



Work
in progress

FANTASY ZOMBICIDE

Dead Men Tales



RULES AND QUESTS

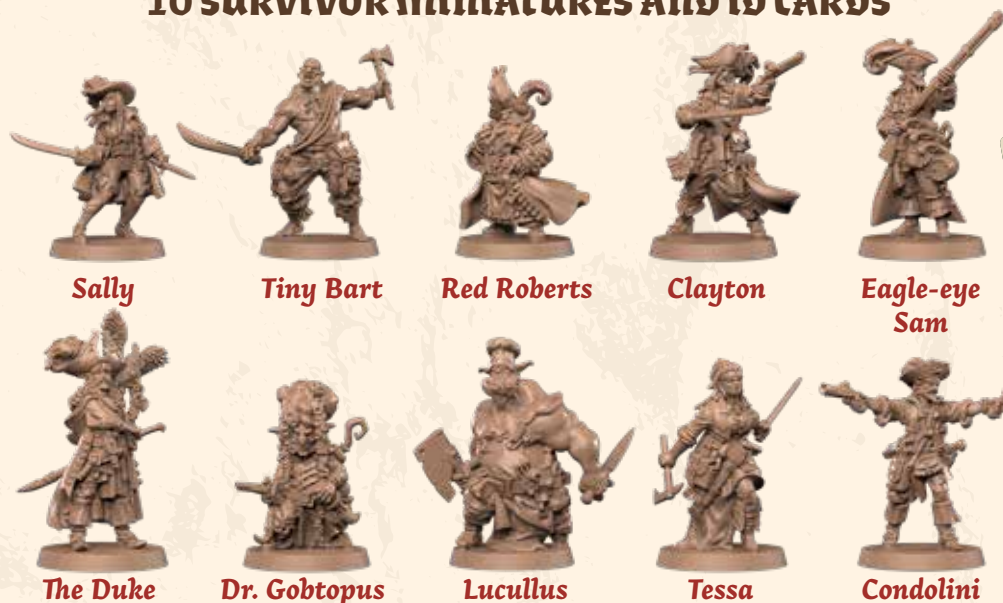
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GAME COMPONENTS

10 SURVIVOR MINIATURES AND ID CARDS



42 ZOMBIE MINIATURES



9 GAME TILES (DOUBLE-SIDED)

6 SURVIVOR COLORED BASES



9 DICE



Classic Dice
x 6

Grom Dice
x 3

6 SURVIVOR DASHBOARDS



48 TRACKERS



53 TOKENS

- Cannon – Ready to Fire / Unloaded x 2
- Captain Token x 1
- Coffin – Neutral / Kraken x 2
- Coffin – Neutral / Mermaid x 2
- Coffin – Neutral / Shark x 2
- Coffin – Neutral / Turtle x 2
- Exit x 1
- First Coffin Marker x 1
- Grom x 24
- Spawn Zone - #1 x 1
- Spawn Zone - #2 x 1
- Spawn Zone - #3 x 1
- Tavern – Neutral / Sea Hound's Rest x 1
- Tavern – Neutral / The Green Mare's Watering Hole x 1
- Tavern – Neutral / The Sprinting Turtle x 1
- Small Treasure / Brute x 1
- Small Treasure / 2 Walkers x 1
- Small Treasure / Grom Bottle x 1
- Small Treasure / High Winds x 1
- Small Treasure / Skull & Bones Flag x 1
- Large Treasure / 1 Runner x 1
- Large Treasure / 1 Walker x 1
- Large Treasure / Broken Grom Bottle x 1
- Large Treasure / Heavy Rain x 1
- Large Treasure / Hourglass Flag
- Defiler Spawn Zone x 1

104 Mini-CARDS

80 Equipment cards

6 Starting Equipment

- Dagger x2
- Pistol x1
- Short Pistol x2
- Xhianna's Curse x1

11 Epic Equipment

- Gun Axe x2
- Knife Pistol x2
- Legendary Treasure Map x1
- Prince des Mers x1
- Reine des Mers x1
- Spectral Cannonball x1
- Sword Pistol x2
- Thango's Lead Storm x1

38 Governor Equipment

- Arrr!! x3
- Boarding Axe x2
- Brown Bess x2
- Cutlass x2
- Dagger x2
- Fire and Thunder x1
- Ghost Bullet x1
- Grom Bottle x5
- Grom Run x1
- Hand Cannon x2
- Heavy Blunderbuss x2
- Loko's Embrace x1
- Musket x2
- Numgan's Gift x1
- Numgan's Healing x1
- Sabre x2
- Thango's Blessing x1
- Treasure Map – Tile 43 x1
- Treasure Map – Tile 44 x1
- Treasure Map – Tile 45 x1
- Treasure Map – Tile 46 x1
- Treasure Map – Tile 47 x1
- Treasure Map – Tile 48 x1
- Xhianna's Retribution x1

25 Pirate Equipment

- Arrr!! x2
- Brain Rot x1
- Drinks on Numgan! x1
- Ghost Shark x1
- Grinder x3
- Grom Bottle x3
- Loko's Blast x1
- Obey! x1
- Pistol x4
- Short Pistol x4

- Thango's Blessing x1
- Treasure Map – Tile 49 x1
- Treasure Map – Tile 50 x1
- Treasure Map – Tile 51 x1 Reference Card (Cannon) x 1
- 1 Abomination
- 1 The Governor (Necromancer)
- 1 Event Chart
- 1 Reference Card
- 30 Zombie Cards (DMT-01 to DMT-24)

THE FLAG OF FREEDOM AND DEATH

For as long as I've lived, I've dreamed o' the pirate's life.

As a kid, it was all about the romance of it: sailin' the vast ocean with mates, livin' wild an' free, huntin' lost treasures, and crossin' blades with sea monsters. Then came the fateful day when I abandoned my parents' lighthouse, turned my back on my old life, and took up the black flag. I sacrificed everything for freedom. I have no law. I obey no master. It's just the open sea and the wind at my back.

Now here I stand, a pirate through and through. The waves have shaped me, the storms have hardened me, and my cutlass is as quick as my wits. Yet one question still haunts me: deep down, am I a scallywag, carin' only for plunder, or a noble heart, a hero o' the seas fightin' for freedom and the proper good?

Only time'll tell.

The last season at sea was a cursed one: poor loot, bad weather, and dead seagulls droppin' from the sky like omens from the Higher Spirits. Luckily, we've treasure from past seasons buried across the Albatross Isles, just waitin' to be dug up, startin' with Siren's Call Harbor.

Aye, Siren's Call... a den o' corrupt officers, dark sorcerers, and silver-tongued rogues, all ruled by that fallen prince they call the Governor. Still, it's got golden sands, rivers o' grom, and grub enough to fill a fleet.

So the crew's voted: we set sail for Siren's Call. May the Higher Spirits guide our sails and keep our blades sharp!

Zombicide: Dead Men Tales is a cooperative game where 1 to 6 players face hordes of Zombies controlled by the game itself. Each player controls 1 to 6 Survivors exploring a pirate archipelago while facing a massive zombie invasion. Once a Quest has been set, the goal is simply to have fun playing the story, completing the objectives, and killing as many Zombies as possible! Zombies are slow and predictable, but there are a lot of them. Watch out for Abominations and Necromancers, too! Survivors use whatever they can get their hands on to kill Zombies.

The better the weapon, the higher the body count, but the more Zombies will appear, attracted by the onslaught. Survivors can trade equipment and players can share tactics. Only through cooperation can players achieve victory! Survivors will face a wide array of adventures in the Albatross Isles: dueling with monsters, uncovering treasures, swinging around the board on ropes, and much, much more!

Watch out for their Abomination and Necromancer bosses, too! Survivors use whatever they can get their hands on to kill Zombies.

A FANTASY RANGE

The **Zombicide** game series allows players to battle Zombies in many settings (fantasy, modern, sci-fi, and more), creating unique atmospheres with dedicated Survivors, Zombies, and specific features.

Dead Men Tales is a core box in the Fantasy setting, along with other core boxes like **Black Plague**, **Green Horde**, and **White Death**. Core boxes are entry points for the game. Each comes with its own environment, being both self-contained and compatible with the others in the same setting. Players can mix and match at their leisure (compatibility rules are detailed on P. XX)!

SETUP

1. Choose a Quest.
2. Place the tiles as indicated on the Quest map.
3. Place the Spawn Zones, tokens, and miniatures as indicated by the Quest. Unless otherwise stated, Cannon tokens should start on their 'Ready to Fire' side and all Taverns should be placed randomly, names facedown.

NOTE: Take note of the numbered Spawn Zones. They spawn Zombies in ascending order.

Choose 6 Survivors (or the number specified by the Quest,) and distribute them among the players in any way the players see fit. Players sit around the table in any order they choose, playing cooperatively against the game, forming a single team.

4. Players take 1 Dashboard for each of their Survivors, placing their Survivor's ID Card on it. Make sure the sliding arrow is on the 0 space in the blue area of the Danger Bar. Then, they take a colored plastic base and attach it to the Survivor's miniature to help identify it. Next, they must place a tracker in the 0 slot of their Wound Bar, and another tracker in the slot of the first (Blue) Skill. Place 3 more trackers in

the three spare slots at the top of each Dashboard. Pay attention to the way Dashboards are placed around the board, as **Survivors play in clockwise order.**

5. Set aside the following card types, identified by their unique card backs. Shuffle each of these into their own deck and place them facedown near the board:

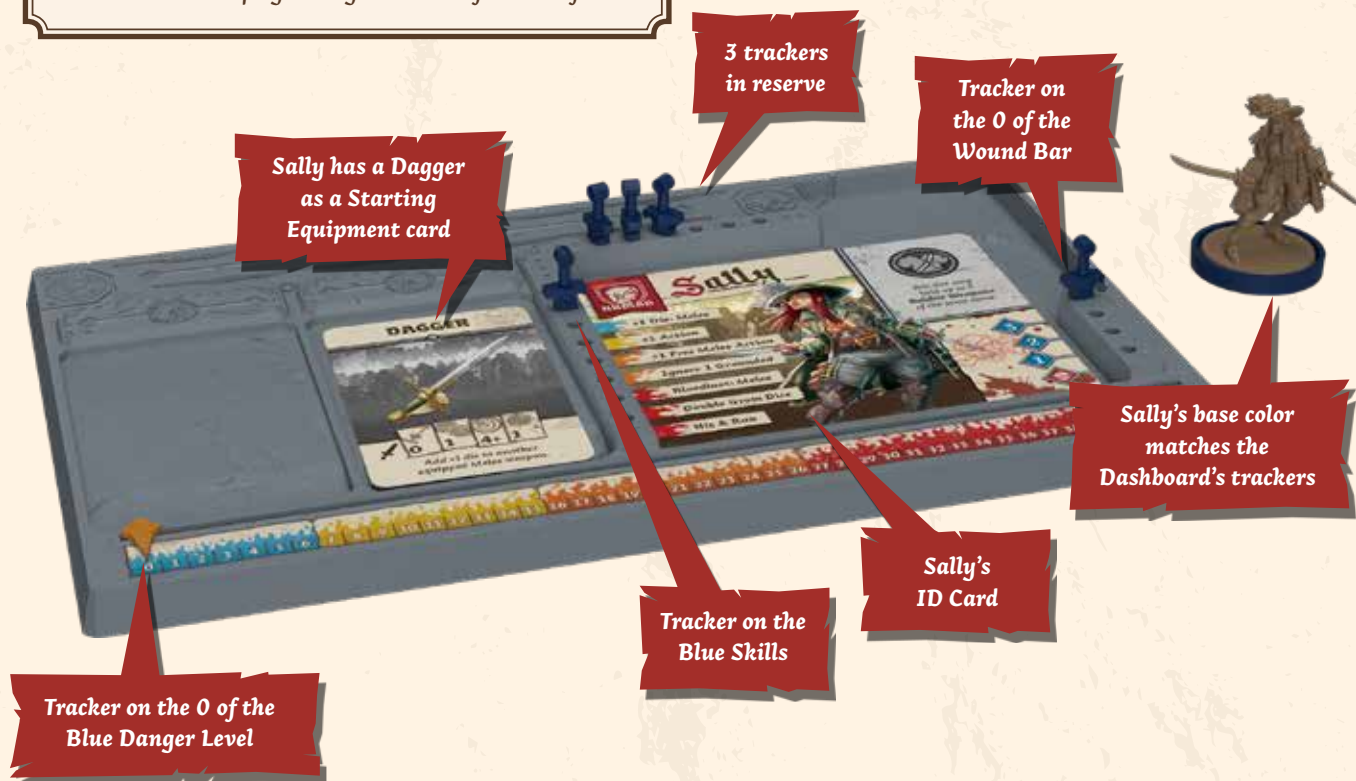
- A. Governor Equipment:** The Equipment the Survivors will find in Governor Zones (P. XX).
- B. Pirate Equipment:** The Equipment the Survivors will find in Pirate Zones (P. XX).
- C. Zombie Deck:** This deck contains the foes the crew will face during the game.
- D. Epic Weapons:** These spectacular pieces of Equipment are mostly found when taking Treasure tokens. Special rules detailed in the chosen Quest may also show where to find them!

6. Place the **Abomination** and **Governor (Necromancer) cards**, **Cannon Reference card**, and **Event chart** within view of all players. These game aids do not belong to any single player.

NOTE: The Abomination and Governor cards may be used to form decks if other Abominations and Necromancers are added to the game (P. XX).

NEW TO ZOMBICIDE?

Start by controlling just one Survivor to quickly learn the mechanics. Veteran players may command a full crew of six.



7. Distribute the Starting Equipment cards among the Survivors as the players see fit. *Dead Men Tales* is a cooperative game, so this is decided as a team. Each Survivor starts the game with at least 1 Starting Equipment card. If a Survivor's starting Skill lists any starting weapons, they receive those cards now, in addition to the Starting Equipment that was just distributed. Starting Equipment may be set in the Hand, Backpack, or Body slots of the Dashboard (P. XX).
8. Place the miniatures representing the chosen Survivors in the **Survivor Starting Zone(s)** as indicated by the Quest.
9. The Survivor that took the Starting Equipment Erzulie's Curse receives the Captain token. **They are the Captain (first player) for the first Game Round.**

For veteran Zombicide Fantasy players, changes from Previous Editions can be found on P. XX



This is a Governor Equipment card



This is a Pirate Equipment card



This is a Zombie card



This is an Epic Weapon card



This is a Starting Equipment.



This Quest is ready to be played. Let the Zombicide begin!

CHANGES FROM PREVIOUS EDITIONS

For veteran Zombicide Fantasy players, changes from Previous Editions can be found on P. XX.

GAME OVERVIEW

WINNING AND LOSING

The game is won immediately when all Quest objectives have been accomplished.

The game is lost whenever:

- ♦ A Survivor is eliminated.
- ♦ A Coffin token should be placed on the board, but there are none left (P. XX).
- ♦ The Quest objectives can no longer be fulfilled.
- ♦ A specified losing condition is met.

Dead Men Tales is a cooperative game, so all players win and lose together.

GAME ROUNDS

A *Dead Men Tales* is played over a series of Game Rounds which proceed as follows:

Players Phase

This is the Phase in which the Survivors perform various Actions during their Turns, such as moving across the gameboard, performing Attacks, and interacting with Tokens!

Zombies Phase

Once all Survivors have activated, the Players Phase ends and the Zombies Phase begins. During this phase, any Zombies currently on the gameboard attempt to eliminate the Survivors and new Zombies are spawned.

End Phase

The Captain hands the Captain token to the next Survivor in clockwise order. Another Game Round begins.

THE BASICS

Before we get into specifics, here are some general rules that will aid players!

USEFUL DEFINITIONS

Survivor: A character controlled by a player.

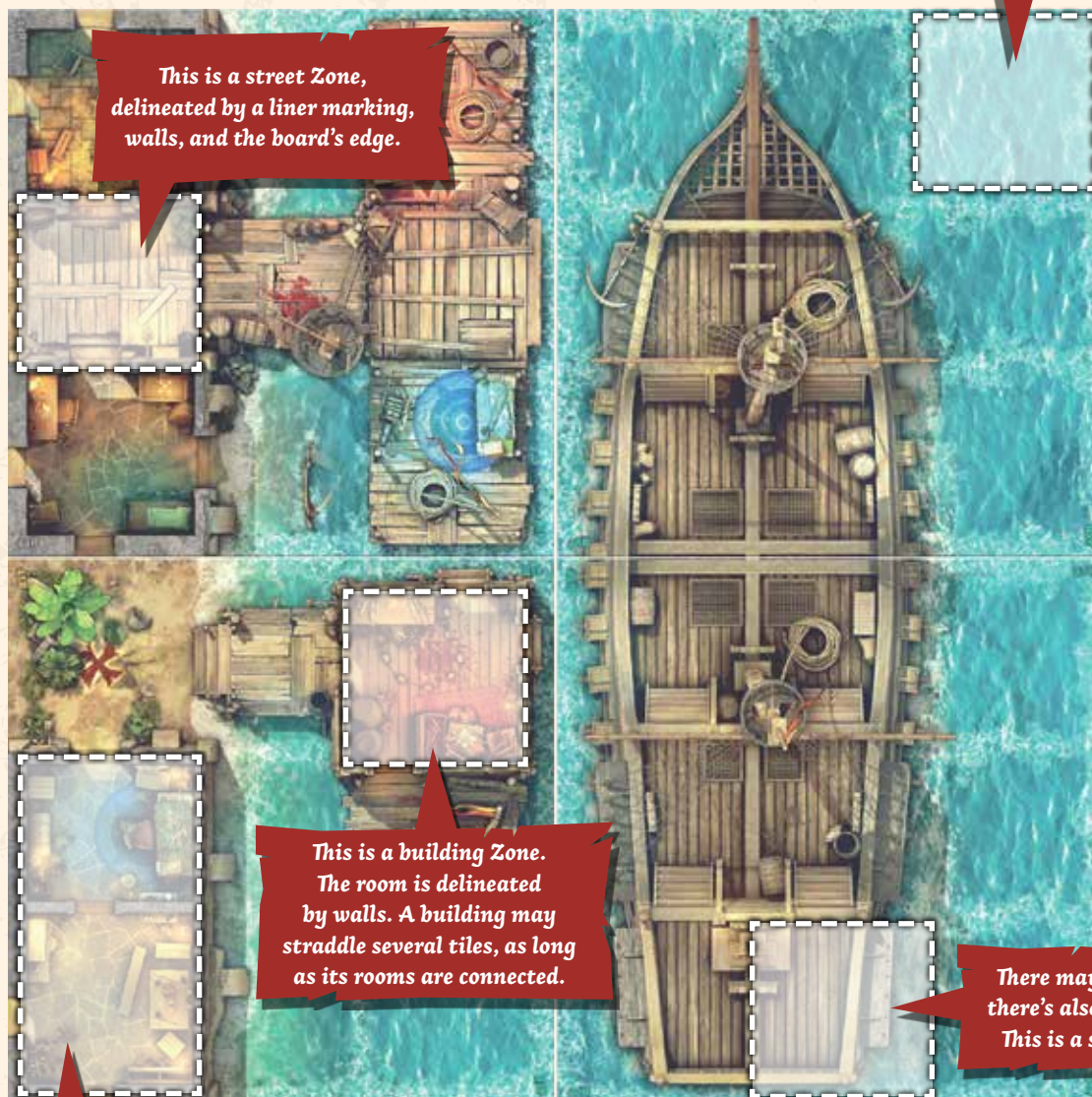
Actor: A Survivor or Zombie.

Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between two linear markings (or a linear marking and the board's edge) and the walls of buildings along the street. **Zones featuring a ship's part are street Zones.**

Dead Men Tales features 3 main types of Zones:

- Building Zone. Inside a building, every room is a Zone.
- Street Zone. On a street, a Zone is the area between 2 linear markings (or a linear marking and a tile's edge) and the walls of buildings along the street. **Zones featuring a ship's part are street Zones.**
- Sea Zone. A Zone featuring no building parts and no street at all is a Sea Zone (P. XX).

A Zone may have secondary types, defined by specific graphics, markings, or tokens placed in it. See P. XX, Special Locations, for more details.



◆ LINE OF SIGHT

Lines of Sight define whether Actors can see each other, or if they can see other elements on the board.

In **street Zones** and **sea Zones**, Line of Sight is traced in straight lines that run parallel to the edges of the board. Line of Sight cannot be traced diagonally. Actors have Line of Sight through as many Zones as the line can pass through before reaching a wall or the edge of the board.

In **building Zones**, Line of Sight can be traced to any room that shares an opening with the room the Actor is currently in. If there is an opening, the walls do not block Line of Sight between 2 Zones. **However, Line of Sight is limited to a distance of only 1 Zone.**

Line of Sight traced from inside a building out into street/sea Zones may be traced through any number of street/sea Zones in a straight line. Line of Sight traced from a street/sea Zone into a building may only be traced 1 Zone into the building.

Other Actors don't block Line of Sight.



MOVEMENT

Actors can move from their Zone to an adjacent one. An adjacent Zone shares at least one unobstructed edge with another Zone. Corners do not count. This means no diagonal movements!

In Street Zones, movement from one empty Zone to another has no restrictions. However, Actors must go through an opening to move from a building Zone to a street Zone and vice-versa.

Sea Zones cannot be entered by Survivors. However, Survivors can move over them using Ropes (P. XX) or using the Jump Skill (P. XX). Zombies can move through Sea Zones without restriction.

In Building Zones, Actors may move from one Zone to another as long as the Zones are linked by an opening. The position of an Actor in the Zone and the layout of the walls does not matter as long as the Zones share an opening. Survivor movement is hindered by Zombies in their Zone (p. XX).

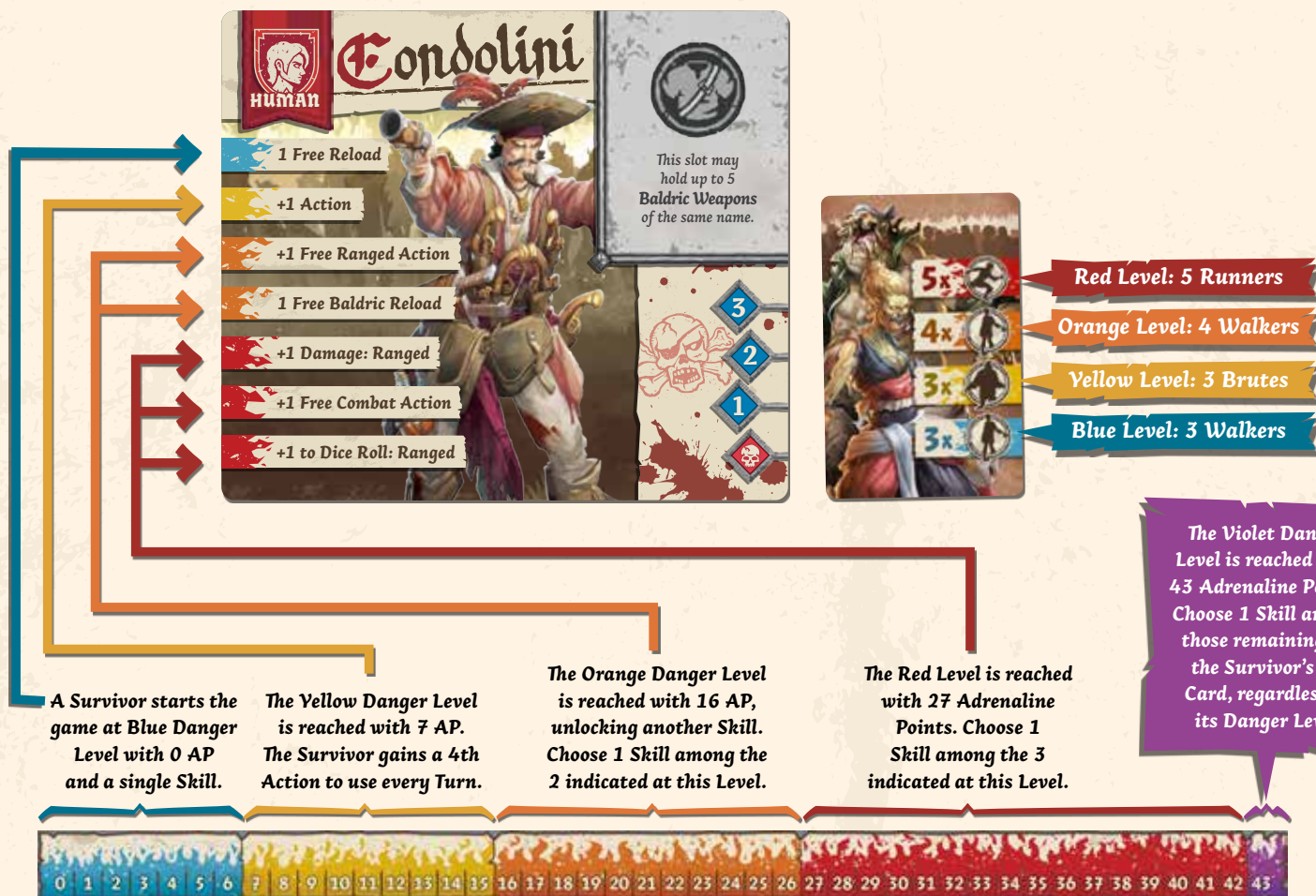
ADRENALINE, DANGER LEVEL, AND SKILLS

Each time a Survivor eliminates a Zombie, they gain 1 Adrenaline Point (AP). Whenever AP is gained, advance that Survivor's Danger Bar by the same number of notches. Some Quests also provide additional ways to gain AP.

There are 5 Danger Levels on the Danger Bar: Blue, Yellow, Orange, Red, and Violet. Reaching a new Danger Level adds a new Skill. Skills are cumulative: Survivors keep all previously unlocked Skills as they progress. When new Skills are unlocked, the player should place trackers on the Survivor Dashboard to reflect these unlocked Skills. If multiple Skills are available for a particular Danger Level, players choose which 1 Skill they want to unlock.

Be warned, gaining AP has a side effect! When players draw a Zombie card, read the line that corresponds to the highest Danger Level achieved by ANY Survivor (See Spawn Enemies on Page XX). The more powerful the Survivors become, the more dangerous the Zombie threat becomes.

NOTE: Zombie Spawn stops increasing at the Red Danger Level. No additional Zombies are spawned at Violet Level. Keep using the Red Danger Level on the Spawn cards.



INVENTORY AND EQUIPMENT



These are Equipment cards

CARDS

Each Survivor can carry up to 12 Equipment cards on their Dashboard in 3 types of Equipment slots: 2 Hand slots, a Body slot representing the Baldric (that can carry up to 5 cards), and 5 Backpack slots.

Players may discard cards from their Inventory to make room for new cards at any time, for free, even during another Survivor's Turn.

BALDRIC (BODY SLOT)



- In *Dead Men Tales*, the Body slot becomes the Baldric slot.
- It can hold up to 5 Ranged weapons that have the same name and the Baldric keyword/Symbol. These cards are stacked on top of one another in the Baldric slot.
- For more information on firing weapons from the Baldric, see *Combat* on Page XX.



Sporting both symbols, most pistols can be used either in Hand or in the Baldric. Up to 5 Short Pistols can be stored in the Baldric. They can be fired all at once in a single Action!

BACKPACK

The Backpack can hold up to 5 Equipment cards. Characteristics and game effects described on Equipment cards cannot be used until they are moved to a Hand slot.

However, Equipment cards bearing "May be used in the Backpack" can be used when either in Hand or Backpack slots.

When a Combat spell is placed in the front slot of the Backpack, the Survivor may use its Talisman effect. For more information, See Using a **Combat Spell** as a Talisman Page

Loko's Embrace is a Combat spell. Placed in the Backpack's front slot, it becomes a Talisman and provides its Talisman effect to Eagle Eye Sam



The Backpack slots can store any Equipment cards the Survivor is not currently using. The Survivor may not use the Musket until it is moved to a Hand slot. However, the Brain Rot Enchantment card, bearing the "May be used in the Backpack" keywords, can be cast from here.

Both Hand slots are used for Combat. They can only hold cards bearing the Hand symbol, like weapons and spells.

The Baldric slot is reserved for Equipment bearing the Baldric symbol. It can also hold up to 5 Equipment cards with the same name and the Baldric keyword (here, 1 Short Pistol from the Starting Equipment and 2 Short Pistols from the Pirate Equipment deck)

THE ZOMBIES

Dead Men Tales has 5 types of Zombies. Most Zombies have only a single Action they perform when they activate. The exception to this is Runners, who have 2 Actions.

A Zombie is eliminated as soon as it is successfully hit with a Combat Action that has the minimum required Damage Value (see Combat Actions, P. XX). The Survivor that eliminates the Zombie earns AP based on the Zombie type eliminated.



WALKER

Wounds dealt: 1

To eliminate: Damage 1

AP provided: 1 point



BRUTE

Wounds dealt: 1

To eliminate: Damage 2

AP provided: 1 point



RUNNER

Wounds dealt: 1

To eliminate: Damage 1

AP provided: 1 point

Special rule: Runners have 2 Actions per Activation.



ABOMINATION

Wounds dealt: 1

To eliminate: Damage 3, or Cannon

AP provided: 5 points

Special rules: A Damage 3 weapon or Cannon Fire (P. XX) is required to kill an Abomination. Upon Elimination, place a random Small Treasure token (if any are available), facedown, in the Abomination's Zone.

If playing exclusively with the *Dead Men Tales* core box, the Abomination always spawns by default. To play with multiple Abominations in a game, see Additional Game Modes (P. XX).



NECROMANCER

Hidden behind the zombie horde, necromancers are our true enemies.

We don't know where they come from, but it's definitely not from the Albatross Isles. Even Baron Zarour, the Greater Spirit of death and vengeance, does not answer when his faithful ask him about the necromancers' origins.

Wounds dealt: 1

To eliminate: Damage 1

AP provided: 1 point

Zombicide's fantasy range features main antagonists called Necromancers. These masterminds play a major role in the zombie invasion and lead the horde to fulfil their evil schemes. Necromancers are Zombies for game purposes.

Dead Men Tales comes with the **Governor**, a named Necromancer.

- ♦ **+1 Coffin upon Spawning.** Every time the Governor spawns, place a random Coffin Token, facedown, in the Coffin Zone where there are the fewest Coffins. If several Zones are available, select the closest one to the First Coffin Zone, going clockwise. **The game is lost whenever an additional Coffin Token should be placed and it cannot be done.**
- ♦ **Coffin Spawn.** Whenever a Necromancer is on the board at the end of a Zombie Phase (after Spawning Zombies in Spawn Zones), spawn 1 Walker per Coffin in each Coffin Zone.
- ♦ **Fleeing the board.** When a Necromancer activates and has no Survivors in its Zone to attack, it moves 1 Zone toward the nearest Spawn Zone it did not spawn from, ignoring any Survivors it might see. If several Spawn Zones are at the same distance, players choose which it moves towards. It escapes the board as soon as it activates in that Spawn Zone.
- ♦ **+1 Coffin upon exit.** Every time a Necromancer leaves the board, place a random Coffin Token, facedown, in the same manner as +1 Coffin upon Spawning, above.
- ♦ **Dropping booty!** Upon elimination, place a random Small Treasure token (if any are available), facedown, in the Necromancer's Zone.

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A: The Governor spawns in this Spawn Zone. As long as it's on the board, spawn 1 Walker on each Coffin at the end of the Zombie Phase.

B: An additional Coffin is immediately added, facedown, in the Zone with the fewest Coffins, closest to the First Coffin. In that case, the First Coffin's zone itself.

C: The Governor is bound to escape the board through the nearest Spawn Zone (not its entry Zone). It ignores Sally to determine its course.



A: The Governor activates in its destination Spawn Zone, escaping the board. Its miniature is removed.

B: A Coffin is added, facedown, in the Coffin Zone with the fewest Coffins.

If playing exclusively with *Dead Men Tales*, the Governor spawns by default. Use its Necromancer card for reference. To play with multiple Necromancers in a game, see Additional Game Modes (P. XX).

PLAYERS PHASE

*S*ure, zombies don't eat, or sleep, or feel fear. They outnumber us by the thousands. But we are smarter (most of us, that is), faster, and we are a crew. We are used to hardships and can count on each other in a fight. Use your brain, strike hard, and with a little luck, we may get out of here alive. And rich!

SURVIVOR TURN

At the start of the Players Phase, the Survivor holding the Captain token takes their turn first. On their Turn, a Survivor may perform a number of Actions (usually 3, unless Skills or other Game effects provide more). When all Actions are spent, the Survivor's Turn ends and the next Survivor in clockwise order takes their Turn. Play proceeds clockwise to the next Survivor, continuing until all Survivors have resolved their Actions.

The possible Actions are listed below. **Each costs 1 Action and can be performed multiple times during a Survivor's Turn, in any order.**

MOVE

The Survivor may spend 1 Action to move from one Zone to the next.

- Survivors cannot enter Sea Zones (P. XX) or go through walls.
- A Survivor must spend 1 additional Action per Zombie standing in the Zone they're attempting to leave.
- Entering a Zone containing Zombies ends the Survivor's Move Action.

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

Survivors in Rope Zones may also perform a Move Action to swing across the board. The rules are detailed on P. XX, Special Locations.

SEARCH

A Survivor may Search multiple times per turn, spending 1 Action for each Search. Search Actions may only be performed in **Governor Zones** and **Pirate Zones**. The player draws a card from the corresponding Equipment deck. They may then either place the card in their Survivor's inventory, reorganizing it for free, or immediately discard it.



This is a Governor Zone, allowing Survivors to Search for Governor Equipment cards.



This is a Pirate Zone, allowing Survivors to Search for Pirate Equipment cards.

When an Equipment deck runs out, reshuffle all the discarded cards of its type (Governor or Pirate) to make a new deck.

AAHHH! CARDS

When a Survivor performs a Search Action, they may draw an "Aaahh!" card. These cards represent sudden zombie encounters triggered by the search. As soon as an "Aaahh!" card is drawn, resolve its effect immediately. After resolving its effect, the "Aaahh!" card is always discarded.

REORGANIZE/TRADE

The player may spend 1 Action to reorganize the cards in their Survivor's inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards

with 1 other Survivor currently in the same Zone. This other Survivor may then reorganize their own inventory for free.

COMBAT ACTIONS

The Survivor attacks a Zombie they can target with a Melee, Ranged, or Magic Action. Combat Actions are explained in detail on Page XX.

ENCHANTMENT ACTIONS



The Survivor may spend 1 Action to use an Enchantment they are either holding in Hand or in their inventory. Enchantments are a type of Equipment card with the Enchantment keyword. Unlike Combat Spells, they have no combat characteristics

NOTE: All Enchantments in Dead Men Tales have the "May be used in the Backpack" trait (P. XX).

Resolve the game effect(s) described on the card.

- Enchantments may be cast at target Actors or Zones, depending on the Enchantment's description, within the Survivor's Line of Sight.
- If the target is a Survivor, the caster may target themselves.
- Enchantments bear the text "Once per Turn". A given Survivor may cast it only once during each of their Turns. If they have multiple copies of the same Enchantment, each copy can be cast independently. The same Enchantment can be cast several times in a Game Round if Survivors trade it and cast it as their Turns go on.

◆ TAKE OR REVEAL A TOKEN



Dead Men Tales comes with **Coffin**, **Tavern**, and **Treasure** tokens, placed facedown during Setup. Survivors may spend one Action to **Take** or **Reveal** such tokens.

- Small Treasure and Large Treasure tokens are taken and removed from the board.
- Coffin tokens and Tavern tokens are flipped over, revealed, and left on the board.

See Special Tokens on Page XX for more information on their effects.

THE EVENT CHART



Keep the Event Chart handy during the game. The crew will need it whenever they interact with a Token!

After tokens are **Taken** or **Revealed**, check the token's name/symbol against the Event Chart (or Quest's special rules) and apply the game effect stated on the chart.

EXAMPLE: Clayton spends an Action to take a Treasure token in his Zone. But alas, the back of the token shows a Brute symbol! Clayton earns a random Epic Weapon, but a Brute spawns in his Zone.

Weather Events

Some events triggered by taking a Treasure token feature the **Weather Event** keywords. **Only one Weather Event is active at a time. When a new Weather Event is drawn, it immediately replaces the previous one.** Other game effects may trigger Weather Events. Check the Quest's description.

EXAMPLE: When Sally takes a Large Treasure, she triggers the High Winds Weather Event. From then on, all Survivors can move up to 4 Zones (instead of 3) when using a Rope. (P. XX). Later, Condolini takes a Large Treasure, triggering the Heavy Rain Weather Event. This event cancels out High Winds, meaning Survivors lose the associated benefit. Instead, they gain the Slippery Skill (P. XX) that can be used once per turn.

◆ DRINK ACTION

The Survivor may spend 1 Action to Drink in a Tavern Zone, whether its Tavern token is revealed or not, in order to reveal the Tavern and gain Grom tokens. (See Page XX.)

CANNON ACTIONS



This is a Cannon. It has “Ready to Fire” and “Unloaded” sides. Cannons can be moved, rotated, loaded, and fired.

A Survivor may spend 2 Actions at once to perform the following Cannon Actions:

MOVE A CANNON

The Survivor and a Cannon in their Zone are moved from one Zone to the next. This Action uses the Move Action rules (including the Zombie penalty) but does not benefit from Move-related Skills. A Survivor cannot use a Rope Move to move a Cannon.

ROTATE A CANNON

The Survivor rotates the canon to face another side of the board. This Action uses the Move Action rules (including the Zombie penalty) but does not benefit from Move-related Skills.

LOAD A CANNON

The Survivor flips a Cannon token in their Zone from its Unloaded side to its Ready to Fire side. **Make sure it's still facing the same direction!**

FIRE A CANNON



The Survivor fires a Ready to Fire Cannon in their Zone. Flip the token to its Unloaded side. Choose a Zone within the Survivor's Line of Sight and facing the Cannon's muzzle in a straight line. All Actors in the Zone are eliminated. The Survivor earns all related AP.

The Cannon's **muzzle** must be facing the direction that the Survivor intends to shoot in.

DO NOTHING

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

ZOMBIES PHASE

Zombies come in all shapes, sizes, and stages of rot. Most of 'em don't have a lick of sense, though Abominations and Runners sometimes show a predator's cunning. Rarely, ye'll see one clingin' to scraps of its old life, repeatin' habits as if it still remembers. But don't waste yer pity. Maim 'em, shoot 'em, or blast 'em back to the depths. They ain't human anymore.!

A cure, ye ask? Bah, there's no cure for death. And those who'd dare hunt for one? They'd be a darker breed of monster than the cursed dead themselves.

Once the players have activated all their Survivors, the Players Phase ends and the Zombies Phase begins. No single player controls the Zombies. They do it themselves, performing the following steps in this order:

- **1. Activate Zombies:** All Zombies on the board activate and spend their Actions to either Attack a Survivor in their Zone or Move towards the closest Survivor if not currently in a Zone with one.
- **2. Spawn Zombies:** After all Activations are done, new Zombies appear on all active Spawn Zones. If a Necromancer is on the board, spawn 1 Walker per Coffin token in each Coffin Zone (P. XX).

STEP 1 - ACTIVATION

Each Zombie in the same Zone a Survivor spends their Action to perform an Attack. A Zombie's Attack is always successful, does not require any dice rolls, and deals 1 Wound.

The Survivors in the Zone share the Wounds in any way the players prefer, even if it means dealing them all on to a single Survivor.



When a Survivor is dealt Wounds, their Wound bar's tracker is moved 1 space to the right per Wound they receive. A Survivor is eliminated as soon as they have taken 3 Wounds. If this happens, the game is lost!

EXAMPLE 1: A Walker in a Zone with 2 Survivors inflicts 1 Wound during its Activation. The players choose which Survivor takes the Wound.

EXAMPLE 2: A group of 4 Walkers activate in the same Zone as 2 Survivors. Since both Survivors can take up to 3 Wounds, the players choose to deal 2 Wounds to each Survivor, keeping them both alive.

MOVE

Zombies that did not Attack (because there were no Survivors in their Zone) spend their Action to Move 1 Zone towards Survivors:

- Zombies always move towards the closest Zone with Survivors in their Line of Sight.
- If the Zombies do not have Line of Sight to any Survivors, they move towards the Zone with Survivors they have the shortest open path to.
- If there is more than one route of the same length, players choose which way the Zombies go.
- If there are no open paths to any Survivors, check for the closest Zone with Survivors, ignoring obstacles. The Zombies move towards that Zone using the shortest path as if there were no obstacles present. Obstacles still stop them.

REMEMBER: Zombies can move through Sea Zones without restriction.



A: The Walker sees Tiny Bart in a Zone, and Dr. Gobotopus and Sally in another. It selects the closest Zone with Survivors it sees: Tiny Bart's (1 Zone away). The number of Survivors is not taken into account.

B: The Brute sees Dr. Gobotopus and Sally in a Zone, and Eagle-Eye Sam in another. Both Zones are at the same distance (2 Zones away). It's a tie: Players choose which one the Brute selects as its destination Zone.

C: The Abomination sees Eagle-Eye Sam, but not Condolini. It selects Eagle-Eye Sam's Zone as its destination.

D: The Runner has 2 Actions to resolve during its activation. For its first activation, it doesn't see any Survivors. It thus selects the closest Zone with Survivors as its destination Zone: the Duke's. As Zombies can move through Water (P. XX), two paths are possible. Players choose one. For its second activation, the Runner has a Line of Sight to the Duke and enters his Zone.

RUNNERS

- Runners have 2 Actions per Activation. Each time they activate, they perform 1 Action, either Attacking or Moving with the rest of the Zombies, and then perform their 2nd Action, either attacking if they're now in a Zone with a Survivor or moving again if they are still not in a Zone with a Survivor.

STEP 2 - SPAWN

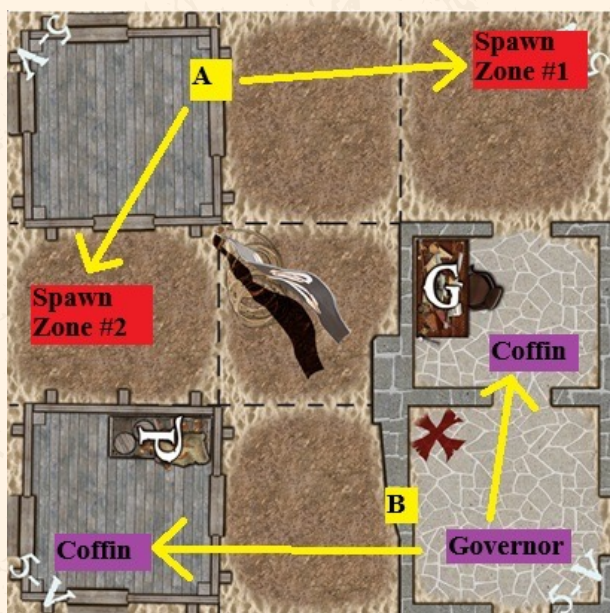
Zombie Spawn tokens are used on the Quest map to show where Zombies spawn at the end of each Zombies Phase. These are Spawn Zones.

Starting with the **First Spawn Zone token**, draw 1 Zombie card, reading the line that corresponds to the Danger Level of the Survivor with the most AP (Blue, Yellow, Orange, or Red). Place the indicated number of the corresponding Zombie type in that Spawn Zone.

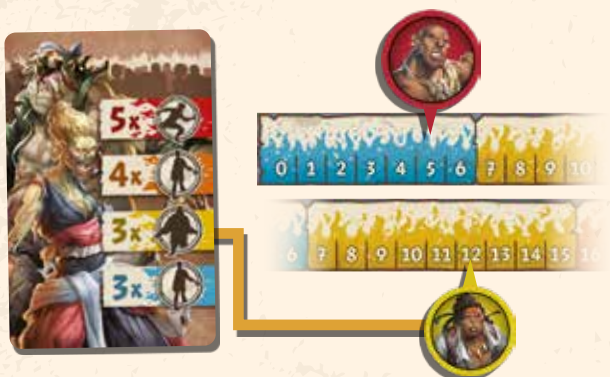


Repeat this for each active Spawn Zone from #1 to #3.

If a Necromancer is on the board, spawn 1 Walker per Coffin token in each Coffin Zone.



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



EXAMPLE: Tiny Bart has 5 AP, placing him in the Blue Danger Level. Tessa has 12, which puts her in Yellow. To determine which

kind and how many Zombies spawn, read the Yellow line, which corresponds to Tessa, the Survivor with the most AP.

RUNNING OUT OF MINIATURES

Players may run out of miniatures of the indicated type when required to place a Zombie on the gameboard. In this case, the remaining Zombies of that type are placed (if there are any). Then, all Zombies of the indicated type immediately resolve an extra Activation.

Only 1 extra Activation may happen this way per Zombie card OR if several Coffin Zones lack Walkers. If there are fewer Walkers than Coffins on the board, players choose which Coffins spawn the remaining Walkers.

EXAMPLE: The game reaches a Spawn Step. The Governor and 5 Coffins are on the board. Each Coffin should spawn 1 Walker, for 5 Walkers total. Unfortunately, there are only 3 Walkers left in the reserve. The players choose on which Coffins these 3 Walkers go. The remaining 2 Coffins don't spawn any. Then, all Walkers, including those which just spawned, perform an extra Activation.

COMBAT ACTIONS

Weapons don't last long out here with the salt air, constant fightin', and, let's be honest, our lousy upkeep. But the good news? There's plenty layin' about now, just waitin' to be picked up and put to use. Whatever ye find, grab it and make it count!

To perform a Combat Action and eliminate Zombies, Survivors must first have a weapon card equipped. All weapons have Combat characteristics displayed at the bottom of the card, which can vary, depending on the weapon used

READING AN EQUIPMENT CARD



1. Weapon Type - This shows whether the weapon is used for a Melee, Ranged, or Magic Action.

2. Range - The Range specifies the number of Zones it can reach across.

- The first value shows the minimum Range. The weapon cannot target Zones closer than this minimum. If the minimum Range is 0, the weapon can target the Zone the Survivor currently occupies.
- The second value indicates the maximum Range. A weapon cannot target Zones beyond its maximum Range.

Note: Using a Ranged weapon or Combat spell at Range 0 is still a Ranged Action or Magic Action, respectively.

3. Dice - When performing a Combat Action to attack Zombies, roll this many dice to see how many successful hits are made.

4. Accuracy - Each die that rolls equal to or exceeds the Accuracy value of the weapon scores a successful hit. Rolling a 1 is always a failure, regardless of bonuses provided by the Equipment, Skills, or other game effects.

5. Damage Value - 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.

- ♦ Important: Damage does not stack. For example, if a weapon deals Damage 1 and an attack rolls multiple successes, these successes cannot be combined to increase the Damage against a single target.

6. Equipment Traits - Some Equipment has special rules. See Equipment Traits on P. XX for more details.

7. Talisman Symbol - This game effect applies whenever the Combat spell is stored in the front slot of the Backpack, becoming a Talisman.

USING A COMBAT SPELL AS A TALISMAN

Sooner or later, pirates must disembark and replenish their reserves. Being outcasts, we have to do so in remote areas, with plenty of food and fresh water. This is how we met many people far and wide and befriended them. Over time, we adopted aspects of these various cultures to create our own. That's why we are open-minded... and so superstitious, too! We like knowing otherworldly beings look upon us, making our lives worth living by making good and bad things happen.

The Albatross Isles' people believe in the Higher Spirits, deities having a direct influence over destiny. Baron Zarour, Xhianna, Numgan, Chango among others, share the whims and tempers of mortals, harbor unfathomable plans, and wield godlike powers. We, pirates, came to believe in them too, and the Higher Spirits accepted our rowdy bunch. They adopted us, the outcasts, and granted us their protection. You know, it's sacred for us, keep hanging around and you'll understand eventually. They offered us magical items, called talismans, granting their owner a spark of divine power and reminding us of our ancient pact.

And these trinkets make us pretty, too!



Talisman effect.

Combat spells feature unique Talisman effects described on the bottom of the card. The Talisman effect becomes active whenever the Combat spell's card is placed in the front slot of the Backpack (P. XX), providing its effect as long as it stays there.

Example: By default, *Erzulie's Curse* is a Combat spell, using Combat characteristics with the Roll 6: +1 Damage Magic Skill (P. XX). Placed in the front slot of the Backpack, however, it becomes an equipped Talisman instead providing the Roll 6: Damage 2 Combat (P. XX) skill to its user.-

PERFORMING A MELEE ACTION



CAPTION: Melee weapons are marked with the Melee symbol. XXX

A Survivor holding a Melee weapon in their Hand can choose which Zombies to attack in their own Zone. The player distributes hits among the possible targets in their Zone.

Missed Melee Actions cannot cause Friendly Fire (P. XX).

EXAMPLE: *Condolini* and *Tessa* are in the same Zone as a *Brute*, a *Walker*, and a *Runner*. *Tessa* attacks with her *Cutlass*. She rolls [2] and [5], which means 1 hit. The *Cutlass* has Damage 1, so it cannot hurt the *Brute*. *Tessa* allocates her hit to the *Runner*, eliminating it. Since it's a Melee Action, *Condolini* is safe from *Tessa's* slashes.

PERFORMING RANGED AND MAGIC ACTIONS



Ranged weapons are marked with the Ranged symbol.

Combat spells are marked with the Combat spell symbol.

A Survivor equipped with a Ranged weapon or Combat spell in their Hand can target any Zone within the weapon's Range and Line of Sight. Neither Zombies nor Survivors in intervening Zones block the shot, allowing the shooter

to fire safely through occupied Zones. Even if the shooter's own Zone contains Zombies, they can still target and attack a different Zone.

However, missed Ranged Actions and Magic Actions can cause Friendly Fire! (P. XX)

FIRING RANGED WEAPONS FROM THE BALDRIC



Weapons with the same name and the Baldric keyword can be stored in the Baldric slot and fired simultaneously with a Ranged Action. XXX

The Baldric slot allows Survivors to store and simultaneously fire multiple copies of the same weapon (marked with the Baldric keyword) during a single Ranged Action. Here's how it works:

1. Stack Weapons: Up to 5 Ranged weapons with the same name (and the Baldric keyword) can be stored in the Baldric slot.

2. Fire All at Once:

- During a single Ranged Action, all Baldric weapons in the slot can be fired together at the same Zone by combining their dice values into one volley.
- Survivors must target the same Zone for all weapons fired this way.

3. Apply Bonuses Once:

- Effects from Skills or Equipment that provide additional dice or bonuses (e.g., +1 Die: Ranged) are applied once to the entire volley, not to each individual weapon.

4. Reload Individually:

- Although fired together, each weapon in the Baldric must be reloaded separately before it can be used again.

EXAMPLE: A Survivor has 3 *Short Pistols* (each with Dice: 1) stored in their Baldric slot. When firing all together: They roll 3 dice (1 per Pistol) as part of a single Ranged Action. If the Survivor has the Skill +1 Die: Ranged, only add 1 extra die to the total, making it 4. After firing, each of the *Short Pistols* will need to be reloaded individually before being used again.

TARGETING PRIORITY ORDER

When using a Ranged weapon or Combat spell (even at Range 0), hits must be assigned according to Target Priority Order:

- 1. Abomination or Damage 3 Zombies
- 2. Brutes or Damage 2 Zombies
- 3. Runners, Walkers, or Damage 1 Zombies (the attacker chooses)
- 4. Necromancers (such as the Governor)

The Hits must be assigned to targets on the first Target Priority level until they have all been eliminated, then to targets of the next Target Priority level until they have been eliminated, and so on (eg. Abominations first, Necromancers last). If several targets share the same Target Priority level, players choose the targets hit among them.

REMEMBER: Targeting Priority Order does not apply to Melee Actions

TARGETING PRIORITY ORDER

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO KILL	ADRENALINE EARNED
1	Abomination	1	3	5
2	Brute	1	2	1
3	Runner/Walker	2/1	1	1
4	Necromancer	1	1	1

EXAMPLE: At the start of his turn, Clayton targets a Zone with 1 Brute, 2 Runners, and 2 Walkers and performs a Ranged Action using his Brown Bess equipment (Dice: 2, Accuracy: 3+, Damage: 2).

Clayton rolls 4 and 5 for his first Action, obtaining 2 hits. Following the Targeting Priority Order, the first hit is assigned to the Brute, eliminating it. Clayton chooses to assign the second hit to a Runner, eliminating it as well.

Clayton spends his second Action to reload the Brown Bess. Clayton performs another Ranged Action with the Brown Bess, rolling 5 and 5, obtaining 2 hits. He chooses to assign the first hit to the last Runner and the second hit a Walker. A single Walker remains.

FRIENDLY FIRE

A Survivor cannot hit themselves with their own attacks. However, they may unintentionally deal Wounds to other Survivors with Friendly Fire. If a Ranged or Magic Action roll misses, those missed shots automatically hit Survivors standing in the Target Zone. Assign these Friendly Fire hits in any way the players decide. Each hit deals Wounds equal to the weapon's Damage value.

EXAMPLE 1: Condolini targets a Zone where Tiny Bart and a Walker are. He performs a Ranged Action with a Short Pistol, rolls a 2, and misses. The miss hits Tiny Bart, dealing 1 Wound.

EXAMPLE 2: Eagle-Eye Sam performs a Ranged Attack with a Brown Bess, targeting a Zone where Sally and a Runner are. He rolls 5 and 6, obtaining 2 successes! One hit kills the Runner. The other success is lost. Only missed shots are assigned to Survivors, so Sally is safe. If Sally had been hit, she would have been dealt 2 Wounds, as the Brown Bess deals Damage 2.

EQUIPMENT TRAITS

Some Equipment has special rules, detailed below.

+1 DIE TO ANOTHER EQUIPPED WEAPON



Such weapons provide +1 die to another equipped Melee weapon. They are best used to boost weapons with low Dice but high Damage values.

MAY BE USED IN THE BACKPACK



Standard Equipment cannot be used when stored in Backpack slots (P. XX). Equipment with **May be Used in the Backpack** is an exception and may be used from there.

RELOAD



Weapons with the Reload trait require spending 1 Action to reload them between shots if a Survivor wants to fire multiple times during the Game Round. All such weapons are freely reloaded at the end of each Phase (Survivor Phase, Zombie Phase, End Phase).

- ♦ If such a weapon is fired and passed to another Survivor without reloading, it must still be reloaded before the new owner can use it in the same Phase.
- ♦ Though Pistols in the Baldric are all fired simultaneously with a single Ranged Action (P.XX), they still need to be reloaded one by one.

EQUIPMENT SKILLS



Some Equipment cards provide Survivors with Skills. The Survivor benefits from the indicated Skill when performing a Combat Action with such a weapon.

EXAMPLE: Red Roberts is equipped with Erzulie's Curse in one hand and Drinks On Ogoun in the other.

First, he performs a Magic Action with Erzulie's Curse, rolling 5 and 6 with the dice. Two hits! Moreover, this Combat spell gives Roll 6: +1 Damage Magic to its owner. As Red Roberts rolled a 6, Erzulie's Curse's Damage value is increased from 1 to 2.

Then, Red Roberts performs a second Magic Action, this time with Drinks On Ogoun. The Survivor rolls 1, 2, 4, 5, 6, 6. Three hits! Drinks On Ogoun provides Roll 6: +1 Grom token to Red Roberts. The Survivor earns 2 Grom tokens, as he obtained two 6s. Drinks On Ogoun does not benefit from the Erzulie's Curse Skill and vice versa.



French do it better

The Prince des Mers (Prince of the Seas) and Reine des Mers (Queen of the Seas) Epic Weapon cards are exceptions. They provide **Shove** and **Taunt**, respectively, to their owner as long as they are equipped.

SPECIAL RULES

CANNONS

How many times must the cannonballs fly? Until we wipe out every last one of those barnacle-brained brigands!

Dead Men Tales features 2 Cannon tokens to blow away the oncoming zombie hordes and take out even the toughest Abominations. Cannons have a reference card that lists their abilities. Note that while Cannons can be moved, they are not considered Actors.

See P. XX for details on Cannon Actions.

TREASURE

Aye, digging up someone else's treasure usually comes with a curse or two. But if all my years of sailing have taught me something, it's that there's no worse curse than being destitute.



Taking Treasure tokens grants the Survivor a random Epic Weapon!

Treasure tokens come in two types — **Small Treasure** and **Large Treasure**. They are placed on the board during setup or when triggered by game effects (such as defeating an Abomination or Necromancer or discarding a Treasure Map).

When a Treasure token is taken, resolve its effect in this order:

- ♦ 1. The Survivor draws 1 random Epic Weapon from the respective deck. They may then reorganize their inventory for free.
- ♦ 2. Flip the Treasure token and check its symbol. Apply the corresponding effect from the Event Chart (page XX). Then, remove the token from the game.

Each Treasure token can only be taken **once per game**. If a game effect requires placing a Treasure token and none are available, no token is placed on the board. However, AP is still earned if a Treasure Map is discarded this way.



Abominations and Necromancers drop **Small Treasure** tokens when defeated. **Small Treasures** are worth 1,000 Gold for the purpose of certain Quests.



Large Treasure tokens are placed on the board after discarding a Treasure Map (P. XX). Place a **Large Treasure** token on the corresponding tile's Treasure Zone (see next section). Large Treasures are worth 2,000 Gold for the purpose of certain Quests.

In some Quests, the values of Small Treasure and Large Treasure tokens may be combined to reach a required total. For example, the Quest's objective may be to collect at least 10,000 Gold by amassing Small Treasure and Large Treasure tokens. These tokens are gathered near the board and don't belong to any single player. Dead Men Tales is a cooperative game!

X MARKS THE SPOT

HIGHLIGHT A TREASURE ZONE, AND SHOW THE CORRESPONDING TREASURE MAP EQUIPMENT CARD. A Large TREASURE TOKEN GOES OVER THE "X" IN THE TREASURE ZONE.

A Survivor discarding a Treasure Map card earns 5 AP. Then, place a Large Treasure token in the Treasure Zone of the corresponding tile. Look for them!

Most tiles have a Zone with an X printed on them, marking their secondary type as Treasure Zones. These Zones are where Large Treasure tokens can be placed during the game.

Discarding a Treasure Map card grants the Survivor 5 AP. After discarding the card, immediately place a Large Treasure token in the Treasure Zone of the tile indicated on the Treasure Map Card. From that point on, any Survivor may pick up the Treasure token!

Note: The Survivor still gains 5 AP for discarding the Treasure Map card even if there are no Treasure Tokens left to place or the tile indicated on the Treasure Map Card is not in that Quest.

IMPORTANT: On rare occasions, a Treasure Zone may receive another Large Treasure token during the game. This can occur when the Equipment deck is reshuffled and a Survivor draws a Treasure Map card corresponding to a Treasure Zone that already features a Large Treasure token. However, each Treasure token may only be collected once, so a Large Treasure token already taken from a Zone cannot be claimed again.

COFFINS

People have no respect for the pirate code these days. It used to be that when you put a fella in a wooden overcoat, they'd learn their lesson and stay dead.

Dead Men Tales includes 8 Coffin tokens, each marked with 1 of these 4 symbols:



TURTLE MERMAID KRAKEN SHARK

Each symbol appears twice, so its corresponding effect can potentially be triggered up to two times during a game, though each individual Coffin can only be revealed once.

When a Coffin is revealed, resolve its effect in this order:

- ♦ Flip and check its symbol.
- ♦ Apply the corresponding effect stated in the Quest's description.

NOTE: Some Quests allow players to check the hidden side of Coffin tokens to reach game objectives. Refer to the Quest's description to know if this rule applies.

The Quest setup may show a certain number of Coffins on the board, though more Coffins may be added when a Necromancer enters or exits the board. At the end of the Spawn step, if there is a Necromancer on the board, Coffins spawn 1 Walker each in their Zones (see page XX).

THE FIRST COFFIN TOKEN



Any of the 8 Coffin tokens could become the First Coffin token. During setup, affix the First Coffin frame to a random Coffin token, then place it as indicated in the Quest map.

TAVERNS AND DRINKING GROM

What Can't you do as a drunken sailor early in the mornin'?!

TAVERNS

XXX IMAGE OF UNREVEALED TAVERN TOKEN XXX

XXX IMAGE OF REVEALED TAVERN TOKEN XXX

Unrevealed Tavern Revealed Tavern

Tavern tokens are placed during setup, marking Tavern Zones on the Quest map. The front of a token features the Tavern's name, whilst the back is a generic Tavern design. Tokens should be placed with their name side down during setup, unless specified.

During the game, Survivors may spend 1 Action as a Drink Action in Zones with Tavern tokens to gain 1 Grom token (see next section). Additionally, if the Tavern token is Unrevealed, flip the token so the name is faceup. Once revealed, the Tavern token remains revealed. There may be special game effects when revealing a Tavern token. Check the Quest's Special Rules against the Tavern's name for additional game effects to apply.

Note: A Survivor can only possess up to 3 Grom tokens at a time. They can still Drink in an unrevealed Tavern after reaching that limit in order to reveal it, but won't receive more Grom tokens.

GROM

XXX TAVERN TOKEN, GROM BOTTLE EQUIPMENT CARD, 3x GROM TOKENS, 3x GROM DICE. CAPTION:

There are many ways to gain Grom tokens during a Quest! XXX

Grom is more than a fancy drink. It is a cornerstone of the pirate lifestyle in *Dead Men Tales*. When consumed, Survivors gain Grom tokens, (placed on their dashboard) allowing them to roll additional Grom Dice when they are performing a Combat Action.

The mysterious elixir can be obtained easily in the following ways:

- ♦ Performing a Drink Action in a Tavern (P. XX)
- ♦ Discarding a Grom Bottle card (P. XX)
- ♦ Using a Combat spell or Enchantment associated with Ogoun (the greater spirit ruling over Grom.)

A Survivor may possess up to 3 Grom tokens at any time. However, some Skills can allow them to go over this limit.

GROM DICE AND BECOMING GROUNDED

XXX GROM DIE, SHOWING THE GROUNDED FACE (1 ON THE DIE).

This is a Grom die. The bottle symbol replaces the 1 on all Grom Dice. Rolling a 1 result means your Survivor is Grounded and loses a Grom Token!

Every time a Survivor performs a Combat Action (Magic, Melee, or Ranged), roll as many Grom dice as they have Grom tokens. In addition to the standard dice rolled, each Grom die that rolls equal to or exceeds the Accuracy value of the weapon scores additional successful hits! See P. XX for more information on Combat.

However, rolling any number of 1 results on any of the Grom dice means the Survivor is Grounded and loses 1 Grom token. The Combat Action is resolved normally. Then the Survivor:

- ♦ Loses 1 Grom token
- ♦ Lays their miniature down

A Grounded Survivor cannot perform any Actions until they spend an Action to get back up. Then, they resume their Turn normally.

A Grounded Survivor may remain laid down from one Turn to their next if they have no Actions to spend to get up. In the meantime, they are still a target for Zombie attacks, can attract enemies, and may still be targeted for Trade or Reorganize Actions performed by other Survivors.

EXAMPLE: Tiny Bart has 3 Grom tokens and casts Erzulie's Curse with a Magic Action. He adds 3 Grom dice to the 2 standard dice from the Combat spell. All dice are rolled together.

The standard dice roll 2 and 5: one hit!

The Grom dice roll 1, 1, and 6: an additional hit! The Magic Action is resolved normally with 2 hits (one from the standard dice, one from the Grom dice). Then, as a 1 was rolled on 2 Grom dice, Tiny Bart gets Grounded and loses 1 Grom token. His miniature is laid down. He has to spend an Action to get up.

Rolling multiple 1 results on the same Grom die roll has no additional effect.

A NOTE FROM THE GAME DESIGNERS

Dear players, during the creation of Dead Men Tales, we had a long and thoughtful discussion about introducing alcohol consumption as a gameplay element. After much deliberation, we decided to represent our pirates' lively and adventurous spirit with a fantasy beverage called Grom. It brings the theme to life while emphasizing fun and creativity in your Zombicide experience.

We want to stress that Grom is purely fictional, existing only within the game world. Alcohol, on the other hand, is very real and demands accountability and responsibility. Please enjoy your adventures responsibly, on and off the game board.

SEARCHING GOVERNOR AND PIRATE ZONES

If salvage laws are good enough for the sea, then by my beard, they're good enough for the land! You find it, it's yours!

XXX SHOW A GOVERNOR ZONE // SHOW A PIRATE ZONE with labels to indicate which is which. XXX

In Dead Men Tales, Search Actions may only be performed in Governor or Pirate Zones, allowing Survivors to draw a card from their respective Equipment decks.

Both the Governor and the Pirate decks feature Combat spells, Enchantments, Grom Bottles, and Treasure Maps. However, each also has specialties:

- ♦ Governor: Long-range weapons and Combat spells, Melee weapons.
- ♦ Pirate: Equipment with potent, luck-related effects and lots of pistols to fill your Baldric!

For more information on Search Actions, see Page. XX.

SWINGING ON ROPES

A crew is only as strong as its ropes.

This is a Rope Zone. No better place from which to swing into action!

Some Zones have a pile of ropes illustrated on them, marking their secondary type as Rope Zones. A Survivor in a Rope Zone can perform a Move Action to use a Rope and swing across the board. They may move up to 3 Zones in any direction and land in a street Zone. Counting this movement must still be done without utilizing diagonals, though.

- ♦ A Rope Move is still a Move, meaning move penalties apply, such as the presence of Zombies in the starting Rope Zone. Unless otherwise stated, Move-related Skills and game effects do not apply during a Rope Move.
- ♦ The Rope Move does not need to be in a straight line.
- ♦ Zombies in the intervening Zone(s) are ignored during the movement.
- ♦ Ropes can be used to move over building Zones, sea Zones, and through walls.
- ♦ A Survivor cannot use a Rope Move to Move a Cannon.



A: A Survivor can cross up to 3 Zones when using a Move Action in a Rope Zone. Use the dots to define which Zones can be attained, starting from the Rope Zone of the corresponding color.

B: A Rope Move must end in a street Zone. Building Zones are not eligible.

C: Rope Moves can be used to move over building Zones, sea Zones, and through walls.

D: Spending 3 Actions, Sally can swing from one Rope Zone to the next, reaching the northeastern Zone. Rope Moves redefine fast travel and strategies!

SEA ZONES

Never turn your back to the sea. She is as treacherous as she is beautiful.

XXX HIGHLIGHT A SEA ZONE WITH A WALKER IN IT, AND SALLY ON A SHIP NEXT TO IT. LINK THE REINE DES MERS CARD TO SALLY. CAPTIONS:

TO THE SEA ZONE: A Zone without a building part, ship part, or street part, is a sea Zone.

TO SALLY AND THE WALKER: The Walker is in the sea Zone. Sally cannot target it in any way, be it to perform a Ranged Action at its Zone or use the Reine des Mers' Taunt Skill. XXX

Sea Zones influence many game mechanics, which are explained throughout this rulebook. Here is a summary of their effects:

- ♦ Line of Sight: Sea Zones function like street Zones for Lines of Sight. A Line of Sight passes through a Sea Zone until it encounters a wall or the edge of the board.
- ♦ Survivor Movement: Survivors cannot enter Sea Zones directly. However, they can cross them using Ropes or the Jump Skill (see p. XX).
- ♦ Zombie Movement: Zombies treat Sea Zones as street Zones and can enter them freely.
- ♦ Targeting: Survivors cannot target Zombies in Sea Zones. This includes Combat, Cannon Fire, Enchantments, or Skills.

◆ ADDITIONAL GAME MODES

Use the additional game modes described in this chapter to enrich games, replay previous Quests with fresh twists, and create unique thematic challenges!

PLAYING WITH SEVERAL ABOMINATIONS

XXX ABOMINATION FROM DEAD MEN TALES. Caption: Dead Men Tales' standard Abomination is not the only one of its kind! XXX

Additional Abominations are available with other Zombicide core boxes and expansions. Players may swap their favorite ones with the standard Abomination featured in Dead Men Tales or choose randomly whenever an Abomination spawns, or even play all of them together at their own risk!

Important Notes:

Abominations with effects around specific Zones or game elements may not be used in Quests that do not contain those elements.

Effects that refer to Dragon Fire also apply to Cannon Fire and vice versa. For example, if an Abomination can be eliminated by Cannon Fire, it can also be eliminated by Dragon Fire. Likewise, if an Abomination is immune to Dragon Fire, it is also immune to Cannon Fire.

Creating an Abomination Deck

The Abomination deck adds diversity and maintains the balance of the Zombie deck. Players Spawn a random Abomination each time they would spawn an Abomination! To do so, create a deck to draw from with Dead Men Tales' Abomination and a single card of each Abomination players want to feature in their game. Shuffle the Abomination deck during Setup (P. XX) and place it near the board, facedown.

Resolve these game effects whenever an Abomination should spawn:

- ♦ If there is no Abomination on the board, draw a card from the Abomination deck. Then, place the corresponding Abomination.
- ♦ If there is already an Abomination on the board, it gets an extra Activation.

Abomination cards are Zombie cards for game purposes.

Abomination Fest

Using the Abomination deck detailed above, the Abomination Fest allows the game to have several Abomination on the board at the same time. The more there are, the deadlier the game gets. You have been warned!

Resolve these game effects whenever an Abomination should spawn:

- ♦ If there is no Abomination on the board, draw a card from the Abomination deck. Then, place the corresponding Abomination.
- ♦ If there is already an Abomination (or more) on the board, all Abominations on the board get an extra Activation. THEN, draw a card from the Abomination deck and place the corresponding Abomination.

◆ PLAYING WITH SEVERAL NECROMANCERS

XXX NECROMANCER FROM DEAD MEN TALES. CAPTION: The Governor, Dead Men Tales' Necromancer, is not the only one delving into black magic. Let's dance with the dead! XXX

Playing with several Necromancers is done in the same way as playing with several Abominations, by creating a Necromancer deck to draw from every time a Necromancer spawns. The rules are the same, with the following adjustments:

- ♦ If the Governor is not on the board, spawn the Governor.
- ♦ If the Governor is already on the board, place the Necromancer spawned. If the corresponding Necromancer was already on the board, it gets an extra activation. The Governor also gets an extra activation.
- ♦ Additional Necromancers don't add Coffins or Spawn Zones to the board when spawning. However, a Coffin is still added whenever a Necromancer leaves the board.
- ♦ Each Coffin spawns only 1 Walker at the end of the Zombie Phase regardless of how many Necromancers are on the board.

What About Cabals?

Necromancer Cabal rules from Black Plague and Green Horde are not played in Dead Men Tales. Additional Necromancers featuring rules about Spawn Zones are also not compatible with Dead Men Tales.

SPECIAL ZOMBIES DECK

XXX [IMAGE OF SPECIAL ZOMBIES CARD FRONT AND BACK] XXX

Zombicide features a large Zombie legion, many of them coming with special abilities challenging the Survivors' prowess. While this Core Box does not contain any Special Zombies, some expansions have Brutes, Runners, and Walkers with special abilities. They are known as Special Zombies.

During Setup (P. XX), create and shuffle a Special Zombies deck to draw from with a single card of each Special Zombie types to be featured in the game. Shuffle the Special Zombies deck and place it near the board, facedown.

Draw a card from the Special Zombies deck whenever Special Zombies should spawn. Place the corresponding number of miniatures. If there are not enough miniatures, all Zombies of the corresponding type get an extra Activation.

Special Zombie cards are Zombie cards for game purposes.

ULTRAVIOLET MODE

Don't you remember, matey? Our blades were covered in zombie blood and the smell of death and gunpowder filled our lungs. We were surrounded and thought our last hour had come. All of a sudden, you started shouting and firing and slashing, and said "I won't obey and die! I'm free, I see the truth, and I live!" And then, zombies fell before you like a blood tide.

Ultraviolet Mode allows Survivors to gain AP beyond the Violet Danger Level and gain additional Skills. When a Survivor reaches the Violet Level, move their Adrenaline tracker back to 0 and add any AP gained past the minimum requirement to hit the Violet Level. The Survivor is still on the Violet Level and keeps their existing Skills. Count additional AP as usual. The Survivor earns an additional Skill upon reaching Danger Levels again.

First, select the unselected Skill on the Survivor's ID Card. When all these Skills have been selected, choose any Skill from the list (P. XX) upon reaching another Danger Level.

EXAMPLE: The Duke just earned his 43rd Adrenaline Point,

reaching Violet Level. He has the following Skills: Flying Dutchman (Blue), +1 Action (Yellow), +1 Free Ranged Action (Orange), and Hit & Run (Red). Upon reaching the Violet Level, the player chose +1 Free Combat Action among the unselected Skills on The Duke's ID Card.

The player moves the Adrenaline tracker back to the start as the Quest continues. The Duke is still at Violet Level and keeps on earning Adrenaline Points as he kills Zombies.

The Duke gets an unselected Skill from his ID Card upon reaching the Yellow Level for the second time: Blessed by Numgan.

Then, The Duke gets his last unselected Skill upon reaching the Orange Level for the second time: +1 Free Melee Action.

From now on, The Duke still earns Adrenaline Points and gets a player-chosen Skill from the Skill list (P. XX) every time he reaches a new Danger Level.

ADDING SPECIES SKILLS

[XXX SHOW SPECIES LABEL ON SURVIVOR ID CARD XXX]

Survivors in Dead Men Tales come in different Species, indicated on their Survivor ID Cards. As an additional game mode, each Species has a signature Species Skill that can be used in the game. For more details, see P. XX.

COMPATIBILITY WITH OTHER FANTASY BOXES

Dead Men Tales belongs to Zombicide's fantasy setting. This game shares a great deal of compatibility with other core boxes and all fantasy expansions. Players can mix and match at their leisure to create their own fantastic stories! Here are a few guidelines:

◆ CHOOSE A CORE BOX

First, choose a core box as a foundation: Black Plague, Green Horde, White Death, or Dead Men Tales. Use its rules, Zombie deck, Equipment deck(s), contents (tiles, tokens, etc.), and Quests. For the best gaming experience, we do not recommend mixing Zombie cards and Equipment cards from different core boxes. However, players may add expansion rules, Zombie cards, Equipment cards, and contents.

An upgrade pack is also available at retail for players to use their older content in Zombicide Dead Men Tales.

[XXX IMAGE OF UPGRADE PACK BOX XXX]

Of course, pirates do whatever they want, so feel free to create house rules. Fun is the ultimate treasure, me hearties!!

◆ CHOOSING SURVIVORS

All Survivors from the Zombicide Fantasy range can be played with any core box. But be warned! Depending on the chosen core box's rules, some Survivors fare better than others in certain settings. This is especially true for some Skills, which may not be of any use outside their original core box (example: Guard Skills from White Death).

- If players chose Dead Men Tales as the core box, any Survivor with a Body slot uses it as a Baldric slot instead (P. XX). It can only store Equipment cards with the Baldric keyword.
- If players chose Black Plague, Green Horde, or White Death as the core box, Survivors may not use their Body slot as a Baldric. The Body slot can only store Armor or any of the specified Equipment.

Note: To use Dead Men Tales Survivors in Black Plague, Green Horde, White Death, players should make use of the dashboard found in the Dead Men Tales core box. In addition, Dead Men Tales Survivors may only equip Armor and Starting Equipment in their Body slots.

- Whenever a Survivor has a Skill which is not described in the core box that was selected, choose a Skill from among these:

- +1 Die: Magic

- +1 Die: Melee

- +1 Die: Ranged

- Jump

- Lucky

- Slippery

Note: Some Survivors have an additional Blue Skill tied to Guards. The Guard-related skill is simply ignored when playing without Guard rules. Those Survivors should only have 1 Blue Skill if not playing with Guards, so, do not use the skill replacement rule to swap it out.

- Players may need to borrow contents from the corresponding core box, like Equipment cards (Starts with an [Equipment] Skill) or tokens (Freeze: [Action type] Skill), for example.
- When using equipment from other core boxes, ignore any mechanics that are not part of that core box currently being played. For instance, Baldric weapons lose their Baldric capabilities when used in Black Plague, Green Horde, or White Death. Likewise, when playing Dead Men Tales, Dual and Noise symbols have no effects.

SKILLS

Each Survivor in Dead Men Tales 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).

SPECIES SKILLS

Players can choose to use Species Skills as an additional game mode. Dwarves, Elves, Goblins, Humans, Khanras, and Orcs are identified by the corresponding keyword on their ID Card, providing them with an additional Skill at Blue Level right at the start of the game.

Survivors from previous Zombicide editions can use the Species Skill additional game mode as well when joining a Dead Men Tales' Quest. Players should use their intuition to determine the Survivor's species. If a Survivor does not belong to a species listed below, adopt the Human species rules by default.

Dwarf – Dwarves are not laid down when they roll a 1 on a Grom die (P. XX). In that case, they only lose 1 Grom token.

Elf – Elves may roll fewer Grom dice than their Grom token reserve contains. (P. XX).

EXAMPLE: The Duke has 3 Grom tokens and performs a Melee Action with a Dagger (1 die) against a single Walker in his Zone. The Survivor would normally roll 4 dice (1 standard die from the Dagger, +3 Grom dice from the Grom tokens), incurring a great risk of being Grounded with all the Grom dice, just for a Walker! As The Duke is an Elf, the player chooses to ignore 2 Grom tokens for this Melee Action. They roll 2 dice instead: 1 for the Dagger and only 1 Grom die.

Goblin – Each time a Goblin earns Grom, they get 3 Grom tokens (instead of 1). The max Grom amount is still set to 3.

Human – Humans have +1 Free Reorganize/Trade Action as long as they have any Grom tokens. This Action may only be used to perform a Reorganize/Trade Action.

Khanra (animal/man hybrid) – Khanra have the +1 Grom Die: Combat Skill as long as they have any 1 Grom tokens.

NOTE: There are no Khanra Survivors in Dead Men Tales. They are available in other boxes from Zombicide's fantasy range. Their Species Skill is included in this list for completeness.

Orc – Orcs have the Damage 2: Melee Skill as long as they have any Grom tokens. Melee Weapons used by the Survivor and having a Damage value of 1 are considered as having a Damage value of 2.

STANDARD SKILLS

+1 Action – The Survivor has 1 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, Magic, Melee, or Ranged).

+1 Die: [Action] – Each of the Survivor's weapons rolls an extra die with Actions of the specified type (Combat, Magic, Melee, or Ranged).

+1 Free [Action type] Action – The Survivor has 1 extra free Action of the specified type (Combat, Enchantment, Magic, Melee, Move, Ranged, or Search). This Action may only be used to perform an Action of the specified type.

+1 Free Cannon Action – The Survivor can perform 1 extra free Cannon Action. This Action may only be used to perform a Cannon Action

+1 Free Rope Move – The Survivor has 1 extra free Move Action. This Action may only be used to perform a Rope Move.

+1 Grom Die: [Action] – Each of the Survivor's weapons rolls an extra Grom die with Actions of the specified type (Combat, Magic, Melee, or Ranged).

+1 Grom Token per Turn – The Survivor earns 1 Grom token at the start of each of their Turns (max: 3).

+1 Max Range – The maximum Range of Ranged weapons and Combat spells the Survivor uses is increased by 1.

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

REMEMBER: A result of 1 is always a failure.

+1 Zone per Grom Token – The Survivor can Move up to [X] extra Zone(s) each time they perform a Move Action, [X] being the number of Grom tokens they possess. Entering a Zone containing Zombies still ends the Survivor's Move Action.

+1 Zone per Move – The Survivor can move through 1 extra Zone each time they perform a Move Action. Entering a Zone containing Zombies still ends the Survivor's Move Action.

1 Free Baldric Reload – Once during each Game Round, the Survivor can Reload all weapons stored in their Baldric, for free.

1 Free Reload – Once during each Game Round, the Survivor can Reload 1 of their weapons with the Reload keyword, for free.

1 Grom Token: +1 Action – Once during each Game Round, the Survivor can spend 1 Grom token to get 1 extra Action to use as they please.

Artilleryman – The Survivor spends 1 Action (instead of 2) to perform Cannon Actions (Move, Rotate, Load, or Fire a Cannon).

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

Blessed by Ogoun – The Survivor:

- + - Can have up to 4 Grom tokens (instead of 3).
- + - Earns 1 additional Grom token each time they earn Grom tokens (Drink Action, Discarding a Grom Bottle Equipment card, etc.)

Bloodlust: [Action] – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action. Then, they Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Action of the specified type (Combat, Magic, 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 1 other Survivor. As long as Brother in Arms is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect.

NOTE: *Brother in Arms may be shortened to B.I.A.*

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

Combat Reflexes – Whenever any Zombies spawn within Range 0-1, the Survivor may immediately perform a free Combat Action against them. This Action may eliminate more Zombies than have spawned. Ranged Actions must be aimed at the Zone where the Zombies spawned. The Survivor may use this Skill once per Zombie card drawn and once per Coffin Spawn.

Damage 2: [Action type] – Weapons of the indicated type (Combat, Magic, Melee, or Ranged) used by the Survivor and having a Damage value of 1 are considered as having a

Damage value of 2.

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

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

Double Grom Dice – The use of this Skill is declared right before performing a Combat Action. The Survivor may double the Grom dice amount they roll for the ensuing Combat Action.

Escalation: [Action] – The Survivor gains 1 extra die to roll for subsequent Actions of the specified type (Combat, Magic, 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 Pistol (Dice 1). Their second Action is also spent for a Ranged Action with a Heavy Blunderbuss, adding an additional die thanks to the Escalation Skill (3 Dice, +1 bonus Die, 4 Dice total). The third Action is spent for a Move Action. The Escalation bonus is lost.*

Flying Dutchman – The Survivor may end their Rope Moves in building Zones. Entering through an opening is not required. Walls are still ignored.

Heal 1 – The Survivor heals 1 Wound during each End Phase, up to their starting total.

Hit & Run – The Survivor can use this Skill for free once during each of their Turns, just after they resolve a Magic, Melee, or Ranged Action resulting in a least 1 Zombie being eliminated. They can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone. This Move Action can be used to make a Rope Move.

Hoard – The Survivor can carry up to 2 extra Equipment cards. They are placed near their Dashboard and are considered to be in their Backpack.

Hold Your Nose – The Survivor draws an Equipment card (from the Governor or Pirate deck, player's choice) whenever the last Zombie in their Zone is eliminated (by the Survivor themselves, another Survivor, or any game effect). This Skill works in any Zone and can be used multiple times in the same Game Round. This is not considered a Search Action.

Ignore Grom '1' Result – This Skill may be used once per Game Round, right after a Combat Action roll. Ignore all “1” results for this Action. The Survivor does not lose 1 Grom token and is not Grounded.

Improvised Weapon: Melee – The Survivor can use this Skill for free once during each of their Turns. They perform a free Melee Action using these characteristics. Melee modifiers (other Skills, for example) apply.

XXX Range: 0 / Dice: 2 / Accuracy: 4+ / Damage: 1 XXX

Improvised Weapon: Ranged – The Survivor can use this Skill for free once during each of their Turns. They perform a free Ranged Action using these characteristics. Ranged modifiers (other Skills, for example) apply.

XXX Range: 1-1 / Dice: 2 / Accuracy: 4+ / Damage: 1 XXX

Ironclad: [Zombie type] – The Survivor ignores all Wounds coming from Zombies having the indicated keyword in their name.

EXAMPLE: Ironclad: Walker works with any Walker.

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

Is That All You've Got? – This Skill can be used any time the Survivor is about to take Wounds. Negate 1 Wound for each Equipment card they discard from their inventory.

Jump – The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action. They Move 2 Zones into a Zone to which they have a Line of Sight. Ignore everything in the intervening Zone, except walls and closed doors. This Skill may be used to jump over Sea Zones.

Movement related Skills (like +1 Zone per Move or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply.

Lifesaver – The Survivor can use this Skill for free once during each of their Turns. Select a Zone containing at least 1 Zombie and at least 1 Survivor at Range 1 from the Survivor. Both Zones need to share Line of Sight. Choose Survivors in the selected Zone to be dragged to the 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 (Cannon Fire still applies). Ignore them when performing

Magic or Ranged Actions aimed at the Zone they're in.

Lucky – For each Action the Survivor takes, all the dice may be re-rolled an additional time. The new result replaces the previous one.

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

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

Medic – This Skill is used for free during each End Phase. The Survivor and all other Survivors in the same Zone may heal 1 Wound (min. 0 Wound). The Survivor earns 1 AP for each Wound healed this way.

Parry: [X] – This Skill may be used every time the Survivor takes Wounds. Roll 1 die for each Wound taken this way: each result greater than or equal to the value in [X] negates 1 Wound. This Skill is no use against game effects eliminating the Survivor automatically, like Cannon Fire for example.

NOTE: For previous Black Plague players, this Skill is not considered an Armor roll. It can be used to prevent Wounds dealt by Abominations.

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

Range 2+: [Skill] – The Survivor benefits from the indicated Skill when performing a Ranged Action at Range 2 or more.

Reach – The Survivor can perform Melee Actions at Range 0-1.

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

Regeneration – During each End Phase, the Survivor's Health is fully restored to its maximum.

Roll 6: +1 Damage [Action] – Add 1 to the Damage value of the weapon the Survivor uses for each 6 rolled during

an Action of the specified type (Combat, Magic, Melee, or Ranged).

Roll 6: +1 Die [Action] – An additional die of the same type (regular or Grom) can be rolled for each 6 rolled during an Action of the specified type (Combat, Magic, Melee, or Ranged). Keep on rolling additional dice as long as results of 6 keep happening. Game effects that allow re-rolls must be used before rolling any additional dice for this Skill.

Roll 6: +1 Grom token – The Survivor earns 1 Grom token for each 6 they roll on any Combat Action (including Grom dice).

Rope Move: +1 Zone – The Survivor may move 1 additional Zone whenever they perform a Rope Move (generally, from up to 3 Zones to up to 4 Zones).

Scavenger – The Survivor may Search in any building or street Zone (no matter if it's a Governor/Pirate Zone, or not). Normal Search rules apply. The player chooses which deck they pick from: Governor or Pirate.

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 the Survivor and within Line of Sight. All Zombies standing in the Survivor's Zone are pushed to the selected Zone. This is not a Move.

Sidestep – Whenever any Zombies spawn within Range 0-1, the Survivor may immediately perform a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are in their Zone. The Survivor may use this Skill once per Zombie card drawn and once per Coffin Spawn. This Move Action can be used as a Rope Move.

Slippery – The Survivor does not spend extra Actions when they perform a Move Action out of a Zone containing Zombies. The Survivor also ignores Zombies when performing Move Actions (including those allowing them to cross several Zones, like with the Sprint Skill, for example).

Spellbook – All Combat spells and Enchantments in the Survivor's Backpack are considered equipped in Hand. With this Skill, a Survivor could effectively be considered to have several Combat spells and Enchantment cards equipped in Hand.

NOTE: Any Combat spell placed in the Backpack's front slot can be cast that way while still being considered a Talisman.

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

Sprint – The Survivor can use this Skill once during each of their Turns. They spend 1 Move Action and may move 2 or 3 Zones instead of 1. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Starts with [Equipment] – The Survivor begins the game with the indicated Equipment. The corresponding card(s) are automatically assigned to them during Setup.

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

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

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

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

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

Transmutation – The Survivor can use this Skill as often as they want during each of their Turns. They spend an Action and discard an Equipment card from their Inventory to draw a new Equipment card from the Governor or Pirate Equipment deck. This is not a Search Action.

Zombie Link – The Survivor plays an extra Turn each time an Abomination card is drawn from the Zombie deck. They play before the Abomination. If several Survivors benefit from this Skill at the same time, players choose their Turn order.

CHANGES FROM PREVIOUS EDITIONS

Players familiar with Black Plague, Green Horde, or White Death will find the following changes to the core setup and rule terms. New players may skip this section.

◆ BOARD AND TOKENS

- ◆ **Captain Token replaces First Player Token:** Assigned to a Survivor, not a player. It passes clockwise at the end of each round.
- ◆ **New Zone types:** Sea Zones, Rope Zones, Governor Zones, Pirate Zones, and Treasure Zones — each with unique effects (P. XX).
- ◆ **No Objective tokens:** Instead, there are Coffin, Treasure, and Tavern tokens (P. XX) which trigger special events and allow Survivors to reach Quest objectives.
- ◆ **Numbered Spawn Zones:** Marked 1–3 for simpler spawn order during the Zombies Phase.
- ◆ **No Doors:** Survivors no longer open doors to trigger spawns.
- ◆ **Coffin Zones:** In addition to Spawn Zones, Zombies may also appear through Coffin Zones. (P. XX)

◆ SURVIVORS

- ◆ **Activation order:** Survivors activate in clockwise order, starting with the Captain. Players choose the order during Setup.
- ◆ **Dashboard and ID Cards:** Survivor ID Cards and Dashboards layouts were updated. Their functionality remains the same.
- ◆ **Danger Levels:** Danger Level thresholds have been changed (P. XX). A Violet Danger Level has been added. Dashboards are adjusted accordingly.
- ◆ **Multiple Search Actions per turn:** Survivors may Search multiple times per turn, but only in Governor or Pirate Zones. Draw from the corresponding deck each time. (P. XX)
- ◆ **Actions in Zones with Zombies:** Survivors may perform any action while in a Zone with Zombies, but moving out still costs +1 Action per Zombie in the Zone. (P. XX)

- ◆ **Grom:** Survivors may drink Grom, a pirate brew, to gain extra Grom Dice. (P. XX) However, rolling a “1” may cause the Survivor to be Grounded! Many Skills interact with Grom.

- ◆ **Species Skills: Optional mode.** Survivors may start the game with racial Skills (Dwarf, Elf, Human, Goblin, Orc). (P. XX)

- ◆ **A Survivor can only use the Hit & Run Skill once per Turn.**

- ◆ **Ultraviolet Mode:** Ultrared Mode is replaced with Ultraviolet Mode (P. XX).

◆ EQUIPMENT

- ◆ **No Dual Weapons or Armor:** Survivors do not benefit from Dual Weapons and do not make Armor Rolls to block Zombie Attacks.
- ◆ **Reload:** All ranged weapons are primitive firearms with the Reload trait.
- ◆ **Requires 1 Action to reload before reuse.**
- ◆ **Automatically reload at the end of each Phase, not each Game Round as in earlier editions.**
- ◆ **No Ammo types:** Cards like Plenty of Arrows/Bolts are not used for Ranged Weapons.
- ◆ **Baldric slot replaces Body slot:** Holds up to 5 identical pistols with the Baldric keyword (P. XX). All pistols from the Baldric may be fired simultaneously at the same target Zone with a single Ranged Action.
- ◆ **Combat Spells can become Talismans:** When placed in the Backpack’s front slot, these become Talismans, granting passive effects to the Survivor wearing them.
- ◆ **No Dragon Bile/Torches:** High-damage effects come instead from Cannons (P. XX) or other Damage 3 game effects.
- ◆ **Epic Weapons:** Formerly “Vault Weapons.” They work the same.
- ◆ **Treasure Maps:** Special Equipment cards linked to specific tiles. Discarding a map grants +5 AP and may allow placement of a Treasure token on the matching tile, which provides Epic Weapons and may trigger events.

ZOMBIES

- ♦ **The Governor:** A unique Necromancer (P. XX) who returns repeatedly, narratively considered the same character no matter how many times he is killed.
- ♦ **No Noise mechanic:** Zombies use Line of Sight and proximity to choose their target Zone (P. XX). They move toward the closest Survivors they can see. If they don't see any Survivors, they move toward the closest ones. In any case, they use the shortest path. In case of a tie, players choose.
- ♦ **Targeting Priority:** Based on Zombie's Damage to Eliminate stat, in descending order:
 - ♦ Abomination (3)
 - ♦ Brute (2)
 - ♦ Runners / Walkers (1)
 - ♦ Necromancers (last)
- ♦ **No Extra-Activation cards:** Zombies only receive extra activations if there are not enough miniatures of their type to place during a spawn.
- ♦ **Treasure Drops:** Abominations and Necromancers drop a Small Treasure token when eliminated. (P. XX)
- ♦ **Necromancer Coffin Spawn:** As long as the Governor is on the board, each Coffin Zone spawns 1 Walker at the end of the Zombies Phase. (P. XX)
- ♦ **Abomination, Necromancer, and Special Zombies decks:** Separate decks introduced to add variety in games, while keeping the Zombie deck balanced.

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