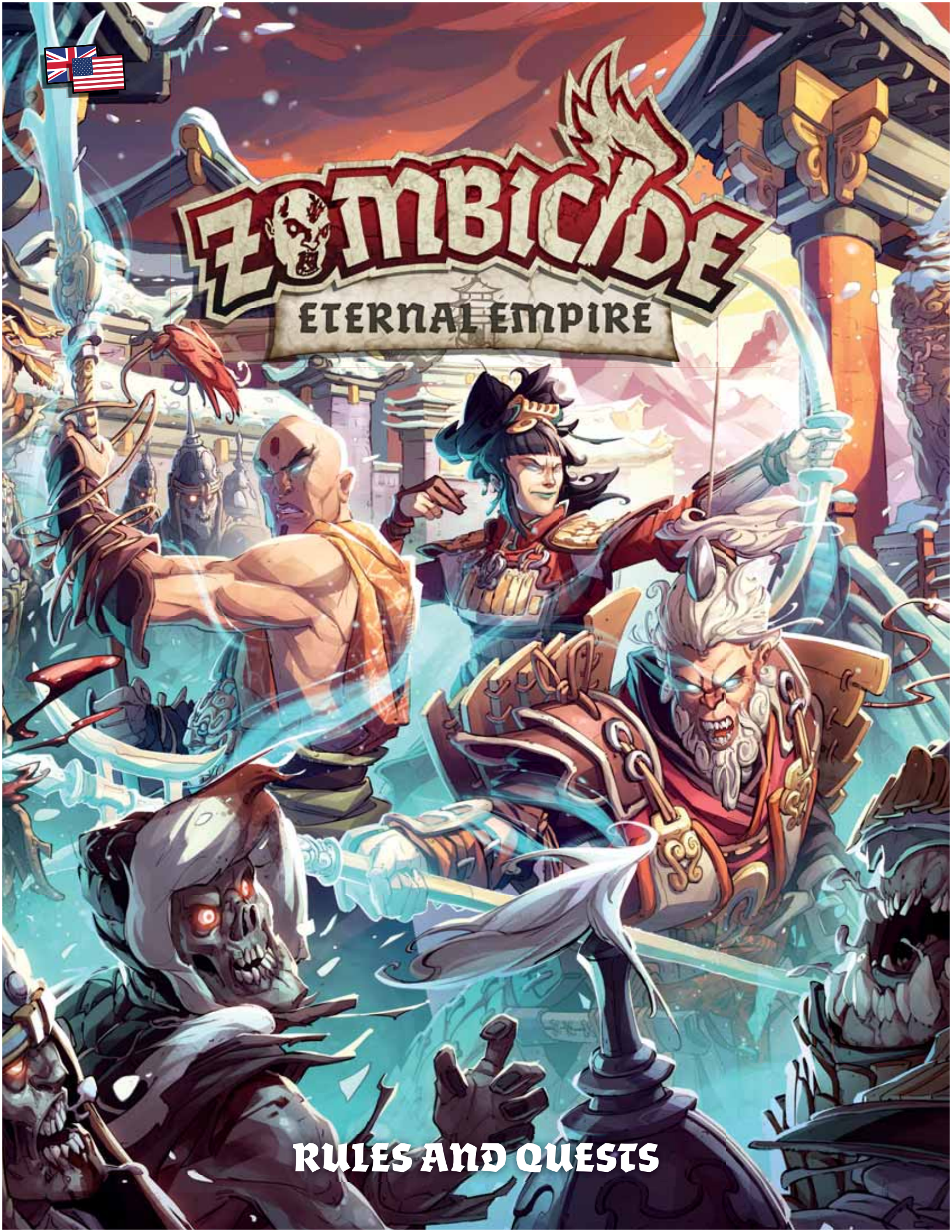




ZOMBICIDE

ETERNAL EMPIRE



RULES AND QUESTS



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GAME COMPONENTS

6 SURVIVOR MINIATURES AND ID CARDS



Fengbao



Jianrui



Zhi Yang



Shao



Zhi Shen



Yinying



6 WHITE DEATH SURVIVOR ID CARDS



145 MINI-CARDS

72 Advanced Equipment cards

- ♦ Lance (Starting Equipment)..... x2
- ♦ Power Blast (Starting Equipment)..... x1
- ♦ Light Sword (Starting Equipment)..... x2
- ♦ Short Bow (Starting Equipment)..... x1
- ♦ Aaahh!! 1 Brute!..... x1
- ♦ Aaahh!! 1 Runner!..... x1
- ♦ Aaahh!! 1 Walker!..... x1
- ♦ Aaahh!! 2 Walkers!..... x1
- ♦ Apples..... x2
- ♦ Combat Shield..... x2
- ♦ Crossbow..... x2
- ♦ Dagger..... x2
- ♦ Demon Spear..... x2
- ♦ Disintegrate..... x2
- ♦ Dragon Bile..... x4
- ♦ Dragon Lance..... x2
- ♦ Fire Bolt..... x2
- ♦ Great Axe..... x2
- ♦ No-Dachi..... x2
- ♦ Hail Storm..... x2
- ♦ Halberd..... x2
- ♦ Healing..... x1
- ♦ Heavy Armor..... x2
- ♦ Horn Bow..... x2
- ♦ Jump..... x1
- ♦ Katana..... x2
- ♦ Lightning Bolt..... x2
- ♦ Repulse..... x1
- ♦ Salted Meat..... x2
- ♦ Sprint..... x1
- ♦ Sword..... x2
- ♦ Torch..... x4
- ♦ Triple Crossbow..... x2
- ♦ War Bow..... x2
- ♦ Water..... x2
- ♦ Black Snake..... x1
- ♦ Blizzard..... x1
- ♦ Bolts of Jade..... x1
- ♦ Emperor's Bow..... x1
- ♦ Gold Dragon..... x1
- ♦ King's Sword..... x1
- ♦ Repeating Crossbow..... x1
- ♦ Wushu Sword..... x1

♦ 16 Chi Skill Cards

1 Abomination Card

56 Zombie Cards(#485 to #540)



1 Abomination Card



Chi Statues

x3

9 ZOMBIE MINIATURES



8 Warden Brutes 1 God-Eater Abomination

136 OBJECTIVE CARDS



1 CAMPAIGN SHEET NOTEPAD

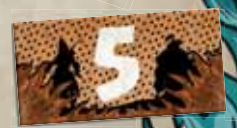


37 TOKENS

Chi Tokens..... x36



Orange Spawn Token..... x1



3

RULES - ZOMBICIDE



THE DARK PATH TO IMMORTALITY

For centuries, the Unending Wall bordering the Eternal Empire was considered the edge of the world. None but its citizens could pass its gates, and invasion was utterly impossible. It was only much later that the world discovered the reason for this secrecy. Beyond lay a land rich in resources, culture, and a mystical source of power called Chi! Warriors and wizards alike channel this life force to perform godlike feats.

Word of this incredible new power spread across the land, and the necromancers paid attention. Once foreigners were allowed entry, they traveled to the Empire, ingratiated themselves with the nobility, and took advantage of the succession war following the Emperor's death.

...And this is how the Black Plague reached the Eternal Empire.

Embroided in chaos, facing the end of everything, the Eternal Empire, once thought immortal and unconquerable, has fallen into ruin. And yet, hope springs eternal, and the last masters of Chi fight on to suppress the zombie horde. They seek any help they can find.

Will you be the ones to answer the call?

Zombicide: Eternal Empire is a campaign expansion for *Zombicide: White Death*. In medieval times, survivors travel far and wide, looking for answers about the zombie invasion and the necromancers' schemes. However, the zombie plague didn't spare the Empire, a land of power and wonders. Here, survivors can channel Chi, a mystical energy bound to life itself, to achieve heroic feats. Survivors will direly need Chi! Channeling the ancient power is the only way to defeat zombies when the dreaded Warden Brutes, enforcers of the zombie legion, are around.

Watch out for the Chi Statues, too. Being the main sources of mystical power, they are also the favorite targets of the God-Eater Abomination. Don't let the monsters destroy the statues and extinguish the remaining life-force of the Empire!

Eternal Empire features new Survivors, tiles, and a whole set of advanced rules for *Zombicide* games. Players can use them to play the 10 Quests included (P. 16), or simply choose the ones they prefer to enhance their standard *Zombicide* games! Chi (P. 5) plays a major role in *Eternal Empire*. The mystical power is used with advanced decks (P. 8) full of Chi-oriented weapons and spells. The Zombie deck is replaced as well (P. 11), introducing Warden Brutes to the horde. As long as a Warden Brute is on the board, Chi must be spent to kill Zombies!

4 new themed tiles introduce Ice Zones (P. 12), dangerous areas Survivors can cross, but cannot fight or stay upon. These tiles also use the Orange Zombie Spawn token (P. 13), becoming active whenever a Survivor reaches the Orange Danger Level.

The journey wouldn't be complete without the Campaign rules (P. 13), allowing Survivors to evolve, keeping potent weapons from one game to the next and learning new Skills (P. 14)! Each Quest also features Objective cards, replacing the Objective tokens with flavor text leading to various rewards and story-driven choices.

The Empire is beautiful and deadly. Do you dare explore it?



Zombicide: Eternal Empire is an expansion for *Zombicide: White Death*.



NEW SURVIVORS



CHI RULES

The empire I knew and loved is no more. I still honor the traditions, yet the times change. Show me your worth, and things may change further.

— Jianrui

Sense life, flowing all around you. Feel it going through you with every breath. With some training, you can channel it to go beyond your limits. Chi is life, you know, and life is strong.

— Zhi Yang

Each Survivor in the *Eternal Empire* expansion has 2 Skills at Blue Level. They can be used right as the game begins.

The first one is related to Guards and proves invaluable to disrupt the Zombies from invading the board, or to face challenging situations with remote Spawn Zones.

The second Skill is often related to Chi rules, detailed in the next section. Triggered with Chi acquired through meditation and used in a timely manner, they allow Survivors to perform truly heroic feats. They are especially useful against Warden Brutes (P. 11), who can only be defeated by using Chi!



This is a Chi token. Earn these through Meditation and spend them to perform all kinds of extraordinary feats!

Chi is a resource spent to trigger spectacular game effects, like adding dice, Damage, or even activating dedicated Skills. This special resource is earned easily but is spent even faster. Survivors will never have enough!

Chi tokens are placed on the Survivor's Dashboard, forming a reserve. They are not placed in the inventory and **cannot** be traded.

A Survivor starts the game with 3 Chi tokens. The Chi reserve has no upper limit and cannot drop below 0.



Eternal Empire's Survivors have 2 Skills at Blue Level. They can use both at the start of the game.

◆ NEW ACTION: MEDITATION

Forget about the hour-long reflection about ourselves and the universe. In the midst of battle, inhale to focus on Chi, exhale to bring death to your enemies. The zombies don't waste time talking to themselves about the real meaning of life and victory!

— Yinying



*Meditating sets a Survivor's Chi reserve to 3.
If done in a Chi Statue's Zone, it sets
their Chi reserve to 6 instead!*

Meditation can be done in any Zone, as long as there are no Zombies or Corruption in it. A Survivor can only perform a single Meditation Action per Turn (even if it's a free Action). **The Survivor earns enough Chi tokens to immediately set their reserve to 3.**

If the Meditation occurs in a Zone with a Chi Statue, the reserve is immediately set to 6 Chi tokens instead.

The Chi reserve can go beyond 6 with specific game effects, like the Black Snake or Bolts of Jade Equipment cards, for example (P. 8).

EXAMPLE 1: Shao has 1 Chi token and Meditates. He earns 2 Chi tokens, increasing his reserve to 3. Had Shao meditated in a Chi Statue's Zone, he would have earned 5 Chi tokens instead, increasing his reserve to 6.

EXAMPLE 2: Zhi Yang has 3 Chi tokens in his reserve. Meditating has no benefit for him. However, if done in a Chi Statue's Zone, his reserve increases to 6.



Corruption tokens (White Death, P. 20) cannot be set in Zones with Chi Statues (including broken Chi Statues). Such tokens must be set elsewhere to reach the Beacon.

◆ USING CHI

Screaming your secret technique's name is vital.

— Shao

When performing an Action, a Survivor can spend up to 1 Chi token to trigger one of the following effects:

1. **Activate a Chi Skill** - A Survivor can only activate 1 Chi Skill per Turn.
2. **Recast an Enchantment (P. 9)** - Chi can only be spent to cast an enchantment a second time once per Turn.
3. **Enhance a weapon (P. 8)** - Chi can be spent to enhance a weapon's characteristics once per Action.

EXAMPLE: Fengbao performs a Melee Action with a No-Dachi. She can spend 1 Chi token to either:

- Use her +2 Dice: Combat Skill
- Enhance the No-Dachi's combat characteristics, improving the Accuracy to 4+ (instead of 5+)

Both cannot be done at the same time. Choose wisely!

Outside of a Survivor's Turn, they may also spend Chi tokens to improve their armor rolls. (P.10)

- ◆ A Survivor **must** trigger a Chi effect to attack Zombies whenever any Warden Brutes are on the board (P. 11).

EXAMPLE: Warden Brutes are on the board and Fengbao wants to perform a Melee Action with her No-Dachi. She must spend 1 Chi token to either use her Chi Skill or enhance the No-Dachi!

- ◆ Each Survivor **loses** 1 Chi token (down to 0) whenever a God-Eater Abomination card (P. 11) is drawn.

EXAMPLE: Fengbao loses her last Chi token as a God-Eater Abomination spawns on the board. There are Warden Brutes as well. She cannot perform Combat Actions until she regains Chi tokens or all Warden Brutes are eliminated!

CHI SKILL CARDS

Chi Skill cards are optional. They allow Survivors from other core boxes and expansions to swap up to 2 of their Skills with Chi-related ones, representing training in the Chi arts. These cards are perfect to represent Chi training for Survivors coming from other *Zombicide* boxes!

Chi Skill cards are split into 2 groups corresponding to Danger Levels: Blue/Orange and Orange/Red. Shuffle the Chi Skill cards from both groups during Setup. Then, draw 1 Chi Skill card from each deck, for each Survivor, one after the other.

For each Survivor, the player *may* choose to swap 1 of the Survivor's Skill at the indicated Levels (Blue or Orange for the first deck, Orange or Red for the other) with 1 of the indicated Chi Skills. Skills acquired outside the ID Card (Campaign Skills, for example) cannot be swapped.

If the swap is made, the player keeps the card near their Survivor's Dashboard and the chosen Chi Skill is considered to be written on the Survivor's ID Card for the duration of the game.

If the player does not swap their Survivor's Skill, the Chi Skill card is shuffled back in the deck for the next player to draw from.

EXAMPLE: During his journey to the East, Clovis (*Zombicide: Black Plague*) crossed the border of the Eternal Empire and received training from monks he saved from zombies.

Clovis' player draws 2 Chi Skill cards during Setup:

- "☯ Damage 2: Magic OR ☯ Damage 2: Melee OR ☯ Damage 2: Ranged", for the Blue or Orange Level. The player swaps *Swordmaster*, written on Clovis' ID Card at Orange Level, with ☯ Damage 2: Melee.
- "☯ +1 to Dice Roll: Magic OR ☯ +1 to Dice Roll: Melee OR ☯ +1 to Dice Roll: Ranged", for the Orange or Red Level. The player swaps +1 Free Melee Action, also written at Orange Level, with ☯ +1 to Dice Roll: Melee.

These changes last for the duration of the game.

NOTE: Players may agree to specifically choose their Chi Skill cards instead of drawing at random, or pick more than 1 from each deck. Please note this may alter the game difficulty. Have fun!



Clovis, from *Black Plague*, may replace his Blue Skill or either of his Orange Skills with 1 of the Chi Skills written on the card.



ADVANCED EQUIPMENT RULES

It took our ancestors many generations to figure out the way to channel Chi through their minds and bodies, and many more to drive it through metal and wood. Our dedication gave us the edge, literally. That's why your kingdoms were never able to cross the border. Yet now, let us be honest. We need each other against zombies. Primal rage completes the art of war.

— Fengbao



The Advanced versions of the Starting Equipment, Equipment, and Vault Weapon decks simply replace their core versions from White Death. These decks use the new Chi and Keep rules.

Eternal Empire features several Equipment decks:

- ◆ Advanced Starting Equipment
- ◆ Advanced Equipment
- ◆ Advanced Vault Weapons

Their cards feature Chi bonuses and Keep values, detailed in the next section. **To use these, simply replace the corresponding decks with their Advanced counterparts.**

Please note some weapons and Equipment change from the classic to the Advanced versions. Some characteristics or names are altered. Some Equipment disappears in benefit of new ones.

◆ USING CHI TO ENHANCE A WEAPON

"My Chi is better than your Chi!"

— Shao

"Oh, come on!"

— Fengbao



Spend 1 Chi token to use these weapons' enhanced characteristics, highlighted with the Chi symbol: dealing Damage 2 with the Lance, improving the Accuracy value to 4+ with the No-Dachi, and rolling 2 more dice with the Bolts of Jade!

A Survivor may spend 1 Chi to enhance an equipped weapon's characteristics right before they use it to perform a Combat Action. For the ensuing Combat Action, use all enhanced characteristics and game effects highlighted with the Chi symbol. When using Dual weapons, enhancing a single weapon enhances the other as well for the ensuing Action.

Enhancing a weapon's characteristics may only be done once per Action.

NOTE: The Survivor can only enhance the weapon effectively used to perform the Action. Weapons equipped that provide external bonuses, but are not used to strike Zombies, like a Dagger or a Power Blast, cannot be enhanced for the Action.

KING'S SWORD EQUIPMENT CARD

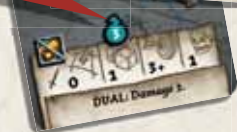
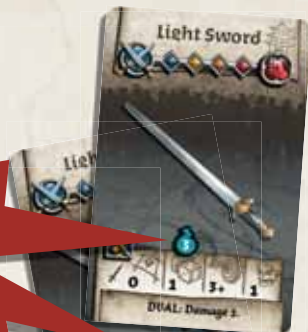
When equipped, the King's Sword Vault weapon grants its user the +1 Free Guard Action Skill. However, this Free Guard Action comes in addition to the standard Guard Action the Survivor can perform. So, the Survivor wielding the King's Sword can perform up to 2 Guard Actions per Turn: 1 for themselves, and 1 free, granted by the King's Sword!



Spend 1 Chi to enhance a Lance right before performing a Melee Action with it. For this Action, the Lance deals Damage 2 instead.



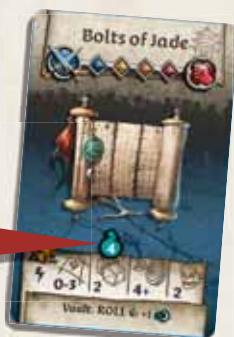
Spending 1 Chi is enough to enhance a pair of Light Swords used in a dual manner. The Survivor rolls 6 dice!



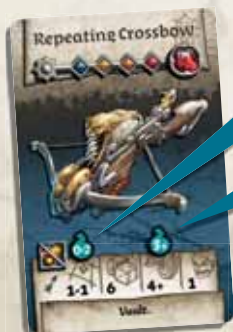
Enhancing a No-Dachi improves the Accuracy value to 4+, potentially dealing more hits.



Spend 1 Chi to roll 2 more dice with the Bolts of Jade. It may even trigger their special effects more easily!



Spending 1 Chi with the Repeating Crossbow enhances both its Range and Accuracy.



Enhancing the Wushu Sword does not alter its characteristics but triggers its embedded : +1 to Dice Roll: Melee.



USING CHI TO RECAST AN ENCHANTMENT

Chi is life itself. It may come as an inner gift, but the results can be quite spectacular. Let me show you!

— Zhi Shen



Spending Chi allows the Survivor to cast an Enchantment a second time during their Turn.

Enchantments can normally be cast only once per Turn and per Survivor. However, a Survivor may spend 1 Chi to cast the same Enchantment a second time during their Turn (it still costs an Action). The second time the Enchantment is cast, it may be cast on the same target or a new target.

EXAMPLE: Zhi Yang uses the Sprint Enchantment on Yinying to get her out of a bad situation. Spending 1 Chi token, Zhi Yang can use the Sprint Enchantment a second time in the same Turn, on himself, to join his teammate and evade the Zombies!

◆ USING CHI TO IMPROVE ARMOR



Chi can be spent to improve Armor rolls. This might save your Survivor's life!

A Survivor may spend 1 Chi to improve an Armor roll they are about to make, either by lowering its difficulty or allowing a re-roll (depending on the equipment characteristics). The Chi is spent outside the Survivor's Turn and can only be performed once per Armor roll.

KEEP VALUE



As the name implies, the Keep value is used to keep the Survivor's Equipment from one Quest to the next if playing in a Campaign. Campaign rules are explained on Page 13.



KO / R.I.P. RULES

Zombicide games are usually lost whenever a Survivor is eliminated. This may not be the case if playing a series of Quests using these rules. Using the KO rules provide extra time to save a fallen comrade before they are gone for good.

A Survivor losing their last Health point is considered KOed (but not dead). Lay down their miniature in the Zone they currently occupy and discard all Equipment cards they may have (no Keep rolls allowed).

The Survivor is now considered an Objective token until the End Phase of the subsequent Game Round (not the current one). They can be taken by another Survivor using a Take an Objective Action. If they are not taken by the deadline, well... they are eliminated (see below).

- ◆ If the KOed Survivor is taken, place their miniature on their own Dashboard. The KOed Survivor is not eliminated but cannot be played until the next Quest.
- ◆ If the KOed Survivor is **not** taken, they are **gone** for good. Remove their miniature. Check the Quest's Objectives, as they may state it is lost whenever a Survivor is eliminated, or not. The Survivor that was eliminated cannot be played until the end of the campaign.

NOTE: Keep note of all Survivors that are eliminated to make sure they aren't used in the same campaign.

The eliminated Survivor's player may choose another Survivor for the next Quest, starting with a new Campaign Sheet. Choosing another Survivor results in a loss of all Equipment, CXP, Bonus Actions, and Campaign Skills.

If there are no Survivors left to play (everyone is KOed or eliminated), the campaign is lost for all players.





ADVANCED ZOMBIE RULES

Eternal Empire comes with its own Advanced Zombie deck featuring Warden Brutes, a new kind of Zombie. To use it, simply replace *White Death's* Zombie deck with *Eternal Empire's* Advanced Zombie deck.



NEW ZOMBIE: WARDEN BRUTE

Desecrating anything they touch, the necromancers created unholy warriors, the Warden Brutes. These unnatural creatures protect all zombies in their surroundings against anything but Chi-driven attacks. Be careful, if Warden

Brutes appear when your Chi is running low, you'll be defenseless against their assault!

Wounds dealt: 1

To eliminate: Damage 2

Adrenaline provided: 1 point

Special rule:

- ♦ Zombie cards spawning Brutes, spawn 1 additional Warden Brute.
- ♦ As long as any Warden Brutes are on the board, Zombies can only be eliminated with:
 - Combat Actions where Chi is spent (either to enhance the Survivor's weapon or to use a Chi Skill).
 - Game effects eliminating all Actors in the target Zone (Cauldron or Dragon Fire, for example).

NOTE: Guard Actions are not Combat Actions and do not allow Chi expenditure. Guards cannot eliminate Zombies with their standard attacks as long as a Warden Brute is on the board! However, the Guards: Warden Killers Skill (P. 26) bypasses this limitation and allows Guards to kill Zombies despite Warden Brutes' presence.



Warden Brutes spawn alongside standard Brutes.



NEW ABOMINATION: GOD-EATER

Chi masters know the life energy flows through sacred lines in the earth. Shrines and statues were built along those lines. In turn, entire cities were built around these places of power. Wanting all the Chi for themselves, the necromancers created the God-Eaters, Abominations meant to steal the sacred energy and destroy the Chi Statues.

Wounds dealt: 1

To eliminate: Damage 3, Cauldron, or Dragon Fire

Adrenaline provided: 5 points

Special rules:

- ♦ Wounds inflicted by Abominations cannot be prevented by Armor rolls.
- ♦ A Damage 3 weapon is required to kill an Abomination. Please note no weapons in *Eternal Empire* have a natural Damage 3 value. It can be reached with Skills or Quest special rules. Dragon Fire or Cauldrons can also kill an Abomination.
- ♦ Upon elimination, place a random Vault Weapon if any are available, facedown, in the Abomination's Zone. Any Survivor in this Zone may spend an Action to take the Vault Weapon. They may then reorganize their inventory for free.
- ♦ Abominations ignore ramparts and don't need Stairs to climb on or leave Battlement Walkways.
- ♦ **Each Survivor loses 1 Chi (to a minimum of 0) every time a God-Eater Abomination card is drawn.**
- ♦ **A God-Eater Abomination attacks as usual, but always moves towards the nearest Zone with a Chi Statue.** If several Chi Statues are within the same distance, players choose. If no Chi Statue remains on the board, the God-Eater Abomination behaves like the Khan Abomination.
- ♦ **A God-Eater Abomination attacks Chi Statues as if they were Survivors, destroying them with a single Attack.** A broken Chi Statue does not give extra Chi when Meditating in its Zone. If a God-Eater Abomination attacks in a Zone with both a Chi Statue and Survivors, players choose the target.

NOTE: The God-Eater Abomination is used as a substitute for the Khan Abomination. However, players can play with both using the Abomination Fest rules detailed in *White Death*.

God-Eater Abominations do their best to destroy Chi Statues. They form a deadly team with Warden Brutes.





BRIDGES, ICE ZONES, AND ORANGE ZOMBIE SPAWN TOKEN

This section covers *Eternal Empire's* specific tile and token rules.

◆ BRIDGE ZONES

Bridge Zones are street Zones. They allow safe passage over Ice Zones. An Actor can only enter or exit a Bridge Zone through its entranceways. An Actor can use the Jump Skill (or the Enchantment granting it) to ignore this rule.

Lines of Sight are not affected.



There are only 2 entranceways on a bridge.

◆ ICE ZONES

Water is everywhere to be seen in the *Eternal Empire*. It flows like life. Yet, winter is here and shows no sign of leaving, much like the zombies. Stay away from the ice. It's enchanted to drain the very life and heat from your bones!

— Yinying



Survivors cannot fight or stay too long on Ice Zones, less they fall in frozen water and get defeated!



Corruption tokens cannot be set in Ice Zones and Bridge Zones. Such tokens must be set elsewhere to reach the Beacon.

Ice Zones are street Zones. They have additional, yet impactful, rules on Survivors (including Guards):

- ◆ Fighting on ice is impossible! A Survivor (or Guard) standing in an Ice Zone can only perform Move Actions. Survivors may also still Take an Objective or take a Vault Weapon card.
- ◆ A Survivor standing in an Ice Zone during an End Phase is eliminated (no Armor roll).

Ice Zones do not affect Zombies.

ORANGE ZOMBIE SPAWN TOKEN



The Orange Zombie Spawn token spawns at Orange Danger Level and above.

Easily used in any Zombicide Quest, the Orange Zombie Spawn token creates an Orange Spawn Zone. As its name implies, the Orange Spawn Zone becomes active as soon as any Survivor reaches the Orange Danger Level. From then on, it spawns Zombies during every Zombies Phase.

The Orange Spawn Zone is #5. It spawns after the Spawn Zones #1 to #4 and before the Defiler Spawn Zone.



CAMPAIGN RULES

The Campaign rules detailed in this chapter complete the core and advanced rules to be used in the Eternal Empire Campaign.

CAMPAIGN SHEET

So, you just crossed the border, eh? Welcome to our nightmare, stranger. Here, you will become stronger, learning new tricks... if you survive long enough!

— Shao

Players intending to keep the same Survivors from one Quest to the next may utilize the Keep rules (P. 14) with the Campaign Sheets featured in *Eternal Empire*. They allow Survivors to gain Campaign Experience Points (CXP) to get new Skills detailed on P. 14.

Check the boxes as a Survivor earns CXP. Reaching the indicated Milestones grants the Survivor with Bonus Actions or Campaign Skills.

Each time a Survivor earns a Bonus Action, check a Reserve box. They are cumulative, but each can be used only once per Quest!

Survivor Name:		Player Name:	
CXP		CAMPAIGN SKILL <small>(Once Level, Once per Turn)</small>	
1	21	+1 free Guard Action	BONUS ACTIONS <small>(Once per Quest)</small>
2	22	+1 Bonus Action OR +1 Campaign Skill	
3	23	+1 Bonus Action OR +1 Campaign Skill	Reserve
4	24	+1 Bonus Action OR +1 Campaign Skill	Spent
5	25	+1 Bonus Action OR +1 Campaign Skill	1
6	26	+1 Bonus Action OR +1 Campaign Skill	2
7	27	+1 Bonus Action OR +1 Campaign Skill	3
8	28	+1 Bonus Action OR +1 Campaign Skill	4
9	29	+1 Bonus Action OR +1 Campaign Skill	5
10	30	+1 Bonus Action OR +1 Campaign Skill	6
11	31	+1 Bonus Action OR +1 Campaign Skill	7
12	32	+1 Bonus Action OR +1 Campaign Skill	
13	33	+1 Bonus Action OR +1 Campaign Skill	
14	34	+1 Bonus Action OR +1 Campaign Skill	
15	35	+1 Bonus Action OR +1 Campaign Skill	
16	36	+1 Bonus Action OR +1 Campaign Skill	
17	37	+1 Bonus Action OR +1 Campaign Skill	
18	38	+1 Bonus Action OR +1 Campaign Skill	
19	39	+1 Bonus Action OR +1 Campaign Skill	
20	40	+1 Bonus Action OR +1 Campaign Skill	
			Equipment kept

Each time a Survivor earns a Campaign Skill, choose 1 from the list and check the corresponding box. The Campaign Skill may be used the Turn it is acquired.

Write the Equipment the Survivor will keep for the next Mission here.

The Campaign Sheet is used to track a Survivor's progress. As the Campaign begins, each Survivor gets their own Campaign Sheet from the notepad. The different sections are explained below.

CXP BAR

These are ways to earn the precious CXP points used to improve Survivors during the Campaign:

- ♦ +1 for completing a Quest.
 - ♦ +1 for reaching the Orange Danger Level (or above) for the first time in the Quest. Reaching Ultrared Levels (*White Death*, P. 39) don't count.
 - ♦ +1 for keeping all Guards alive during the Quest.
 - ♦ +1 for keeping all Chi Statues intact during the Quest.
- Some Quests may allow Survivors to earn additional CXP.

EXAMPLE: *Jianrui succeeded at her first Quest (+1 CXP) and reached the Orange Danger Level (+1 CXP). 2 Guards were killed (0 CXP), and all Chi Statues are intact (+1 CXP). The player checks 3 CXP boxes on Jianrui's Campaign Sheet. These CXP's are earned for the entire Campaign (or until Jianrui is eliminated).*

CXP is accumulated throughout the Campaign. Check the corresponding boxes as the Survivor's CXP reserve grows. Reaching the indicated Milestones gives the Survivor the corresponding reward(s).

CXP is earned as the Quest goes on. **Milestone rewards are immediate and may be used the Turn in which they are acquired.**

With each Milestone comes a reward choice, either a Bonus Action or a Campaign Skill.

EXAMPLE: *The team is now playing the Campaign's second Quest. Jianrui reaches the Orange Danger Level (+1 CXP), which is enough to reach 4 CXP and unlock a reward. The player chooses between a Bonus Action or a Campaign Skill.*

CAMPAIGN SKILLS

The Survivor earns a Campaign Skill of the player's choosing from the list. Check the corresponding box. **Each Campaign Skill can be acquired only once per player.**

From then on, the Survivor gets the chosen Skill at Blue Level in addition to any Blue Level Skill(s) they already possess. Some Campaign Skills are new and detailed on P. 26.

EXAMPLE: *Jianrui's player goes for the Guards: Warden Killers Campaign Skill. From now on, Jianrui has the +1 Free Guard Action, the 🎲 Damage 2: Combat, and Guards: Warden Killers, as Blue Level Skills!*

BONUS ACTIONS

I may enjoy reading a spell from time to time, as one enjoys a poem. Yet, I have trouble memorizing every word and reciting them in the direst situation. In such cases, I let my claws do the talking.

— Yinying

When earning CXP, the Survivor may choose to gain a free Bonus Action to spend in any way they wish **once per Quest**.

This reward may be selected multiple times during the Campaign. Make a check mark in a Reserve box of the Bonus Actions' section on the Campaign Sheet.

Check a Spent box with a pencil each time the Survivor spends 1 Bonus Action, up to the Reserve amount. The Survivor may use several Bonus Actions in the same Turn. The Reserve is fully replenished at the end of each Quest. Erase the Spent marks.

EXAMPLE: *Yinying got the "+1 Bonus Action" reward 3 times during the course of the Campaign. She has up to 3 Bonus Actions to spend during each Quest, in any way the player chooses.*

EQUIPMENT KEPT

Most families used to hand their weapons down from one generation to the next as a matter of honor and tradition. But no more. Our leaders fell for the necromancers' promises and no weapon of fine make can last for long in the conditions we're going through. Honor and nobility are now a matter of prowess more than heritage.

— Zhi Shen

The Keep rules allow Survivors to keep Equipment from one Quest to the next. Use a pencil to write them down in the Equipment Kept section of the Campaign Sheet.

Each Survivor's inventory is discarded at the end of each Quest, except for the Equipment cards featuring a **Keep** value 🎲. Roll a number of dice corresponding to the Keep value of each of these cards individually:

- ♦ **If any 1s are rolled, the Equipment card is discarded.** It broke before the next Quest and is lost.
- ♦ **If no 1s are rolled, the Equipment card is kept.** The Survivor begins the next Quest with the Equipment. Its card is automatically assigned to them during Setup in addition to any Starting Equipment they get. They can organize their inventory as they please before the Quest starts.

NOTE: The Keep roll cannot be re-rolled in any way.

NOTE: If there are ever insufficient Equipment cards available to distribute among Survivors with Equipment Kept for that Quest, players decide which Survivor receive the Equipment (the others simply lose them).

The Keep value allows Survivors to keep Equipment cards from one Quest to the next. Look for a balanced inventory, as the most potent weapons are often the hardest to keep!



EXAMPLE: Shao ends a *Zombicide* game with a No-Dachi (Keep 5), a Halberd (Keep 4), a pair of Fire Bolts (Keep 3), and a Dragon Bile (no Keep value) Equipment cards.

- The Dragon Bile card has no Keep value. It is discarded right away.
- 5 dice are rolled for the No-Dachi: . A single 1 is enough to lose the weapon and discard it.
- 4 dice are rolled for the Halberd: . No 1s were rolled. Shao will have it for the next Quest.
- 3 dice are rolled for the first Fire Bolt: . No 1s were rolled. The Fire Bolt is kept as well.
- 3 dice are rolled for the second Fire Bolt: . Two 1s! The Fire Bolt is discarded.

OBJECTIVE CARDS

In *Eternal Empire's* Quests, Objective tokens are replaced with Objective cards. These cards are designed to be set in specific Zones (mostly Objective Zones) as shown on the Quest map. Their back blends in with the tile's environment. Don't read Objective cards until a Survivor takes them, as it would spoil the gaming experience!

SETUP

Each Quest has its own set of Objective cards, gathered in an Objective set. Make sure to take the right set for the chosen Quest and place the Objective cards as described on the Quest map. **For an easier set up, Objective cards display the number of the tile on which they are placed.**

Be warned! Objective cards can be destroyed by Corruption in the same way as standard Objective tokens.

Some Objective cards, called **Notes**, are placed facedown close to the board. They may be read during the Quest according to the decisions the Survivors make.



TAKING AN OBJECTIVE CARD

- ♦ Objective cards set in Objective Zones are taken in the same way as standard Objective tokens.
- ♦ Objective cards straddling openings are taken whenever a Survivor goes through the opening.

Whenever an Objective card is taken, read it aloud for all the team to enjoy and apply the game effects described on the card. In descriptions, "the Survivor" refers to the Survivor who took the Objective card. Some cards may lead the team to talk about decisions to make. *Zombicide* is a cooperative game!

Unless otherwise stated, Objective cards do not grant AP and are discarded after their effects are resolved. Some of them may ask the player to keep them revealed. Keep them faceup in the Zone they were picked up from, or near the board, as reminders of game effects to apply.



QUESTS

The following Quests are meant to be used with Campaign rules (P. 13) and progressively increase in intensity and difficulty. However, players may also play them individually and outside Campaign mode at their own risk!

Centered on Chi, Chi use, and Chi Statues, these Quests make heavy use of the God-Eater Abomination.

If players would like to add other Abominations to the game, they must do so with the following rule: if the God-Eater Abomination is not on the board as they draw an Abomination Zombie card, spawn it. This Abomination spawns whenever possible!

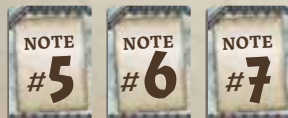
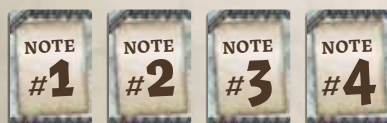
QUEST 1: WEAPONS OF WONDER

MEDIUM / 6 SURVIVORS / MODERATE

The Empire has a deep and rich culture. Its people seek enlightenment and perfection in every aspect. While the armies had standardized equipment, the officers spent their lifetime earnings to hire the best smiths and get unique weapons they could pass on to their descendants.

Being the opposite of everything we hold dear, zombies have killed many heroes and scattered their heritage, these weapons of wonder, across the ruins where they fell. We must claim them back for many reasons: to restore their owners' honor, claim back our imperial heritage, and... well, bash zombie heads!

Tiles needed: 26V, 32V, 34R, 35V, 36V, & 38V.



OBJECTIVES

- ♦ **Reclaim your heritage.** The Quest succeeds as soon as Survivors have taken all available Vault Weapons. It can be done by taking Objectives and/or eliminating Abominations and Defiler Necromancers.

NOTES: There are no special rules in this Quest.



QUEST 2:

THE ORIGIN OF MIND

MEDIUM / 6 SURVIVORS / SHORT

This part of the city is no longer safe, and zombies are hot on our tails. As we battle our way to safer grounds, we come across meditating monks. Their physical forms are here, but their minds are elsewhere, wandering in another plane. They will only waken to someone tapping their shoulder. And then, they'll be grumpy. Inevitably, the zombies will find them and we can't leave them. Last time I tried meditation, I fell asleep and dreamt I was in a hellish world, wearing white armor and firing lightning at demons coming from below. I didn't tell anyone, but I sure enjoyed it!

Tiles needed: 26R, 34R, 35V, 36V, 37R, & 38V.



34R	26R
38V	36V
37R	35V

OBJECTIVES

- ♦ **Save the monks.** Activate as many Guards as possible by taking the Objective tokens in their Zones and keeping them safe throughout the Quest. The Quest fails if specific Guards are lost (see Special Rules).

SPECIAL RULES

- ♦ **Setup.** Shuffle all Random Notes and place them in a deck near the play area. When a Red Objective is taken, draw from this deck and read the card. The Objective card set in the First Spawn Zone is in a Corruption Zone on purpose. It cannot be destroyed.
- ♦ **Meditating monks.** The Guards represent Monks. Each pair cannot perform Guard Actions until the Red Objective token in their Zone is taken. The Note drawn from the deck indicated how the corresponding Guards play. Whenever a Zombie kills a Guard in a Zone with a Red Objective, reveal a Note from the deck and read it. It will say whether the game is lost or not. Then, discard the Note without any additional effect. The other Guard, if they are still alive, now plays like a standard Guard.
- ♦ **Epilogue.** The Green Objective is only placed when playing the Epilogue (P. 26).



QUEST 3:

THE CELESTIAL ONE

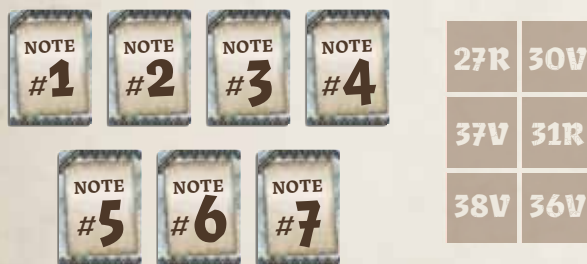
MEDIUM / 6 SURVIVORS / LONG

The situation would seem absurd if we didn't know the meaning behind it.

We're with the remnants of an Imperial Army squad searching a ruined building. Zombies are coming, but the guards don't plan on leaving until they find an imperial mandate lost along with their commanding officer. In the building lies the palanquin of a Celestial One, a priest coming from a noble family. They cannot move until the mandate, probably torn up and scattered everywhere, has been found. It's the law, and they're willing to risk their lives for it.

Well, I understand. Clinging to duty is all we have at times, even in the face of imminent destruction. As for us, we'll help them, not for tradition, but to keep them alive. Freed from their duty, they may later join our ranks.

Tiles needed: 27R, 30V, 31R, 36V, 37V, & 38V.



OBJECTIVES

- ♦ **Save the Celestial One.** Accomplish the objectives in this order to win the game:
 1. **Recover a celestial mandate.** The places where it could be are marked with Objective cards.
 2. **Get the Celestial One to safety.** The Beacon represents the Celestial One. The Quest succeeds as soon as it reaches the Exit Zone (take Objective cards to find a way to achieve this goal).

SPECIAL RULES

- ♦ **Setup.** The Objective Card set in the First Spawn Zone is in a Corruption Zone on purpose. It cannot be destroyed.
- ♦ **Epilogue.** The Green Objective is only placed when playing the Epilogue (P. 26).



QUEST 4:

RALLYING CRY

MEDIUM / 6 SURVIVORS / MODERATE

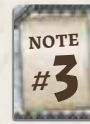
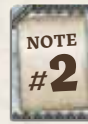
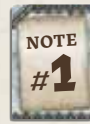
The city is under assault! Zombies are storming the streets and all leading officers are either dead or gone. There are many survivors out there, but we stand no chance if we fight piecemeal. When things get out of hand, warriors rely on cunning and strength. Let's earn the trust of the soldiers and take the lead. This is our time!

Tiles needed: 31V, 32V, 35V, 36R, 37R, & 38V.

OBJECTIVES

- Save as many Guards as possible. Accomplish the objectives in this order to win the game:
 - Find the Guards.** Possible places where players can find them are marked on the map with Objective cards.
 - Lead the Guards to safety.** The Quest succeeds as soon as all Guards are in the Flag Zone. The Quest fails if a Guard is lost.

NOTE: There are no special rules in this Quest.



32V	36R	38V
31V	35V	37R



◆ QUEST 5:

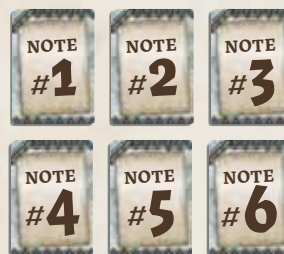
THE CHI LINE

HARD / 6 SURVIVORS / MODERATE

The energy of Chi naturally flows through everything. That includes the world itself, showing the land we live upon is alive and sacred. Heirs to the royal courts used to move the Chi lines of power flowing through the earth to suit their needs. Unfortunately, these lines are now sought by defiler necromancers to fuel their power. We located a power nexus for Chi in a small palace right beyond the ramparts. The Chi line is diverted using enchanted weapons as anchors. If we remove these anchors, the Chi line will revert to its original place within the walls. Harmony will be restored and the defilers will be denied a power source!



Tiles needed: 28R, 31R, 35R, 36R, 37V, & 38V.



OBJECTIVES

- ◆ **Move the Chi line.** Accomplish the objectives in this order to win the game:
 - 1. Take the anchor weapons.** Take all Objective cards.
 - 2. Free the Chi line.** Exit with all Survivors and the Beacon (Objective cards will show you the way). Any Survivor may exit through this Zone at the end of their Turn as long as there are no Zombies in it. The Beacon exits through this Zone along with the last Survivor.

SPECIAL RULES

- ◆ **Setup.** Set 4 random Vault Weapons aside in a separate deck to draw from. They can only be acquired via Objective cards.
- ◆ **Our defenses have been breached!** The Quest is lost if a Corruption token destroys an Objective card or is placed on a Battlement Walkway.



QUEST 6:

THE WARDEN CULLING

HARD / 6 SURVIVORS / MODERATE

The district we just entered fell to the zombies last night, leaving many supplies and precious assets out in the open. The culprits are obvious: Warden Brutes. They keep all zombies under their unholy protection from harm. We must channel our powerful Chi attacks to destroy them. The more of these monsters exist, the longer the war will last. I declare Warden Brute Hunting Season open!

Tiles needed: 28R, 31R, 35R, 36V, 37V, & 38R.

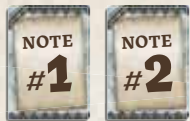
OBJECTIVES

- ◆ **Cull the Warden Brutes!** Accomplish these Objectives in any order to win the game:
 - Take all Objective cards.
 - Kill 4 Warden Brutes (or more).

SPECIAL RULES

- ◆ **Setup.**
 - Put a Rope Ladder in the indicated Zone on tile 28R.
 - Put the green Objective in the indicated Zone on tile 31R.
- ◆ **Guards in trouble.** Guards with an Objective card in their Zone cannot perform Guard Actions until the card has been taken.
- ◆ **Hands off!** The Green Objective can't be taken.

38R	35R	31R
37V	28R	36V



Survivor Starting Zone	3x Chi Statues	4x Corruption	12x Guards	Beacon	3x Cauldrons
2x Note Cards	10x Objective Cards	1x Rope Ladder	1x Objective	Spawn Zones	



QUEST 7:

THE MANY FACES OF DEATH

HARD / 6 SURVIVORS / LONG

It all started in the morning. A defiler necromancer taunted us by its mere presence and a chilling laugh from the roof of a house near the ramparts, then disappeared. Now, it's back with a zombie horde coming from all directions, ready to force its way through our defenses and storm the city once and for all. But we have other plans. If we go out and kill the defiler before its legion is upon us, we may prevent the greatest onslaught since the war started.

Yes, we are about to stare at the many faces of Death right in their eyes. We expect to come home covered with guts and glory. Are you in?



Tiles needed: 27R, 30V, 35R, 36R, 37V, & 38V.

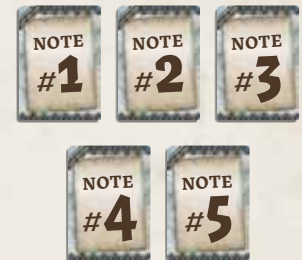
OBJECTIVES

- ♦ **Defeat the Defiler and its zombie army.** Accomplish the objectives in this order to win the game.
 - 1. Check for survivors.** Take all Objective Cards.
 - 2. Purge the undead.** The Quest succeeds as soon as there are no Zombies on the board.

SPECIAL RULES

- ♦ **Setup.**
 - Place a Defiler Necromancer (and its Defiler Spawn token) on Tile 27R.
 - Put the Rope Ladders in the indicated Zone on tile 35R.
- ♦ **Epilogue.** The Green Objective is only placed when playing the Epilogue (P. 26).

30V	35R
38V	36R
27R	37V



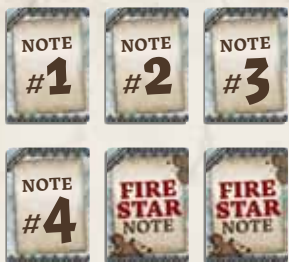
QUEST 8: THE FIRE STARS

HARD / 6 SURVIVORS / LONG

Zombies have found a secret way into the city, and the ramparts may fall at any moment. Anyone wise enough would flee this desperate situation, but we're not commoners huddling behind the walls, waiting for the end. We are heroes! And we're about to deal with the zombie invaders in glorious battle!

The city's arsenal used to have "Fire Stars", sizeable black powder bombs. Many have been used, but we're sure there are a couple of them around. We could use them to wipe out the intruders and repel the zombies clawing at our walls.

Join us and enjoy the fireworks!



38R	28R
36V	37R
33R	35V

START Survivor Starting Zone	3x Chi Statues	5x Corruption
2x Cauldrons	Flag Zone	Beacon
6x Note Cards	12x Guards	
8x Objective Cards	Spawn Zones 1 2 3 5	

Tiles needed: 28R, 33R, 35V, 36V, 37R, & 38R.

OBJECTIVES

- ♦ **Repel the zombie invaders.** Accomplish the objectives in this order to win the game.
 - 1. Find the Fire Stars.** Objective cards indicate where they could be.
 - 2. Get the zombies out.** Use the Fire Stars to move the First Spawn token beyond the walls to the Flag Zone. The Quest succeeds soon as there are no Zombies on the board (with the exception of any on Spawn Zones #1, #2, and #3).

NOTE: There are no special rules in this Quest.



QUEST 9

THE INNER WALL

HARD / 6 SURVIVORS / LONG

The outer ramparts have been breached in too many places, and zombies are now quickly spreading throughout the area. To avoid being surrounded, we have no choice but to regroup and fall back to the next rampart line. Our guard allies are scattered for the moment, and we could take the most precious supplies as well. Let's gather as many people and supplies as possible and evacuate, fast!

Tiles needed: 30V, 32R, 35R, 36V, 37V, & 38R.

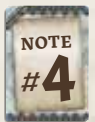
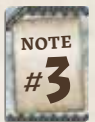
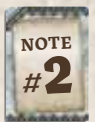
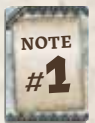
38R	37V	30V
36V	32R	35R

OBJECTIVES

- ♦ **Evacuate!** The Quest succeeds as soon as all Guards are in the Flag Zone. The Quest fails if a Guard is lost.

SPECIAL RULES

- ♦ **Setup.** Place Rope Ladders in the indicated Zones on tiles 32R and 37V.
- ♦ **Epilogue.** The Green Objective is only placed when playing the Epilogue (P. 26).



START Survivor Starting Zone	3x Chi Statues	5x Note Cards	9x Objective Cards	Beacon	1 2 3 5 Spawn Zones
12x Guards	2x Cauldrons	2x Rope Ladders	4x Corruption	Flag Zone	1x Objective

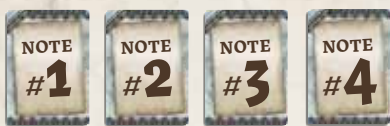
QUEST 10: THE BINDING

HARD / 6 SURVIVORS / LONG

Caught in the heat of battle, it took us a long moment to figure out both the defilers and their trails of corruption could not cross water. Water is an embodiment of the life force, of Chi itself. It adapts and flows no matter what. Exactly like we do! That's why we've survived this far. Now we are sure. This is why we will ultimately win this war.

On a more practical level, we could use water to trap and bind the defilers. They may be able to defy death, but they won't be able to escape their watery shackles. To achieve this goal, we'll need magic wards to redirect the zombies' paths through the city.

Tiles needed: 27R, 28R, 30V, 31V, 35R, 36V, 37V, & 38V.



27R	37V
36V	31V
35R	38V
28R	30V

OBJECTIVES

- ♦ **Trap the Defiler.** Accomplish these objectives in this order to win the game.
 - 1. Find the magic wards.** Objective cards may contain clues of their whereabouts.
 - 2. Redirect the zombie routes.** Use the wards to move the First Spawn token to the Flag Zone. The same can be done with the Orange Spawn token.
 - 3. Bind the Defiler.** The Quest succeeds as soon as the Defiler Necromancer spawns in the Flag Zone.

SPECIAL RULES

- ♦ **Setup.**
 - Place Rope Ladders in the indicated Zones on tiles 36V and 38V.
 - Place the Green Objective on tile 37V. It cannot be taken.
- ♦ **Seeping Corruption.** Reveal any Objective card destroyed by Corruption. It may mention unpleasant consequences.



◆ EPILOGUE

The Defilers' immortality may turn to our advantage. We have the knowledge and weapons to bind them to a single place, banishing them forever. It cannot be done just anywhere, but complete victory can be achieved. It's worth venturing back into the city's lost districts!

The epilogue can be played if the Survivors found the Imperial Prayer Wheel and/or the Jade Engraved Tablet.

Players may play the following Quests again, featuring the Green Objective token and additional game objectives (see below). The game time is set to Very Long.

- ◆ Quest 2 – The Origin of Mind (P. 17)
- ◆ Quest 3 – The Celestial One (P. 18)
- ◆ Quest 7 – The Many Faces of Death (P. 22)
- ◆ Quest 9 – The Inner Wall (P. 24)

ADDITIONAL GAME OBJECTIVES

These additional Quest Objectives have to be reached in order, once the chosen Quests' main Objectives are done. If the Quest mentions the Survivors (including Guards) exiting, they stay on the board instead and keep on playing.

- 1. Redirect the zombie routes.** Use the Imperial Prayer Wheel and/or the Jade Engraved Tablet to move the First Spawn Zone to the Green Objective's Zone.
- 2. Bind the Defiler.** The Quest succeeds as soon as the Defiler Necromancer spawns in the Green Objective's Zone.

ADDITIONAL SPECIAL RULES

- ◆ **Binding treasures.** The Imperial Prayer Wheel and the Jade Engraved Tablet cards (they are found in **Q10: The Binding**) are placed in a deck near the Vault Weapon deck, facedown. Whenever drawing a Vault Weapon card, players may draw from either deck.



NEW SKILLS

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 Action remaining (or the Survivor may use any extra Actions the Skill grants).

REMEMBER: A single Chi point can be spent per Action (P. 6).

🎲 **+ 2 Dice: [Action]** - Each time they resolve an Action of the specified type (Combat, Magic, Melee, or Ranged), the Survivor may spend 1 Chi to receive +2 dice with the weapon they use.

🌀 **[Skill]** - The Survivor may spend 1 Chi to use the specified Skill.

🌀 **Jump** - The Survivor may spend 1 Chi to use the Jump Skill for free. The Survivor can use this Skill once during each of their Turns. They move 2 Zones into a Zone in 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 to a Battlement Walkway on which the Survivor has Line of Sight. Movement related Skills (like +1 Zone per Move or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply.

Bridge Walker - The Survivor can enter or exit a Bridge Zone through its sides (not only through its ends).

Guards: Warden Killers - This Skill may be used whenever the Survivor performs a Melee or Ranged Guard Action. Guards consider Warden Brutes as standard Brutes for the ensuing Melee or Ranged Action. They can kill Zombies without anyone spending Chi!

Ice Walker - Once per Turn, the Survivor may perform 1 free Move Action when standing in an Ice Zone.

Ice Warrior - The Survivor can perform Combat Actions while standing in Ice Zones.

Inner God - The Survivor does not lose a Chi point when a God-Eater Abomination card is drawn.

🎲 **Roll 6: +1** 🌀 - The Survivor earns 1 Chi for each 6 rolled during a Combat Action.

◆ CREDITS ◆

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◆ GAME 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 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 Zombies in the starting Zone).
- + **Search (once per Turn):** In a building Zone free of Zombies only. Draw a card from the Equipment deck. The Survivor may then reorganize their inventory for free.
- + **Reorganize/Trade:** Exchange Equipment with another Survivor standing in the same Zone. Players can trade however they want. It doesn't have to be equal.
- + **Combat Action:**
 - **Melee Action:** Equipped Melee weapon required.
 - **Ranged Action:** Equipped Ranged weapon required.
 - **Magic Action:** Equipped Combat spell required.
- + **Enchantment Action:** Equipped Enchantment required.
- + **Take or Activate an Objective** in the Survivor's Zone.
- + **Do Nothing:** All remaining Actions are lost.
- + **Make Noise:** Put a Noise token in the Survivor's Zone.
- + **Cauldron Action (uses 3 Actions):**
 - **Move a Cauldron** from the Survivor's Zone to an adjacent Zone with an open path. The Survivor moves along.
 - **Pour a Cauldron** from a Battlement Walkway to an adjacent street Zone. All Actors in the targeted Zone are eliminated.
- + **Guard Action:**
 - **Move**
 - **Melee or Ranged Action.**
 - **Move or Pour a Cauldron** (3 or more Guards).

When every player's finished:

◆ 02- ZOMBIES PHASE

STEP 1- ACTIVATION: ATTACK OR MOVE

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

- + Zombies in the same Zone as at least 1 Survivor Attack them.
- + All Zombies which didn't Attack, Move.

Each Zombie favors visible Survivors they can reach before those they can't. If they don't have Line of Sight to any Survivors, Zombies favor the noisiest Zone they can reach before those they can't. Choose the shortest path. If several target Zones are eligible, and one has no open route, ignore the latter. Otherwise, players choose which direction the Zombies move.

STEP 2- SPAWN

- + Always draw Zombie cards for all Spawn Zones in ascending order, starting from the first Spawn Zone and finishing with the Defiler Spawn Zone.
- + Use the highest Danger Level among the Survivors.
- + **No more miniatures of a specified type:** Place the remaining ones. Then, Spawn an Abomination (extra Activation instead if there is already one on the board).
- + **Defiler Necromancer:** The Zombie Spawn token it came through Moves 1 Zone towards the Beacon instead, spreading Corruption.

◆ 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 KILL	ADRENALINE EARNED
1	Brute/ Abomination (any kind)/ Dragon	1	2/3/Special	1/5/1
2	Walker (any kind) + Swarm of Ratz + Murder of Crowz	1	1	1
3	Runner (any kind) + Zombie Wolfz	2	1	1
4	Necromancer (any kind)	1	1	1