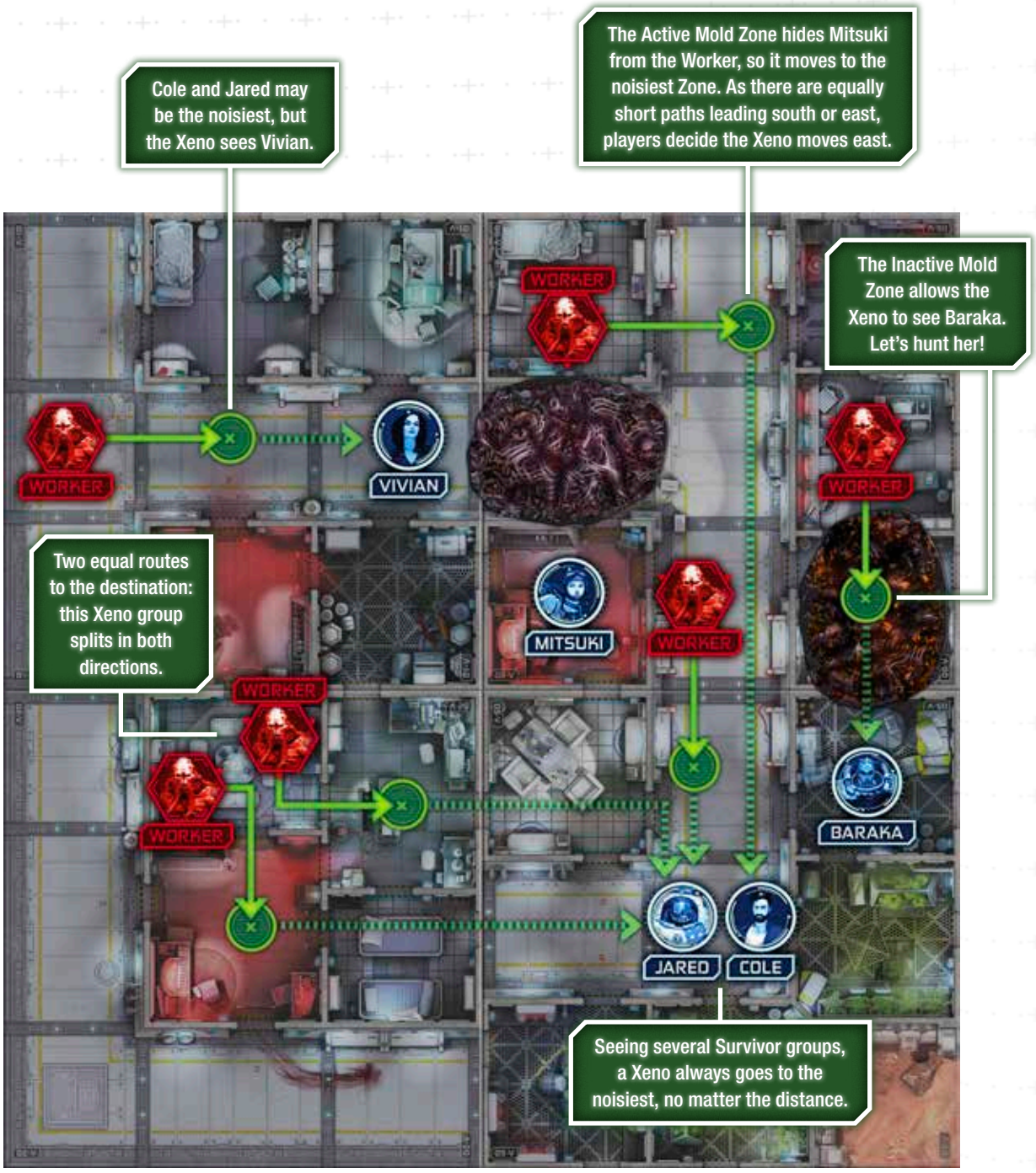
In both cases, distance doesn't matter. A Xeno always chooses the noisiest target they can see or hear.

2– Xenos move 1 Zone toward their destination Zone by taking the shortest available path. IMPORTANT: Closed doors are not taken into account to determine that path. If a closed door bars the path to the next Zone toward their destination, all Xenos in the Zone spend their Action destroying it instead of moving. Flip the door token on its destroyed side. The way is now open. A destroyed door cannot be closed again. Mold application (P. 20) removes destroyed door tokens.



Xenos destroy doors on their path toward Survivors.

If there is more than one route of the same length, Xenos split into groups of equal numbers and types to follow all possible routes. They also split up if different target Zones contain the same number of Noise tokens.
Uneven Xenos groups are split the same way. Decide which splitting group get the extra Xeno and which direction the uneven split groups go. In case of a single Xeno being offered multiple routes, the players decide which direction it goes.





PLAYING HUNTERS

Hunters have 2 Actions per Activation. After all Xenos (including Hunters) have gone through the Activation step and resolved their first Action, Hunters 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 Xenos' Phase, a Hunter stands in the same Zone as a Survivor. The Xeno spends its first Action to Attack, inflicting 1 Damage. Then, the Hunter performs its second Action, Attacking again for another 1 Damage.*

EXAMPLE 2: *A group of 2 Hunters and 1 Tank is 1 Zone away from a Survivor. For their first Action, since they have nobody to Attack in their Zone, the Xenos Move into the Survivor's Zone. The Hunters then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each Hunter inflicts 1 Damage.*

EXAMPLE 3: *A Survivor stands in the same Zone as 3 Workers, 1 Tank, and 2 Hunters. All the Xenos Attack and inflict 7 Damage (3 Damage is enough to kill the Survivor; the 4 remaining Damage is ignored). None of the Xenos Move, as they all Attacked. Then the Hunters resolve their second Action. They have no one to Attack, so they Move one Zone toward their destination Zone.*

STEP 2 – SPAWN

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



Xenos Spawn tokens mark the Spawn Zones' locations.

Select a Spawn Zone and draw a Xeno card. Read the Xeno type and the line that corresponds to the Danger Level of the most experienced Survivor (Blue, Yellow, Orange, or Red). Place the indicated amount of the corresponding Xeno type in the Spawn Zone.
Repeat this for each Spawn Zone.



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

EXAMPLE: *Cole has 5 Experience Points, placing him in the Blue Danger Level. Mitsuki has 12, which puts her in Yellow. In order to determine how many Xenos spawn, read the Yellow line, which corresponds to Mitsuki, the most experienced Survivor.*

COLORED SPAWN ZONES



Some Missions feature Purple and/or Green-colored Spawn Zone tokens. Unless otherwise stated, those Zones doesn't spawn Xenos until a specific event (like taking an Objective of the matching color) happens, which then activates them.

EXTRA ACTIVATION CARDS



When you reveal an Extra Activation card, no Xenos appear in the designated Zone. Instead, all Xenos of the indicated type immediately get an extra Activation (see Activation step, P. 26). Notice that these cards have no effect at the Blue Danger Level!

SPOILER ABOMINATION CARDS

For frogs' sake! Even my dog didn't drool that much!

Spoiler Abomination Xeno cards act both to spawn Spoiler Abominations and provide an extra Activation to all Abominations you may have on the board.
Perform the following effects in order:
(1) All Abominations on the board immediately perform an extra Activation.
(2) Place a Spoiler Abomination on the Spawn Zone, if you have any. If you don't, ignore this step.





MOLD XENO CARDS

How did they spawn here? We should have seen them coming!

– One thing at a time. For now, pull the trigger!

– Do I smell...xenium?



Upon drawing a Mold Xeno card, set the indicated amount of the corresponding Xeno type in every Active Mold Zone (P. 20). If there are not enough miniatures to fill all Active Mold Zones, place the remaining Xenos in any Active Mold Zone which didn't receive some yet, then perform the following effects in order:
(1) All Abominations on the board immediately perform an extra Activation.
(2) Place a Spoiler Abomination (if you have any) in 1 of the Active Mold Zones which didn't receive enough Xenos of the indicated type (if there are multiple eligible Zones, players choose). If no Spoiler Abomination is available, ignore this step. Running out of Spoiler Abomination miniatures does not create an extra Activation.

RUNNING OUT OF MINIATURES

I would love, love, love, to spend some time studying their metabolism. These speed outbursts are something to behold! If only we could predict them...

– Look! I have one right here, you can see its guts. Can you read tomorrow's lottery numbers in the liver, while you're at it?

– Vivian and Magnus

The *Zombicide: Invader* box contains enough Xenos to invade a planetary outpost. However, players may still run out of miniatures of the indicated type when required to place a Xeno on the board through spawning. In this case, the remaining Xeno miniatures are placed (if there are any), then perform the following effects in order:
(1) All Abominations on the board immediately perform an extra Activation.
(2) Place an available Abomination you may have (any type) in the Spawn Zone. If you have none, ignore this step. Running out of Abomination miniatures does not create an extra Activation.

Always keep an eye on the Xeno population on the board, or risk seeing Abominations rushing at your position (and spoiling everything with Mold) in an instant!



11 COMBAT



When a Survivor performs a Melee, Ranged, or Machine Action to attack Xenos, roll as many dice as the Dice number of the weapon or Machine being used.



If the active Survivor has 2 identical weapons with the Dual symbols equipped in their Hands, they can use both weapons at the same time at the cost of a single Action. Both weapons must be aimed at the same Zone.



EXAMPLE: *Vivian has 2 SMGs in her Hands. The SMG has the Dual symbol, so Vivian can shoot them both simultaneously. This allows her to roll 4 dice (2 for each SMG) with a single Ranged Action.*

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

Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. If all targets get eliminated, extra hits are lost.

• Workers and Hunters are eliminated with a Damage 1 (or more) hit.

• Tanks are eliminated with a Damage 2 (or more) hit. Damage 1 has no effect on them, no matter the amount of times a Survivor hits them (except for a Concentrated Attack - see P. 33).

• Spoiler Abominations are eliminated with a Damage 3 (or more) hit. As no weapon naturally has Damage 3 in *Zombicide: Invader*, the monster must be eliminated with either Hellfire (P. 34) or a Concentrated Attack (P. 33).

EXAMPLE: *Magnus stands in a Zone along with 3 Workers and performs a Melee Action with a Cattle Prod. 2 hits! Both of them are allocated to different Workers and inflict Damage 1, eliminating 2 of the Workers. Magnus hits again with a second Melee Action, scoring 2 hits again. 1 of them is enough to eliminate the last Worker. The remaining hit is lost.*

MELEE ACTION



Melee weapons are marked with the Melee symbol.

A Survivor holding a Melee weapon in their Hand can attack Xenos in their own Zone. Each die that rolls equal to or higher than the Accuracy value on the weapon's card is a successful hit. The player divides their hits as they wish among the possible targets in the Zone.
Missed Melee strikes cannot cause Friendly Fire (P. 32).

EXAMPLE: *Jared and Vivian are in the same Zone as a Tank, a Hunter, and a Worker. Jared attacks with his Sledge. He rolls a ⚀, ⚄, and ⚅, which means 2 hits. The Sledge has Damage 1, so it cannot hurt the Tank. Jared allocates his first hit to the Hunter and the second to the Worker, eliminating them both. It is a Melee Action: although a miss was obtained, Vivian is safe from Jared's swings.*

RANGED ACTION



Ranged weapons are marked with the Ranged symbol.

A Survivor holding a Ranged weapon in their Hand can shoot at a Zone within the weapon's Range and Line of Sight (P. 11).

Remember:
• Inside a room, the Line of Sight is limited to the Zones that shares an opening and just 1 Zone away.
• In corridor and exterior Zones, the Line of Sight goes in a straight line parallel to the board's edge, until it meets a wall or the board's edge.
• Missed shots can cause Friendly Fire (P. 32), so carefully consider the risks!



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

EXAMPLE 1: *The Light Machine Gun has a Range of 1-3, which means it can shoot up to 3 Zones away but cannot be used to fire at the same Zone as the Survivor.*

EXAMPLE 2: *The Assault Shotgun has a Range of 1-1. It can shoot 1 Zone away, no more, no less.*

Ignore any Actors in the Zones between the shooter and the target Zone. Survivors may shoot through occupied Zones without danger to either fellow Survivors or Xenos. A Survivor can even shoot at another Zone while there are Xenos in their own Zone!

TARGETING PRIORITY ORDER

When using a Ranged weapon (even at Range 0), the shooting Survivor does not choose the targets hit by successful rolls. Hits are assigned to Actors in the targeted Zone according to the Targeting Priority Order:

1– Tank or Abomination (the shooter chooses)
2– Worker
3– Hunter

The hits are assigned to targets of the lowest Priority until they have all been eliminated, then to targets of the next Priority Level until they have all been eliminated, and so on.
If several targets share the same Targeting Priority Order, players choose the targets hit among them. *Remember: Targeting Priority doesn't apply to Melee Actions.*



EXAMPLE: *Armed with a Heavy Shotgun (Damage 2), Cole performs a Ranged Action at a Zone with a Tank, 2 Workers, and 2 Hunters.*
• Cole rolls ⚀ and ⚄ for his first Action. Hits are obtained with 4 or more, which means 2 hits. Following the Targeting Priority Order, the first hit is assigned to the Tank, eliminating it (Damage 2). The second hit is assigned to a Worker, eliminating it as well (1 hit = 1 target).
• Cole rolls ⚃ and ⚃ with his second Action, obtaining 2 hits. The Targeting Priority Order lists the Worker as the first target, so it's eliminated. The second hit is allocated to either Hunter, eliminating it as well. A single Hunter remains.

NOTE: Tanks are first in the Targeting Priority Order and are immune to Damage 1 weapons. It means they can protect all Workers and Hunters in their Zone from all Damage 1 Ranged Actions, as they need to be removed before getting to Workers and Hunters.
The same applies to Abominations, requiring Damage 3 to be eliminated.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO ELEMINATE	EXPERIENCE EARNED
1	TANK/ ABOMINATION	1	2/3	1/5
2	WORKER	1	1	1
3	HUNTER	2	1	1

FRIENDLY FIRE

I found this embedded in my armor. Whose bullet is this?

(*general whistling*)

A Survivor can't hit themselves with their own attacks. However, emergency situations can call for Ranged or Machine Actions aimed at a Zone where a teammate is stuck.
In that case, misses on the Attack roll automatically hit Survivors standing in the target Zone. Assign these Friendly Fire hits in any way you want and apply Damage normally.
Remember: Friendly Fire doesn't apply to Melee Actions.



EXAMPLE*: Mitsuki shoots with an Assault Shotgun at a Zone containing Jared and 2 Workers. Rolling ⚂, ⚃, and ⚄, she obtains 2 hits… and a miss. Each hit eliminates a Worker. The miss, however, hits Jared for Damage 1. Jared loses 1 Armor point.*



CONCENTRATED ATTACK

Why... (WHACK)... don't... (CRUNCH)... you... (SMASH)... just... (KRAKK)... DIE?!?

A Survivor performing a Melee or Ranged Action (either by themselves or using a Machine) may concentrate their Attack toward a single target to increase their chance of overcoming its defenses and eliminating it.

To perform a Concentrated Attack, designate a single specific target among those the Attack may hit, before rolling dice. Multiply the Damage value by the amount of hits obtained (1 success: Damage x1. 2 successes: Damage x2. 3 successes: Damage x3, etc.). Only the designated target may be hit. Leftover Damage is lost.

A Ranged Concentrated Attack still follows the Targeting Priority rules. Misses are dealt among fellow Survivors as Friendly Fire: apply the weapon's base Damage value (no matter the amount of hits obtained).



EXAMPLE 1: *Armed with a Light Machine Gun (Damage 1), Magnus fires at a Zone with 2 Tanks and 3 Workers. Target Priority Order shows Tanks are hit first, and the weapon's Damage value is not enough to eliminate any. Magnus decides to Concentrate his Attack on one of them and rolls 5 dice, obtaining ⚀, ⚁, ⚄, ⚅, and ⚅. 3 successes raise the Damage value to 3 (base 1, x3 successes). It's more than enough to bring the Tank down (though the other Tank and the Workers are unscathed).*



EXAMPLE 2: *Armed with a pair of Cattle Prods, Vivian stands in the same Zone as a Spoiler Abomination. No matter how many dice she rolls (Dual Cattle Prods roll 4 dice), the basic 1 Damage value is not enough to eliminate the Spoiler Abomination (Damage 3 is required). So, Vivian Concentrates her Attack on the monster and rolls 4 dice: ⚁, ⚄, ⚅, and ⚅. 3 successes! The Damage value is raised to 3 (base 1, x3 successes), which is enough to eliminate the Spoiler Abomination!*



12 SECURITY ROOMS, OXYGEN SUPPLY ROOMS, AND AIRLOCKS

Zombicide: Invader features special rooms used to provide Equipment to Soldiers, exit the mining station, and go on exterior Zones. The fight against Xenos heads out onto PK-L7, the planet's surface!
Except for Airlocks, these special Zones lose their properties whenever covered with Mold (P. 20).

HELLFIRE

Why bring flamethrowers to a space mining facility? Because we can!



Flamethrowers use Canisters as ammunition to create Hellfires over entire Zones.

Flamethrowers require the expenditure of Canister cards to be used. Discard an Attached Canister card to perform a Ranged Action with a Flamethrower equipped in Hand, and burn! **Flamethrowers cannot be used to fire from or to exterior Zones.**

A **Hellfire** is created in the targeted Zone:
• All Actors and Machines are eliminated. The Survivor earns all related Experience Points.
• Remove any Objective tokens.
• Any Active Mold token (P. 20) in the Zone is flipped to its Inactive side.
Hellfire produces no Noise.

SECURITY ROOM

I think we lost Magnus here. Magnus? Magnus? Buddy, is there anybody in that head?





Security Rooms are the only Zone Soldiers may Search.

Soldier Survivors, like Baraka, Jared, and Magnus, can only perform the Search Action in Security Rooms. Civilian Survivors are allowed to Search there, too!



OXYGEN SUPPLY ROOM

Aim your flamethrower the other way, please. No, really. Trust me.



Oxygen Supply Rooms feature the O2 mark.
Get Oxygen here before going out on PK-L7's surface!

Marked with O2 writing, Oxygen Supply Rooms provide Oxygen Tanks to Survivors. Any Survivor standing in an Oxygen Supply Room, without any Xenos in it, may spend 1 Action to get an Oxygen Tank Equipment card. The Survivor's inventory may then be reorganized, for free.
A Survivor may possess multiple Oxygen Tanks in their inventory. Being Equipment cards, they may be equipped (Body slot) and traded normally.
Discarded Oxygen Tanks are not set in the discard pile. They are set apart, to be picked up later in the same manner.

AIRLOCKS



Airlocks allow travelling back and forth on PK-L7's surface.
Equip an Oxygen Tank before going out!

Marked with Airlock writing, Airlocks are frontiers between the mining station and exterior Zones.
• No Line of Sight can be traced through the door separating an Airlock and an exterior Zone.
• **Getting through the Airlock to an exterior Zone requires an equipped (Body slot) Oxygen Tank.** The Oxygen Tank needs to be Equipped as long as the Survivor is outside. Xenos, on the other hand, can go back and forth normally.
• Moving back and forth is possible even if the Airlock turns into a Mold Zone.



13 ULTRARED MODE

– There are so many of them, these are impossible odds!

– That's music to my ears.

– Cole and Jared

The Ultrared Mode allows your Survivors to gain Experience Points beyond the Red Danger Level and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large scenarios.

Ultrared Mode: When your Survivor reaches the Red Level, move the experience tracker back to 0 and add any Experience Points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps their Skills. Count additional Experience Points as usual and gain unselected Skills upon reaching Danger Levels again.
When all the Survivor's Skills have been selected, choose a Skill among all of the *Zombicide: Invader* Skills (except for the Starts with [Equipment] Skill) upon reaching Orange and then Red Level.

EXAMPLE: *Baraka just earned her 43rd Experience Point, getting to the Red Level. She has the following Skills: Lucky (Blue), +1 Action (Yellow), Remote control: Sentry Gun (Orange), and +1 die: Combat (Red).*
The player moves the experience tracker back to the start as the Mission continues. Baraka is still at Red Level and keeps on earning Experience Points as she kills Xenos.
Baraka doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time since she has all available Skills for these Levels. Upon reaching the Orange Level again, she gains +1 die: Combat, her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the 2 remaining ones for this Level and goes for Remote control: Bot. The experience counter returns to the start.
During her third go through the experience bar, Baraka doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: Sniper. The experience counter goes to the start again.
From now on, Baraka still earns Experience Points and gets a player-chosen Skill every time she reaches the Orange Level, and then another upon reaching the Red Level.

14 PLAYING WITH 7+ SURVIVORS

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



• For each Survivor above the sixth, add 1 additional Starting Equipment card from the expansion to the pool of cards that will be distributed among Survivors during Setup. If you don't have any, the extra Survivors enter the game with no Starting Equipment.
Be careful, some Equipment may be reserved for Survivors of a given category. Check their special rules to know more.

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

SURVIVORS	ADDITIONAL SPAWN TOKENS
7-8	1
9-10	2
11-12	3

15 TUNING THE DIFFICULTY



Zombicide: Invader's difficulty may be tuned up or down using the card numbers.

Xenos are the perfect aliens. Human concepts like mercy, self-preservation, or restraint are unknown to them. But sometimes, the game may be too easy, or just too hard, for you or your playing group. In that case, sort your Xeno cards using their card number.

• Xeno cards #1 to #25 form the easier part of a Xeno invasion. Xenos appear in a limited amount, without extra Activations. Xeno specialties, like Spoiler Abomination and Mold spawning, are still present.

• Xeno cards #26 to #50 are the harder part. Xenos come in greater numbers, especially at low Danger Levels. Keep them for experienced player groups and *Zombicide* veterans.

• Xeno cards #51 to #54 are extra Activations. Add them for an element of surprise, tuning the difficulty up.

These elements can be mixed in any way you see fit to create your own game experience!



16 MISSIONS



M0 TUTORIAL: BREACH!

EASY / 6+ SURVIVORS / 30 MINUTES

The Xenos came out from the deep and are ravaging the base. We are a few good-willed people, doing our best to evacuate family, coworkers and strangers toward safer areas. As we were about to get off, we all received a distress call from a soldier a couple sectors away. He says he has some prototype material to repel the Xenos, and need some backup. We lost the signal. It may be too late.

Or maybe not? We want to know more.

Tiles needed: **01-R, 02-R, 03-V, & 05-R.**



OBJECTIVES

Escape with the prototype weapon! Accomplish the Objectives in this order to win the game:
1– Take the red Objective. This Prototype weapon will help you get out.
2– Get out. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in the Zone.

SPECIAL RULES

• **Setup.**
- Sort out the following cards: Prototype Light Machine Gun (Prototype weapon) x1, Energy Cell (Equipment card) x1.
- Set the indicated Xeno miniatures in the corresponding Zones.

• **High-tech.** Each Objective gives 5 Experience Points to the Survivor who takes it. Taking the Red Objective provides the Prototype Light Machine Gun and an Energy Cell card as well.





M1 GATHERING FORCES

EASY / 6+ SURVIVORS / 60 MINUTES

We got surrounded and separated by Xenos on our way out. We have seen a couple ships taking off, and heard the quarantine announcement on the loudspeakers. Internal communication is all about gunshots, screams and dead channels. Things are getting out of hand, we may not escape. Not yet, that is.

First, we have to regroup. Strength in numbers!



Tiles needed: **01-R, 02-R, 05-R, 06-R, 07-R, & 09-R**.





OBJECTIVES

Regroup, and rally! The game is won as soon as all Survivors stand in the Sentry Gun's Zone, without any Xenos in it, during any End Phase.

SPECIAL RULES

• **Setup.**
- Place the Green and the Purple Objectives randomly among the Red Objectives, facedown.
- Survivors are split in 2 groups as evenly as possible, then placed at random in the indicated Player starting areas.

• **Scattered weaponry.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **Xenos everywhere!** The Purple Spawn Zone activates as soon as a Mold Zone is created within Range 1. Flip the Inactive Mold token to its Active side. The same rule applies for the Green Spawn Zone.

M2 ROCK'N ROLLY

EASY / 6+ SURVIVORS / 60 MINUTES

There is this guy in our ragtag band... Sorry. There is this bear in our ragtag band, a soldier called Magnus. He didn't say much so far, save for profanities and some growls for our new Xenos enemies. As Vivian asked what was wrong, Magnus started to talk about Rolly, his beloved goddaughter. He's not sure she escaped the danger zone, and her parents no longer answer the calls. We have a deeply worried bear here. So, here is the situation: either we run to catch a ship while they last, or we turn back, looking for Rolly.

A rather easy choice, if you ask me!

Tiles needed: **01-R, 02-R, 03-R, 04-R, 05-R, & 09-R**.

04-R	03-R
02-R	01-R
05-R	09-R

OBJECTIVES

Reinforcements are coming! Accomplish the Objectives in this order to win the game:

1– Find and take the White Objective. You found a kid-sized spacesuit!

2– Take the Blue Objective. Rolly was expecting you. You are late. Welcome, but late. If a Xeno activates in Rolly's Zone before the token is taken, the Mission is lost.

3– Get out. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

• **Setup.**
- Place the Green, Purple and White Objectives randomly among the Red Objectives, facedown.
- Each Survivor starts with an equipped Oxygen Tank.

• **Looking for a spacesuit.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.





M3 THE REARGUARD

EASY / 6+ SURVIVORS / 60 MINUTES

This is it. The quarantine is on, and the last ships are taking off against all odds. Rumors speak about military cruisers firing at civilian vessels to avoid contamination. Our own soldiers say the military would land and engage the Xenos instead, but their words fall in deaf ears.

In any case, we fortified an area to secure our loved ones. There is not enough oxygen and space for everyone. No worries, we'll wait for the reinforcements. And we will fight!

The Xenos are on us. We must hold until everyone has evacuated and reached our sanctuary!

Tiles needed: **01-V, 02-V, 04-V, 06-V, 07-V, & 09-V.**

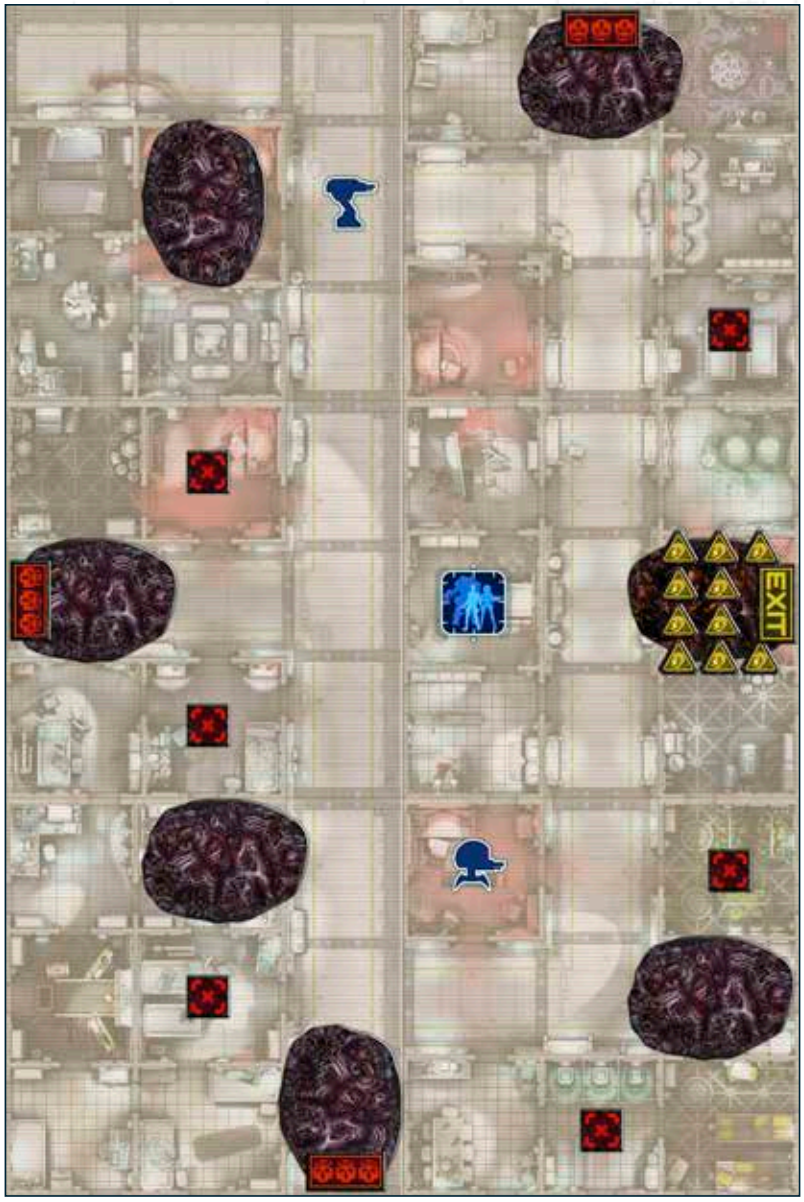


OBJECTIVES

Protect our people. Accomplish the Objectives in this order to win the game:

1– Protection for your people. Prevent any Xenos from reaching the Exit Zone until the crew is evacuated.

2– Get out. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.



SPECIAL RULES

• **Setup.** Place the Purple and the Green Objectives randomly among the Red Objectives, facedown.

• **The right tools for the job.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **Evacuating families.** 10 Noise tokens are set in the Exit Zone. They represent the crew being evacuated and count as Noise. Remove 1 of them during each End Phase. The crew has evacuated when no tokens remain.



M4 THE ENGINEERS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

All frequencies are getting quiet, but not completely silent. Mitsuki caught an odd conversation between a pair of engineers, a few sectors away. They are grounded on the spot, as they got separated and surrounded by Xenos. The catch is that they spoke about prototype weapons in the same way as the poor guy we tried to rescue in the first hours of the Xeno attack. We have to see for ourselves. Besides saving a couple people, getting a few fancy weapons sounds fun!

Hey, did you realize there is no one to tell us what to do?

Tiles needed: **01-R, 02-R, 04-R, 05-R, 06-R, & 07-R.**

05-R	01-R	07-R
02-R	04-R	06-R







OBJECTIVES

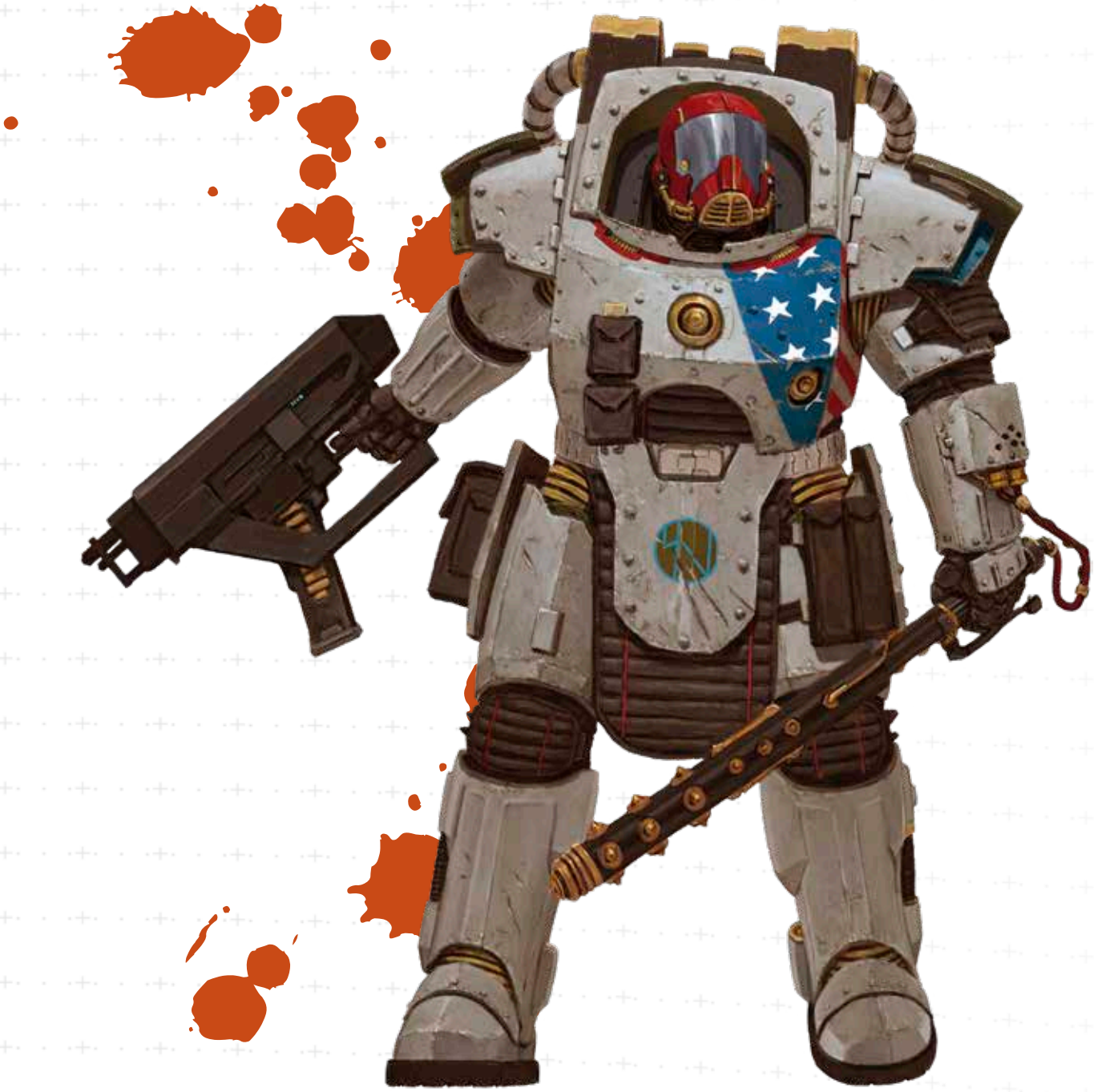
Rescue the engineers. Accomplish the Objectives in this order to win the game:
1– Find the scientists. Take the Blue and White Objectives.
2– Exit the scene. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

• **Setup.** Each Survivor starts with an equipped Oxygen Tank.

• **Field testing, the true way.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **A nice hideout.** The scientists are represented by the Blue and the White Objectives. They are not considered to be Survivors, do not attract Xenos, and don't produce Noise.



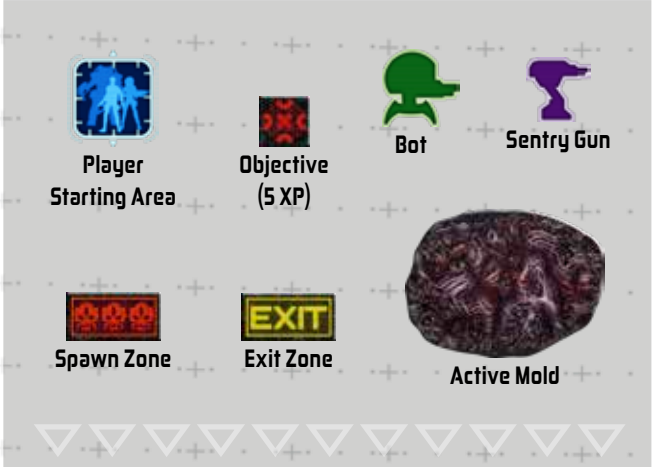
M5 ARMS RACE

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We are preparing for the worst. The whole life-sustaining system may fall down if the Xenos reach the wrong spots. Power is already malfunctioning in some remote areas, as if it was diverted in some way.

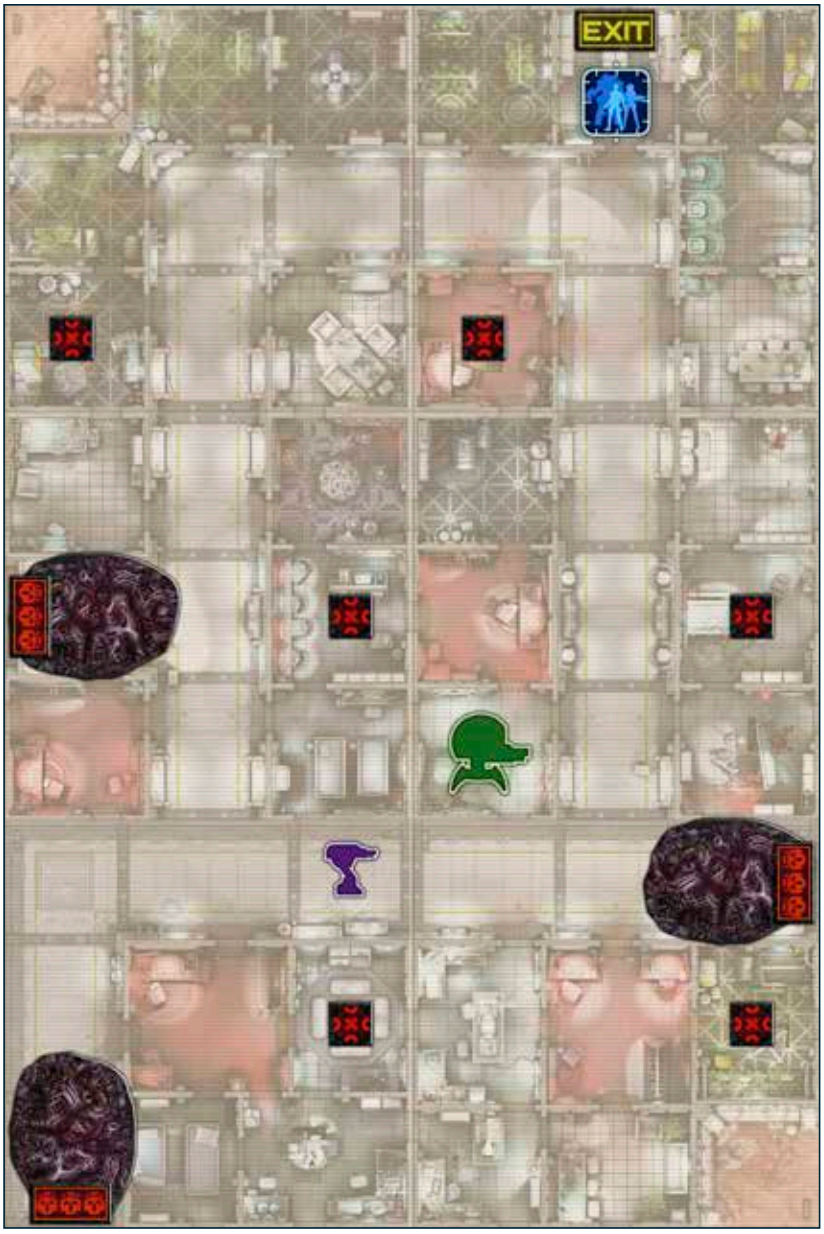
The engineers we rescued told us the prototype weapons they were working on hold rare components that may help maintaining the system with a lower energy input. They also marked on our map the area where they store their treasures. Unfortunately, it is now an infested mess.

It's like a hit and run. And hit again, just in case.



Tiles needed: **02-V, 04-V, 05-V, 06-V, 07-V, & 08-V.**

05-V	07-V
06-V	04-V
02-V	08-V



OBJECTIVES

Storm the area. Accomplish the Objectives in this order to win the game:

1– Salvage all prototype weapons. Take all 4 Prototype weapons (Red Objectives). Finding the Purple and the White Objectives is not mandatory to succeed.

2– Exit the scene. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

• **Setup.** Place the Purple and the Green Objectives randomly among the Red Objectives, facedown.

• **Finders keepers!** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

MG PLAYING WITH FIRE

HARD / 6+ SURVIVORS / 90 MINUTES

It's time for some payback. We are carefully (well, almost) going up the Xenos' road to get a better idea on their origin and contamination. It seems we found a major Xenos route coming from an extensive laboratory, a couple hours away from our shelter. We just have been spotted, and prepare for engagement with the enemy.
It seems we were not the first ones to come here. I see military bodies here and there, all belonging to the same squadron.

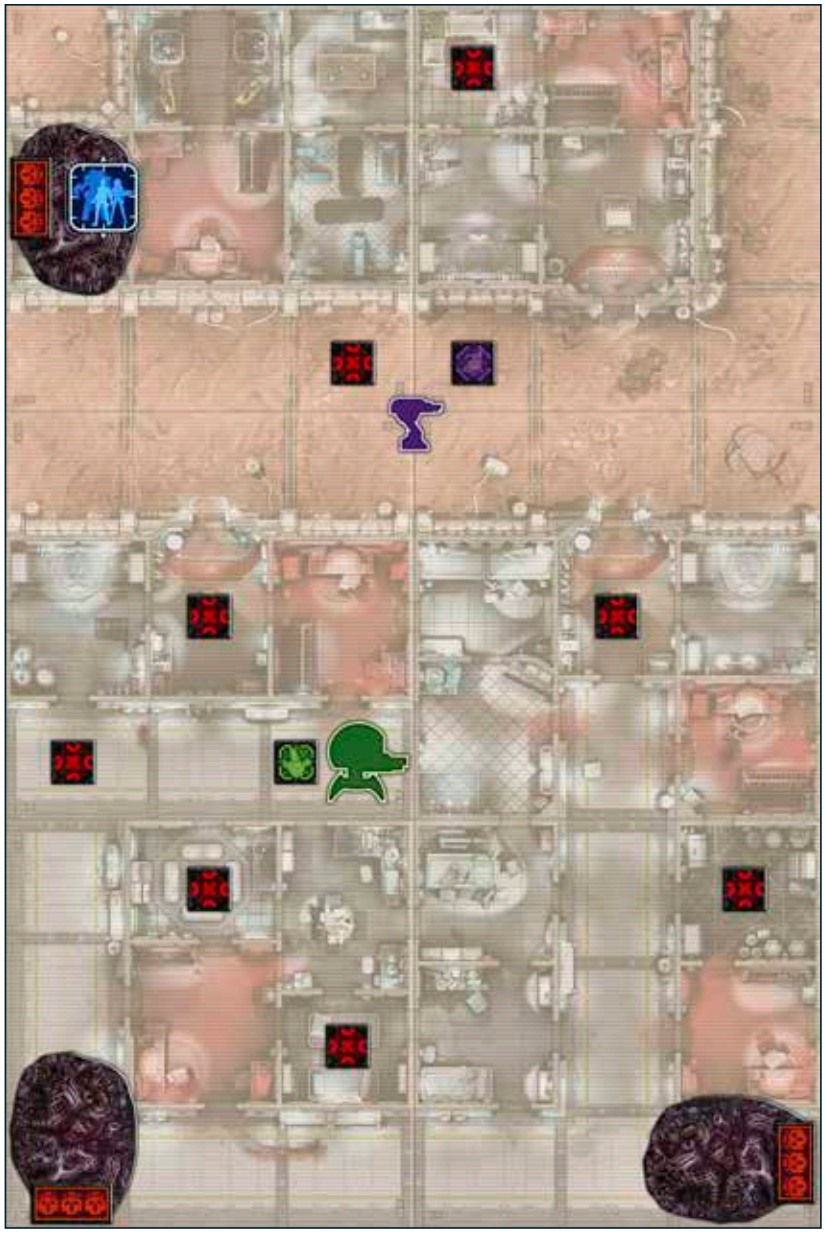
They were wielding prototype weaponry, too!

Tiles needed: **01-V, 02-V, 05-R, 07-R, 08-R, & 09-R.**

07-R	05-R
09-R	08-R
02-V	01-V

OBJECTIVES

Find the Xenos route. Find and destroy the Purple Spawn token to win the game.



SPECIAL RULES

• **Setup.** Place the Purple Spawn token randomly among those on tiles 01-V and 02-V, facedown. Don't look at it until it is destroyed (see below).

• **The fallen squad.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **A canister always pays its debts.** Spawn tokens on tiles 01-V and 02-V may be removed with Hellfire (remove the corresponding Mold token as well). You may then look at it to check if the Mission is successful. No additional experience is gained.



M7 XENIUM BURGER

HARD / 6+ SURVIVORS / 120 MINUTES

Food and water are getting low, and it won't be long until we need some new clothes and medication as well. Cole and Vivian know a few storage areas ripe with such items. We must be quick before the Xenos show up and spoil everything.

It seems we are just in time. This depot's inventory looks very promising. And now I hear Xenos, too.

Get off my fresh socks!

Tiles needed: **01-R, 02-R, 03-R, 04-R, 05-R, 06-R, 07-R, 08-R, & 09-R.**

03-R	06-R	09-R
04-R	07-R	08-R
01-R	02-R	05-R

OBJECTIVES

Get anything you can. Accomplish the Objectives in this order to win the game:

1– Cells, clothes, food, weapons... Cool weapons! Take all Objectives.

2– Checkout. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.





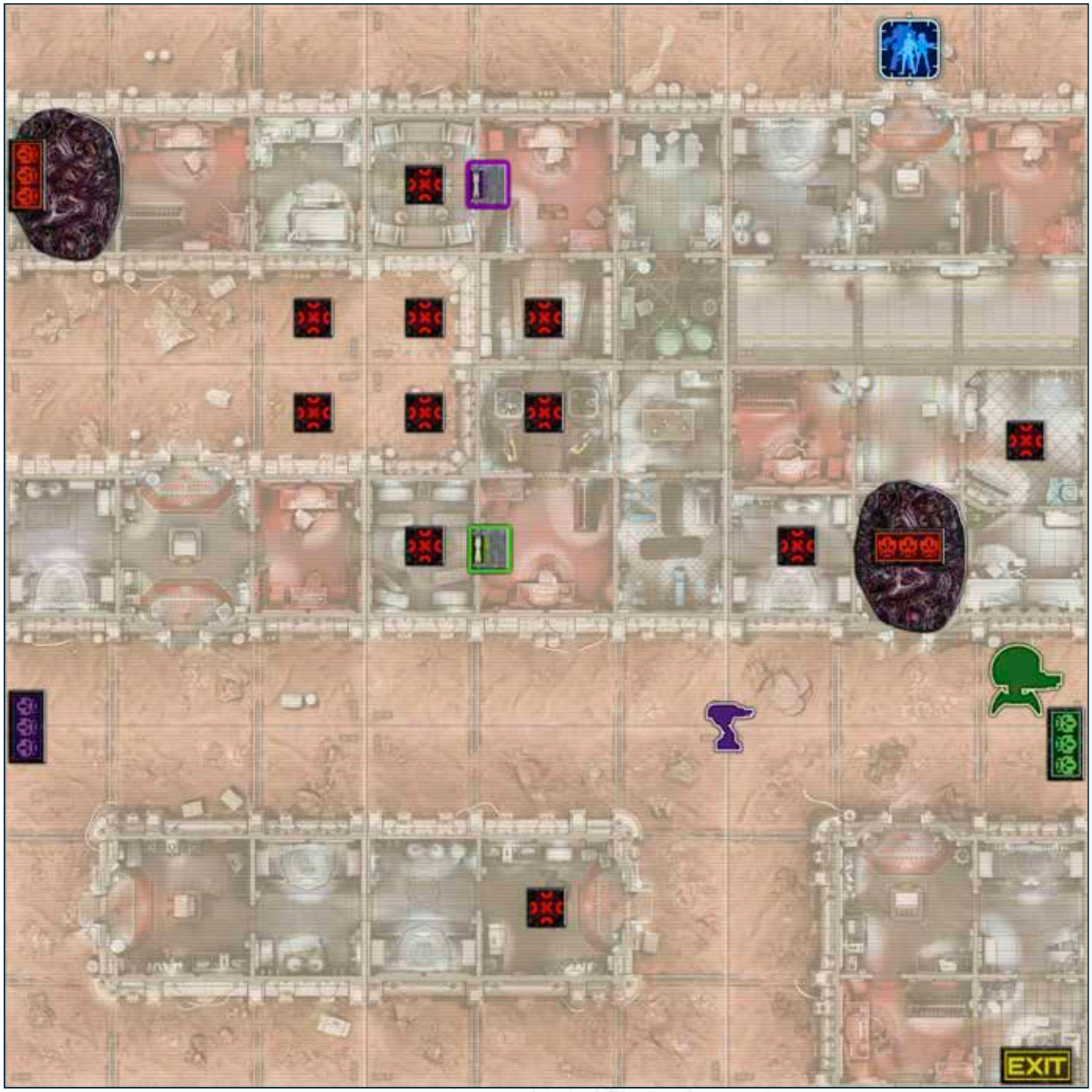
SPECIAL RULES

• **Setup.**
- Place the Purple and the Green Objectives randomly among the Red Objectives, facedown.
- Each Survivor starts with an equipped Oxygen Tank.

• **On top of my shopping list.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well (if any is available).

• **Hot, hot, hot!** Spawn tokens may be removed with Hellfire (the Active Mold is turned into Inactive Mold, as usual). No additional experience is gained.

• **We're not welcome.**
- The Purple and Green doors can be opened normally.
- The Purple Spawn Zone activates whenever the Purple Objective is taken OR the Purple door is removed or destroyed.
- The Green Spawn Zone activates whenever the Green Objective is taken OR the Green door is removed or destroyed.



M8 CODE ORANGE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We are almost ready for payback. We just need some practice and better weapons. The complex holds secured doors for "code orange", the name used for restricted material. We may find there what we need to kick some Xeno's butt...

Tiles needed: **01-R, 02-R, 03-V, 04-R, 05-R, 06-R, 07-R, 08-R, & 09-R.**

09-R	03-V	08-R
02-R	04-R	01-R
06-R	07-R	05-R



OBJECTIVES

Show the Xenos who's the boss. Accomplish the Objectives in any order to win the game:

- Take all Objectives.
- Reach the Orange Level (or more) with all Survivors.

SPECIAL RULES

- **Setup.** Place the Purple and the Green Objectives randomly among the Red Objectives, facedown.
- **Superior firepower!** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.
- **Secured door.** The Exit token represents the entrance of a secured Airlock. To remove this token, move the Bot in front of the door, then spend 1 Action with it.



M9 UNINVITED GUESTS

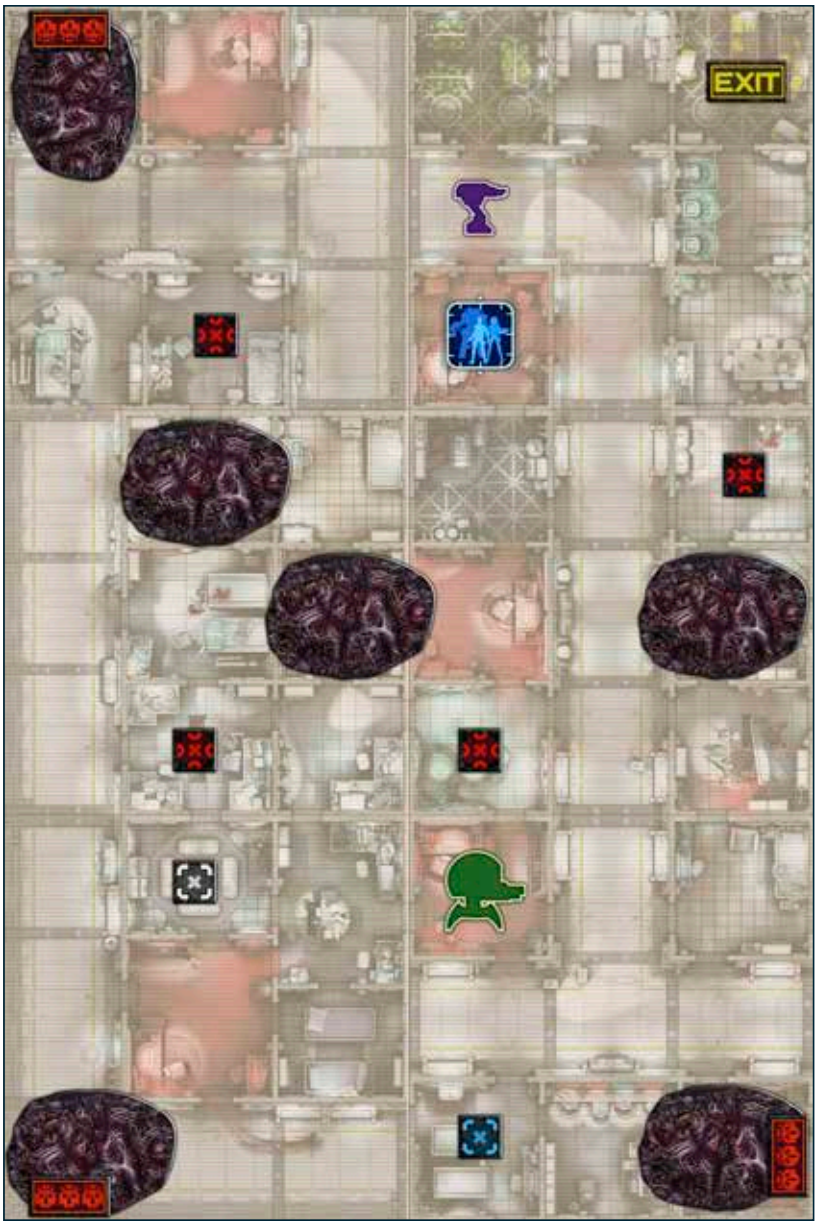
HARD / 6+ SURVIVORS / 60 MINUTES

Our shelter didn't last long. The Xenos greeted us upon our return, and are now invading the area at a growing pace. The time to leave is not yet upon us, though: both our scientist friends are still here, with monsters on their heels. As if we needed a good reason to meet the Xenos head-on and bully them with every next-gen weapon available!



Tiles needed: **01-V, 02-V, 04-V, 06-V, 07-V, & 09-V.**

01-V	07-V
09-V	04-V
02-V	06-V



OBJECTIVES

Escape with your friends. Reach the Exit with all Survivors (including both scientists). Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

• **Setup.** Place the Purple and the Green Objectives randomly among the Red Objectives, facedown.

• **Is that your next prototype?** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **Follow us if you want to live.** The Blue and White Objectives cannot be taken. They represent the scientists your team must rescue. They are Survivors. They cannot do anything but perform 1 Move Action at the end of each Players' Phase, to get to the Exit Zone. Resolve their Moves in any order you want.

M10 BACK TO THE ROOTS

HARD / 6+ SURVIVORS / 90 MINUTES

A few days went by and we have no news from Mother Earth. It feels like the ones who chose to stay could be the only ones alive in this stellar system. Or, to be pragmatic, we will need to get off PK-L7 by our own means.

Anyway, we are in to find a new oxygen supply. Our own reserve is depleted. We also take the opportunity to study our new Xenos friends with a close approach. We are all really interested with a way to get rid of them at the earliest opportunity, and by all available means. The ugly part is that we also need mold samples to understand and predict its expansion through the base.

We may stick around for a little longer than we thought. Too bad for Xenos!

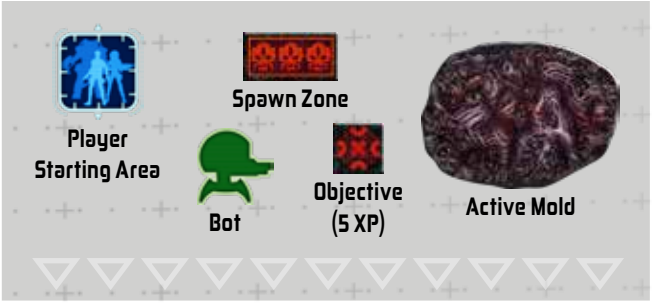
Tiles needed: **01-V, 05-R, 06-R, 07-R, 08-R, & 09-R.**

05-R	09-R	01-V
06-R	07-R	08-R

OBJECTIVES

Prepare for the war to come. Accomplish the Objectives in any order to win the game:

- Take all Objectives.
- Equip each Survivor with a new Oxygen Tank.
- Gather all required Xenos samples (see Special Rules).





SPECIAL RULES

• **Setup.**
- Set apart the Blue and the White Objectives.
- Place the Purple and the Green Objectives randomly among the Red Objectives, facedown.
- Each Survivor starts with an equipped Oxygen Tank. It is discarded as soon as they enter an airlock.

• **We will need this.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **Xeno samples.** Gather the following samples. Each of them gives an additional 5 Experience Points to the Survivor collecting it (on top of the XP granted by killing the corresponding Xeno). Set the corresponding miniatures or tokens apart to keep track.
- Eliminate a Worker, a Tank, and a Hunter with a Melee Action (5 XP each, keep the miniature).
- Eliminate a Spoiler Abomination with a Melee Action (5XP, take the Blue Objective).
- Spend an Action on a Spawn Zone to gather some Mold (5XP, take the White Objective).



17 SKILLS

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

+1 Action – The Survivor has an extra Action they may use as they please.

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

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

+1 to dice roll: [Action] – The Survivor adds 1 to the result of each die they roll with Actions of the specified type (Combat, Melee, or Ranged). The maximum result is always 6.

+1 die: [Action] – Each of the Survivor's weapons rolls an extra die with Actions of the specified type (Combat, Melee, or Ranged). Dual weapons each gain a die, for a total of +2 dice per Dual Action of the specified type.

+1 free [Action] Action – The Survivor has 1 extra free Action of the specified type (Combat, Machine, Melee, Move, Ranged, or Search). This Action may only be used to perform an Action of the specified type. Free Machine Actions still require control of a Machine, either through a Skill or Remote token.

+1 max Range – The maximum Range of Ranged weapons the Survivor uses is increased by 1.

+1 Zone per Move – When the Survivor spends 1 Action to Move, they can Move 1 or 2 Zones instead of 1. Entering a Zone containing Xenos still ends the Survivor's Move Action.

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

Auto repair – During each End Phase, restore the Survivor's Armor to its base level.

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

Bloodlust: [Action] – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action: they Move up to 2 Zones to a Zone containing at least 1 Xeno. They then gain 1 free Action of the specified type (Combat, Melee, or Ranged). Normal Movement rules apply.

Born leader – During the Survivor's Turn, the Survivor may give 1 free Action to another Survivor to use as they please. This Action is used immediately, then the Born leader Survivor resumes their Turn.

Brother in arms: [game effect] – The Survivor can use this Skill whenever they are standing in the same Zone as at least one other Survivor. As long as Brother in arms is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect. **NOTE:** Brother in arms may be shortened to **B.I.A.**

Camouflage – The Survivor may earn a Camouflage token at the start of their Turn, if no Xeno has a Line of Sight on them. Place the token next to their base. The Survivor may keep the token (even from a Game Round to the next) until they resolve any kind of Combat or Machine Action, or make Noise. It may be earned again in the same way.
As long as they have this token, the Survivor is ignored by all Xenos and is not considered a Noise token. Xenos don't attack them and will even move past them.
Even with the Camouflage token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Xenos.



This is a Camouflage token.

Charge – The Survivor can use this Skill once during each of their Turns, for free. They move up to 2 Zones to a Zone containing at least 1 Xeno. Normal Movement rules still apply. Entering a Zone containing Xenos still ends the Survivor's Move Action.

Combat reflexes – Whenever any Xenos spawn within their Line of Sight, the Survivor may immediately perform a free Combat Action against them. This Action may eliminate more Xenos than have spawned. Ranged Actions must still be aimed at the Zone where the Xenos spawned. This Skill may be used once per Xeno card drawn.

Concentrated Attack expert – Whenever the Survivor Concentrates Fire with 2 dice (or more), the base Damage value of the weapon gets +1, and there is no Friendly Fire.

Dual expert – The Survivor has a free Combat Action as long as they have Dual weapons equipped. This Action may only be used with the Dual equipped weapons.

Enhanced senses – The Survivor can trace Line of Sight 1 Zone farther in room Zones. They also ignore dark Zones rules to trace Lines Of Sight (dark Zones are featured in expansions).

Escalation: [Action] – The Survivor gains 1 extra die to roll for subsequent Actions of the specified type (Combat, Melee, or Ranged). The bonus is cumulative and applies until the end of the Survivor's Turn. The bonus is lost whenever the Survivor performs another kind of Action.

EXAMPLE: *A Survivor with the Escalation: Ranged Skill spends their first Action performing a Ranged Action with a SMG (Dice 2). Their second Action is also spent for a Ranged Action, adding an additional die thanks to the Escalation Skill (Dice 3). The third Action is spent for a Move Action: the Escalation bonus is lost.*

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

Hit & run – The Survivor can use this Skill for free, just after they resolved a Melee or Ranged Action resulting in a least 1 Xeno being eliminated. They can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Xenos are standing in their Zone.

Ironclad: [Xeno type] – The Survivor ignores all Damage coming from Xenos having the indicated keyword in its name. Ironclad: Worker works with any Workers, for example.

Is That All You've Got? – You can use this Skill any time the Survivor is about to take Damage. You can discard 1 Equipment card in your Survivor's inventory for each Damage they are about to receive. Negate 1 Damage per discarded Equipment card.

Lifesaver – The Survivor can use this Skill once during each of their Turns, for free. Select a Zone containing at least 1 Xeno and at least 1 Survivor at Range 1 from your Survivor. Both Zones need to share a clear path and a Line of Sight. Choose Survivors in the selected Zone to be dragged to your Survivor's Zone without penalty. This is not a Move Action. A Survivor may decline the rescue and stay in the selected Zone if their controller chooses.

Low profile – The Survivor can't get hit by Friendly Fire (Hellfire still applies). Ignore them when shooting at the Zone they stand in.

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

Medic – This Skill is used for free during each End Phase. The Survivor, and any Survivor standing in the same Zone, may restore 1 Armor, up to their base level.

Point-blank – The Survivor can perform Ranged Actions in their own Zone, no matter the minimum Range. When resolving a Ranged Action at Range 0, the Survivor freely chooses the targets and can eliminate any type of Xenos. Their Ranged weapons still need to inflict enough Damage to eliminate the targets. Friendly Fire is ignored.

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

Reaper: [Action] – Use this Skill when assigning hits while resolving an Action of the specified type (Combat, Melee, or Ranged). 1 of these hits can freely eliminate an additional identical Xeno in the same Zone. Only a single additional Xeno can be eliminated per Action when using this Skill. The Survivor gains the experience for the additional Xeno.

Remote control: [Machine] – The Survivor may perform Machine Actions (P. 25) with Machines of the indicated type (Bot, Sentry Gun, or All).

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

Scavenger – The Survivor may Search in any room or corridor Zone. Basic Search rules apply (no Search in Mold or in Zones with Xenos).

Search: 2 cards – Draw 2 cards when Searching with the Survivor.

Shove – The Survivor can use this Skill, for free, once during each of their Turns. Select a Zone at Range 1 from your Survivor. Both Zones need to share a clear path. All Xenos standing in your Survivor's Zone are pushed to the selected Zone. This is not a Movement.

Sniper – The Survivor may freely choose the targets of all their Ranged Actions. Friendly Fire is ignored.

Sprint – The Survivor can use this Skill once during each of their Turns. Spend 1 Move Action with the Survivor: they may move 2 or 3 Zones instead of 1. Entering a Zone containing Xenos still ends the Survivor's Move Action.

Starts with [X] Armor Points – The Survivors starts with the indicated amount of Armor Points.



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

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

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

Taunt – The Survivor can use this Skill, for free, once during each of their Turns. Select a Zone up to 2 Zones away from the Survivor, and having a clear path to the Survivor (no wall or closed door). No Line of Sight is needed.
All Xenos standing in the selected Zone immediately gain an extra Activation: they try to reach the taunting Survivor by any means available. Taunted Xenos ignore all other Survivors. They do not attack them and leave the Zone they are standing in if needed to reach the taunting Survivor.

Tough – The Survivor ignores the first Damage they receive during each Attack Step (Xenos' Phase) and during Friendly Fire (Survivor's Ranged Action).

Unstoppable – The Survivor does not spend extra Actions when they perform a Move Action out of a Zone containing Xenos. Entering a Zone containing Xenos still ends the Survivor's Move Action.

Xenos link – The Survivor plays an extra Turn each time an Extra Activation card (NOT Abomination cards) is drawn from the Xenos pile. They play before the extra-activated Xenos. If several Survivors benefit from this Skill at the same time, players choose their Turn order.

Zero-G run – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action. They move 2 Zones. Ignore everything in the intervening Zone, except airlocks, walls and closed doors.
Movement related Skills (like +1 Zone per Move or Unstoppable) are ignored, but Movement penalties (like having Xenos in the starting Zone) apply.

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CREDITS

GAME DESIGNERS:
Raphaël GUITON, Jean-Baptiste LULLIEN, and Nicolas RAOULT

LEAD PRODUCER:
Thiago ARANHA

PRODUCTION:
Patricia GIL, Thiago GONÇALVES, Guilherme GOULART, Isadora LEITE, Renato SASDELLI, and Bryan STEELE

DEVELOPMENT:
Fábio HIRSCH

ART:
Adrian SMITH, Henning LUDVIGSEN, Saeed JALABI, Pedro NUÑEZ, Adrian PRADO, and Alexandre CANO RODRIGUEZ

LEAD GRAPHIC DESIGNER:
Mathieu HARLAUT

GRAPHIC DESIGN:
Louise COMBAL and Marc BROUILLON

BIGCHILD ART DIRECTOR:
Jose Manuel PALOMARES

SCULPTING MANAGER:
Hugo GÓMEZ

SCULPTORS:
Daniel FERNÁNDEZ-TRUCHAUD, Lua GARO, Alex MUÑOZ MARTIN, David ARBERAS RECONDO, Adrián RIO MOURE, and Raul FERNANDEZ ROMO

WRITING:
Eric KELLEY

EDITING:
Colin YOUNG and Hervé DAUBET

PUBLISHER:
David PRETI

PLAYTEST:
Rod MENDES, João José GOES, Caio QUINTA, Julio CAMPOS, Mario CIOFFI, Ricardo LIMONETE, Flavio OOTA, Rodrigo SONNESSO and Pedro YOUKAI

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NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY.

EACH ROUND BEGINS WITH:

01 - PLAYERS' PHASE

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

- **Move:** Move 1 Zone (spend extra Actions if there are Xenos in starting Zone).
- **Search (1x per Turn):** In a room Zone free of Xenos only. Draw a card from the Equipment deck. Soldiers can only Search in Security Rooms.
- **Door Activation (FREE, 1x per Turn):** Place or remove a closed door token on a door opening in the Zone the Survivor occupies. Not in a Mold Zone or if there's a destroyed door.
- **Reorganize/Trade:**
  Exchange Equipment with another Survivor standing in the same Zone. You can trade however you want – it doesn't have to be even.
  Attach/Detach Equipment cards: Plenty of Bullets for Bullets weapons, Energy Cell for Energy weapon, and Canister for Flamethrower.
- **Combat Action:**
  Melee Action: Equipped Melee weapon required.
  Ranged Action: Equipped Ranged weapon required.
- **Take or Activate an Objective** in the Survivor's Zone.
- **Make Noise:** Put a Noise token in the Survivor's Zone.
- **Do Nothing:** All remaining Actions are lost.
- **Machine Actions:** The corresponding Skill or Remote Control token is needed. A Sentry Gun may be controlled by any Survivor in the same Zone. The Survivor's Skills don't apply to the Machine.
  Move (Bot only)
  Melee Action (Melee weapon required)
  Ranged Action (Ranged weapon required)

WHEN EVERY PLAYER HAS FINISHED

02 - XENOS' PHASE

STEP 1 – ACTIVATION: ATTACK OR MOVE

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

- Xenos in the same Zone as at least 1 Survivor Attack them.
- The Xenos who didn't Attack, Move instead. Spoiler Abominations place Mold tokens in room and corridor Zones. Each Xeno favors visible Survivors, then Noise. Choose the shortest path, ignoring closed doors. If several paths share the same length, split the Xenos in equal groups (any uneven Xeno goes with 1 of the groups of your choosing). If there's a closed door in the way, Xenos spend their action destroying it instead.

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

STEP 2 – SPAWN

- Always draw Xeno cards for all Spawn Zones in the same order (play clockwise).
- Danger Level uses: Highest Danger Level among the Survivors.
- No more minis of a specified type (except Abomination): place the remaining ones. Then, all Abominations get 1 extra Activation. Finally, place a Spoiler Abomination in 1 Spawn Zone.

03 - END PHASE

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

TARGETING PRIORITY ORDER

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

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO ELIMINATE	EXPERIENCE EARNED
1	TANK/ ABOMINATION	1	2/3	1/5
2	WORKER	1	1	1
3	HUNTER	2	1	1