

PARIS

A CAMPAIGN EXPANSION FOR ZOMBICIDE



RULES & MISSIONS

CHAPTERS

- **GAME COMPONENTS** 2
- **LET THEM EAT BRAINS!** 4
- **ADVANCED RULES** 4
- ADVANCED EQUIPMENT RULES**..... 4
- THE ALL-OUT DICE** 5
 - Going All-Out..... 5
 - Keeping Your Equipment 6
 - Unique Weapons 6
 - Polearm..... 6
- TREE TOKENS** 7
- GUILLOTINE TOKEN AND ZOMBIE MARIE ANTOINETTE** 8
- ZOMBIE MARIE ANTOINETTE** 8
- TRAPDOOR TOKENS** 8
- NEW MAP TILES** 9
 - Catacomb Tiles 9
 - Catacomb Corridor Zones 9
 - Catacomb Chamber Zones..... 9
 - Exploration Tokens 9
 - The Catacomb Deck 10
 - Playing with the Catacombs..... 11
 - Public Grounds 13
 - Eiffel Tower 13
- KO / R.I.P. RULES**..... 13
- THE CLOCK AND NIGHT RULES** 14
 - Night Rules..... 14
 - Light Sources 14
- **CAMPAIGN RULES** 17
- CAMPAIGN SHEET** 17
 - CXP Bar 18
 - Campaign Skills 18
 - Bonus Actions 18
 - Equipment Kept 18
 - Campaign Achievements 18
- OBJECTIVE CARDS**..... 19
 - Setup 19
 - Taking an Objective Card 20
 - Achievements, Keywords, and Companions 20
- **PARIZ CAMPAIGN: CATACOMBS OF THE UNDEAD**..... 20
- CAMPAIGN COMPANION: LORÀNT** 20
- M1 - LIBERTÉ, ÉGALITÉ, FRATERNITÉ!**..... 21
- M2 - LORÀNT, THE GREATEST** 22
- M3 - THE RAIDERS OF THE LOST... WELL... BOOK!**..... 23
- STARTING INTERLUDE: THE HIDDEN LIBRARY**..... 24
- M4 - CHASE YOUR DREAMS**..... 24
- M5 - LUXEMBOURG GARDENZ** 26
- M6 - IS THIS THE REAL LIFE?**..... 27
- SECOND INTERLUDE: WHAT TO DO NOW?**..... 28
- M7 - LORÀNT, THE HERO**..... 28
- M8 - LA RÉSISTANCE** 30
- M9 - TOURISTZ**..... 32
- M10 - EIFFEL TOWER DEFENSE**..... 33
- EPILOGUE**..... 34
- **NEW SKILLS**..... 35
- **CREDITS**..... 35
- **GAME ROUND SUMMARY**..... 36

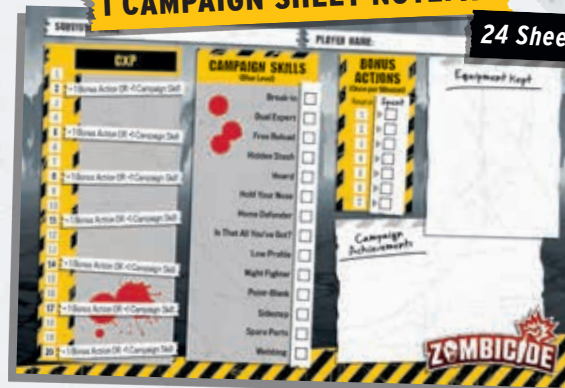
#01 GAME COMPONENTS

6 ID CARDS



1 CAMPAIGN SHEET NOTEPAD

24 Sheets



1 Clock



23 TOKENS



8 Trees

6 Light Beams



5 Explorations

1 Guillotine



2 Trapdoors

100 OBJECTIVE CARDS

7 DOUBLE-SIDED TILES

6 CATACOMB CARDS

73 EQUIPMENT CARDS

6 Advanced Starting Equipment



54 Advanced Equipment



11 Epic Weapons



2 Unique Weapons



13 MINIATURES

6 Survivors



Jacquin

Yanis

Marianne

Louise

Fred

Nadia

1 Companion



Lorant Béarn

6 Zombies



2 Walkers

2 Brutes

2 Runners

6 ALL-OUT DICE



#02 LET THEM EAT BRAINS!

Oh, Paris! City of lights, city of love, city of... Zombies?

As if Bastille Day weren't busy enough as it is, now we have a zombie outbreak to worry about. With so many people out in the streets celebrating, things got out of control pretty fast.

And, just like that, we became Survivors, joined by the common goal of staying alive and smashing as many zombie heads in as we could until someone could figure out a better plan... No rush, though.

Let's show them the true meaning of Zombicide.

Zombicide: PariZ is an expansion for *Zombicide: 2nd Edition*. This book features advanced rules for the Zombicide system, as well as a campaign set in Paris, France.

What is a campaign? A campaign is a series of Missions telling a story where the Survivors are the heroes. The choices players make have direct influence over the unfolding events. The Survivors improve along the way, earning new Skills and trying to keep some gear from one game to the next. The best reward, however, is not the loot. It's the memories of the story you played and shared with your friends along the way.

Catacombs of the Undead is a 10-Mission campaign using the advanced rules featured in this expansion, enhancing the game's atmosphere. Among them, new Equipment rules allow the Survivors to go All-Out, rolling special dice for extra Zombie kills, with the risk of breaking their weapon. These dice may also be used to keep Equipment from one Mission to the next, with a little luck.

New rules also include the Catacombs, tokens for Trees, a Guillotine, the introduction of Polearms, and brand-new Unique Weapons more interwoven into the storytelling.

Zombicide: PariZ is an expansion to *Zombicide: 2nd Edition*.



#03 ADVANCED RULES

The advanced rules detailed in this chapter are meant to enhance Zombicide games with new features. They are used in the **Catacombs of the Undead** campaign (P. 20) and to add flavor to one-shot Missions as well!

ADVANCED EQUIPMENT RULES

Think of it this way: yesterday, this thing was locked up in a museum and people could only stare at it. Now, it gets to be part of History once again!



The Advanced Core decks use the new All-Out and Keep rules, replacing Zombicide's corresponding Equipment decks.

Zombicide: PariZ comes with new dice and Equipment decks using the special All-Out rules. These replace the *Zombicide: 2nd Edition*'s Equipment, Starting Equipment, and Epic Weapon decks with the All-Out and Keep values detailed on the next page.

To use them, simply replace the corresponding decks with their Advanced counterparts.



FOR ADVANCED PLAYERS

Zombicide: PariZ has no Plenty of Bullets or Plenty of Shells cards. Seasoned players with more than one expansion box can personalize their own Equipment decks for a different gaming experience! If players are familiar with the Campaign rules from **Washington Z.C.**, **Fort Hendrix**, or **Rio Z Janeiro**, they can just go ahead and check these new, unique rules used in *Zombicide: PariZ*:

- Keep Rules (updated) (P. 6)
- Unique Weapons (P. 6)
- Polearm (P. 6)
- Tree Tokens (P. 7)
- Guillotine Token (P. 8)
- Trapdoor Tokens (P. 8)
- Catacomb Tiles (P. 9)
- Lightsource (updated) (P. 14)

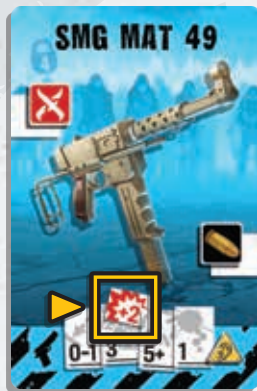
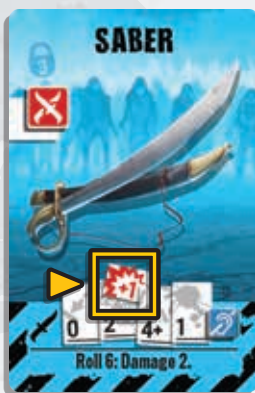
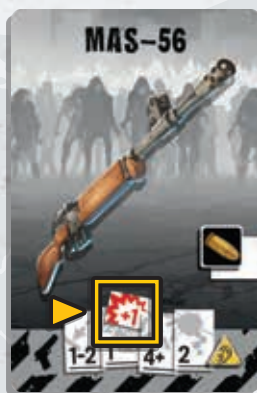
THE ALL-OUT DICE



All-Out dice are used like regular dice, with a special Break symbol replacing the 1. Apply the corresponding game effects whenever a Break is rolled.

• GOING ALL-OUT

Of course, it's dirty work to fight zombies, but that doesn't mean you're allowed to keep your weapons dirty! Unless you want them to fail you at the worst possible moment, that is. Keep guns oiled and clean so they don't jam. Keep blades free of blood and other nasty stuff so they don't rust. Treat your weapons nicely and they'll do the same for you.



The All-Out value offers extra dice to roll against Zombies, with the risk of breaking and losing the weapon.

A player may declare **going All-Out** before any Combat Action performed with their Survivor using a weapon with an All-Out value.

For the ensuing Combat Action, the player adds the written number of All-Out dice to their standard dice, then resolves the Action. It's all or nothing. The full All-Out dice amount is always added to the pool.

The All-Out dice act like standard dice, adding hits if the weapon's Accuracy value is met. However, rolling 1 or more Breaks on **any** of the All-Out dice (ONLY All-Out dice. Standard dice do not generate Break results) means the weapon broke. Discard the weapon card right after the Combat Action is resolved.



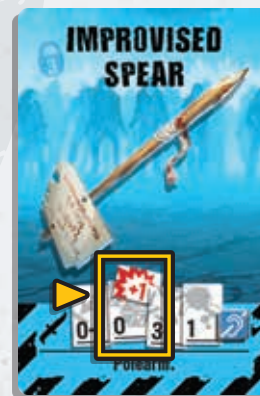
Dual weapons are used normally, adding both weapons' All-Out dice to the pool (remember, it's all or nothing. Either you go All-Out or you go home). Each Break rolled means 1 of these weapons is lost. So, both weapons are lost whenever 2 or more Breaks are rolled.

IMPORTANT: All-Out dice cannot be re-rolled in any way (the Lucky Skill has no effect on them, for example).

EXAMPLE 1: Marianne goes All-Out with a Saber. This weapon rolls 2 standard dice and 1 All-Out die. All 3 dice are grouped for the roll with 4+ Accuracy. The standard dice roll 4+ and 2+, obtaining 1 hit. The 2+ is not a Break, as it is a standard die. The All-Out die rolls a 4+, adding 1 hit. The Attack roll obtained 2 hits total.

EXAMPLE 2: Jacquin goes All-Out with a Fleur de Lys Halberd. This weapon rolls 2 standard dice and 2 All-Out dice. All 4 dice are grouped for the roll with 3+ Accuracy. The standard dice roll 4+ and 3+, obtaining 2 hits. The All-Out dice roll 4+ and 4+, obtaining 1 hit and 1 Break. The Attack roll obtained 3 hits total and 1 Break. All hits are assigned normally. Then, the Fleur de Lys Halberd card is discarded.

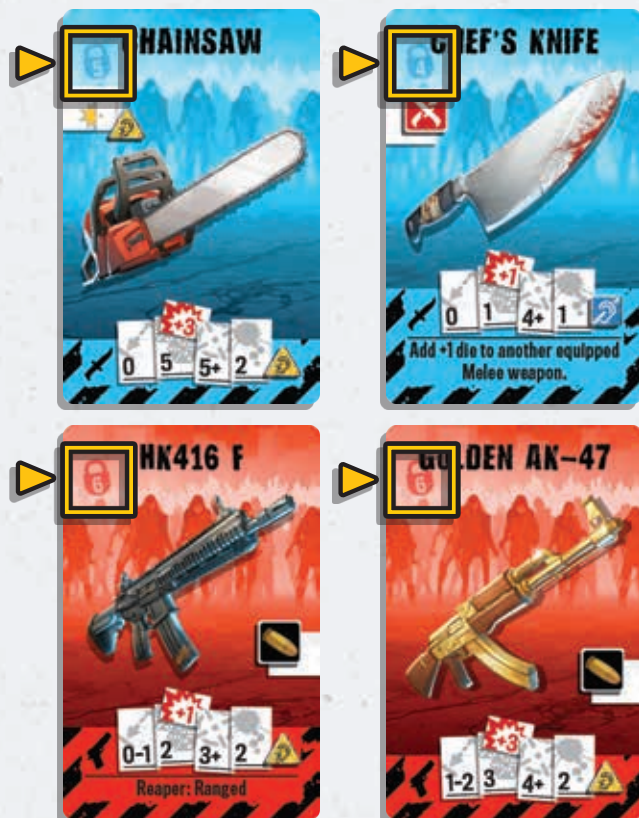
EXAMPLE 3: Nadia goes All-Out with dual SMG MAT 49s. Each weapon rolls 3 standard dice and 2 All-Out dice. All dice are grouped for dual use, totaling 6 standard and 4 All-Out dice with 5+ Accuracy. The standard dice roll 5+, 5+, and 5+, obtaining 1 hit. The All-Out dice roll 4+, 4+, and 4+, obtaining 2 hits and 2 Breaks. All-Out dice cannot be re-rolled, even with Nadia's Lucky Skill, meaning both SMG MAT 49s are lost to the 2 Break results after the Ranged Action is resolved.



In **Pariz**, some weapons can only be used with All-Out dice! Be extra careful with those, as it's never known when they'll stop working.

• KEEPING YOUR EQUIPMENT

We all have our favorites. They might not even be the best ones, but they've stayed with us the longest. It gets hard to part ways with them after some time.



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

Players may want to play consecutive Zombicide games with the same Survivors, or play a campaign like the one featured in this expansion. In these cases, the **Keep** value simulates the Equipment card's durability, allowing each Survivor to **keep 1 of them** from one Mission to the next.

Each Survivor's inventory is discarded at the end of each Mission, save for Equipment cards featuring a Keep value. Roll a number of All-Out dice corresponding to the Keep value of each of these cards, individually:

- If 1 or more Breaks are obtained, the Equipment card is discarded. It had a malfunction of some sort before the next Mission and is lost.
- If no Breaks are obtained, the Survivor might keep that Equipment card.

After rolling the All-Out dice for each card, each Survivor may choose 1 Equipment card or 1 of the Starting Equipment

cards that they may keep to begin the next Mission. This card is automatically assigned to them during Setup. The rest of them return to their respective decks. At least 1 Survivor **must** keep a Door-opening weapon (for example, a Fireaxe).

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

EXAMPLE: Jacquin ends the Mission with a Chainsaw (Keep 5), a Saber (Keep 3), a pair of SMG MAT 49 (Keep 4), and a Flashlight (no Keep value) Equipment cards.

- The Flashlight Equipment card has no Keep value, so is discarded right away.
- 5 All-Out dice are rolled for the Chainsaw: [1], [2], [3], [4], and [5]. A single Break is enough to lose the weapon and discard it.
- 3 All-Out dice are rolled for the Saber: [1], [2], and [3]. No Breaks. Jacquin might keep it for the next Mission.
- 4 All-Out dice are rolled for the first SMG MAT 49: [1], [2], [3], and [4]. No Breaks. The SMG MAT 49 might be kept.
- 4 All-Out dice are rolled for the second SMG MAT 49: [1], [2], [3], and [4]. 2 Breaks! The SMG MAT 49 is lost and discarded.
- Jacquin chooses to keep the Saber, and will start the next Mission with it.

• UNIQUE WEAPONS

I gotta admit, I've never seen anything like this.

Unique Weapons are Epic Weapon cards that are not shuffled into the Epic Weapon deck. They may be acquired during the *PariZ* campaign through Objective cards.

- Players always keep Unique Weapons from one mission to the next, even if the Survivor holding it dies.
- Unique Weapons do not count against the maximum number of weapons that players are allowed to Keep (see P.18).

• POLEARM



Polearm Melee weapons deal Melee damage within Range 1.

Melee weapons with the Polearm keyword are used to perform Melee Actions within Range 1 (0-1) to any Zone to which the Survivor has Line of Sight. An Attack with a Polearm at Range 1 is still considered a Melee Attack.

TREE TOKENS

Paris used to have many lovely gardens that got a lot uglier once zombies started roaming around. Most trees are still standing, but now we have to worry a lot more about what's lurking in the branches.



A Zone containing a Tree token is considered a Tree Zone for game purposes. Whenever a Survivor enters a Zone containing a Tree token for the first time, reveal that token. Then, perform the effect revealed on the back of the token. The effects could be:

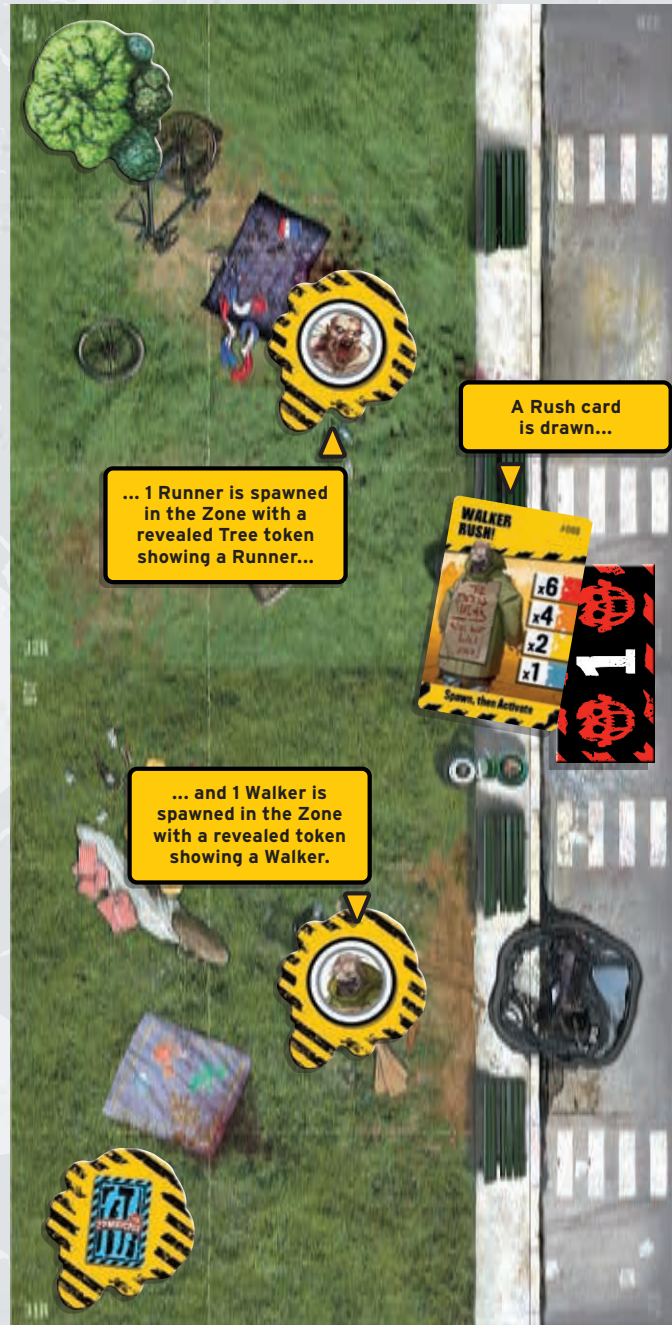
- Spawn 1 Walker in that Zone.
- Spawn 1 Brute in that Zone.
- Spawn 1 Runner in that Zone.
- The Survivor immediately draws 1 Equipment card. They may then reorganize their inventory for free.
- The Survivor immediately draws 1 Epic Weapon card. They may then reorganize their inventory for free.



The first Tree token indicates that a Brute will spawn in its Zone. The second Tree token indicates that the Survivor must draw an Epic Weapon card.

The following rules apply when using Tree tokens (whether they are revealed or not):

- A Survivor can perform Search Actions in a Tree Zone.
- Tree Zones are considered **Dark Zones** for all game purposes.
- Tree Zones interrupt Line of Sight.
- After a Zombie Rush card is drawn and resolved, spawn 1 Zombie in ALL Zones with a revealed Tree token showing a Zombie icon (Walker, Brute, or Runner).



GUILLOTINE TOKEN AND ZOMBIE MARIE ANTOINETTE

I think I knew that girl before she became a zombie. She used to do historical reenactments dressed as Marie Antoinette. You could usually find her at fairs and such. Heard she was pretty serious about it, too. Costume was made accurately, and she even had a replica guillotine for some high-tier events. Seeing her now, I think that guillotine worked a little too well.

The Guillotine token is a new feature of *Zombicide: PariZ*. It is used in some Missions and in conjunction with Zombie Marie Antoinette, a new Zombie detailed below:

- Treat the Guillotine token as a Spawn token. When the Guillotine token is placed on the board, spawn Zombie Marie Antoinette in the same Zone.

- While Marie Antoinette is on the board, all Zombies spawned by the Guillotine token are immediately activated. If Zombie Marie Antoinette is not on the board, do not draw Zombie cards for the Guillotine token.

- If a Zombie Rush card is drawn, the Zombies spawning from the Guillotine token activate twice: once from the Guillotine token and once from the Rush card.

- If Zombie Marie Antoinette is eliminated, spawn her in the Guillotine token's Zone at the end of the next Zombie Phase. She is not activated by the Guillotine token effect.

- Unless otherwise stated, the only way to destroy the Guillotine is by using a Molotov on its Zone.

- If the Guillotine token is destroyed, remove Zombie Marie Antoinette from the game.

ZOMBIE MARIE ANTOINETTE

Actions: 1

Wounds dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point

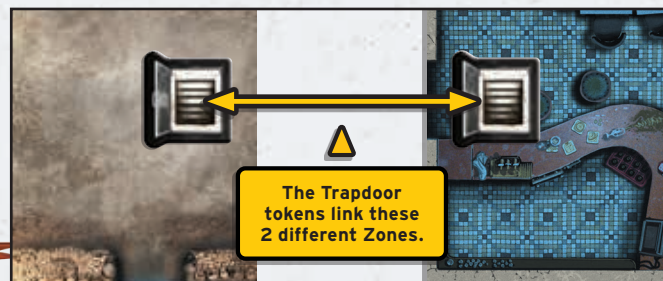
Special: Last in Targeting Priority. When Zombie Marie Antoinette enters a Zone with any Survivors, all Survivors in that Zone suffer 1 Wound. Survivors entering her Zone do not suffer Wounds.



The Guillotine token works as a Spawn token in addition to its other effects.

TRAPDOOR TOKENS

The Zones with a Trapdoor token are considered linked by an underground tunnel. They don't share a Line of Sight to each other, yet an Actor may Move from one to another as if they were adjacent.



NEW MAP TILES

• CATACOMB TILES

Lots of people died in the Catacombs... Yes, I KNOW they're all dead there, but there's a difference between dead people who were brought there and living people who died IN there because they got lost. We don't want to be a part of the second group.

Zombicide: PariZ introduces a new mechanic for exploring the Catacombs:

The Catacomb tiles (31V, 32V, and 33V) reflect the uncertainties and unexpectedness of what Survivors can find deep down in the Catacombs of Paris.

The Catacomb tiles have the following features:

• CATACOMB CORRIDOR ZONES

Catacomb Corridor Zones work like Street Zones for all game purposes.

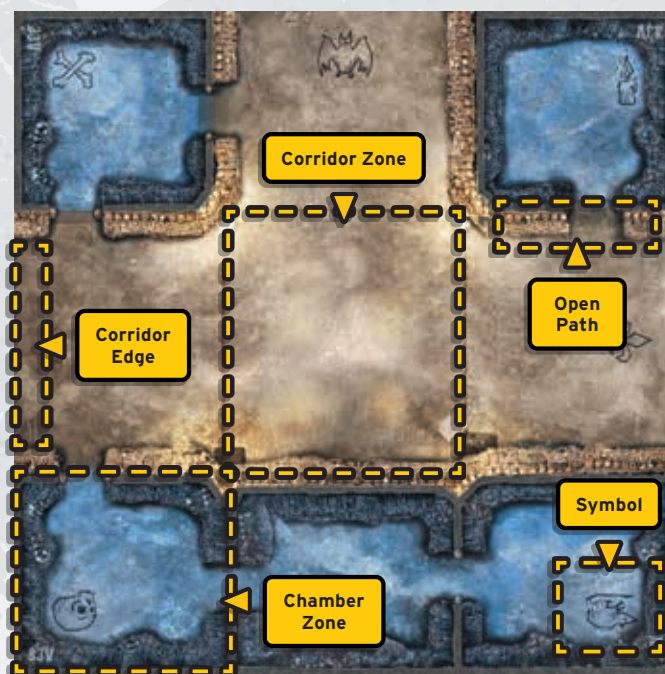


• CATACOMB CHAMBER ZONES

Catacomb Chamber Zones work like Building Zones. However, they do not have Doors.

Since the Catacombs are underground, some places are better lit than others. Dark Zone rules are not applied. Instead, by using the **Catacomb deck** (P. 10), players will determine whether daytime or nighttime rules are considered (see P. 14).

Each Catacomb tile will display 6 symbols: , , , , , and . These symbols will randomize the contents of the tile.



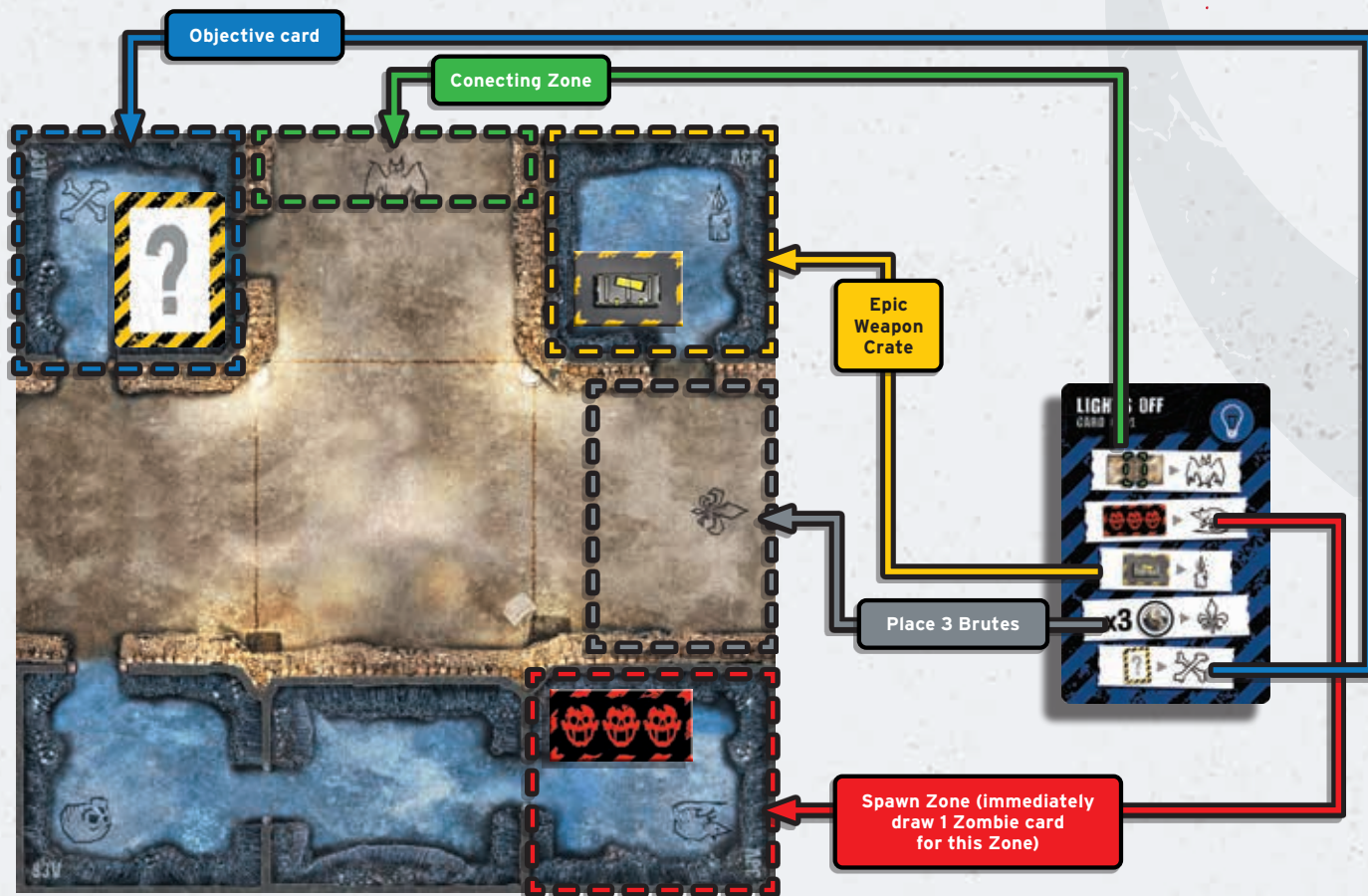
• EXPLORATION TOKENS

At the beginning of each Mission and whenever a Catacomb tile is placed or moved due to an Exploration Action (P. 11), place an Exploration token on all edges of the corridors as shown below. Whenever a Survivor performs an Exploration Action, remove the Exploration token from that Zone. This Zone is considered the Explored Zone.



• THE CATACOMB DECK

Whenever a new Catacomb tile is placed or moved as a result of an Exploration Action, draw the top card of the Catacomb deck and place the element listed on their respective symbols. The elements may be an Epic Weapon Crate, a new Objective card, a Spawn token, or a Zombie type.



The Lights ON symbol represents all Catacomb tiles are lit and daytime rules apply.



Some cards have the Lights OFF symbol. This symbol represents all Catacomb tiles are in the dark and nighttime rules apply.

• PLAYING WITH THE CATACOMBS

In order to play with the Catacomb tiles, set aside the Starting Catacomb tile indicated in the respective Mission. Place the Exploration tokens as indicated, shuffle the Catacomb deck, and keep it close to the players.

A new Action is introduced in this expansion: the **Exploration Action**.

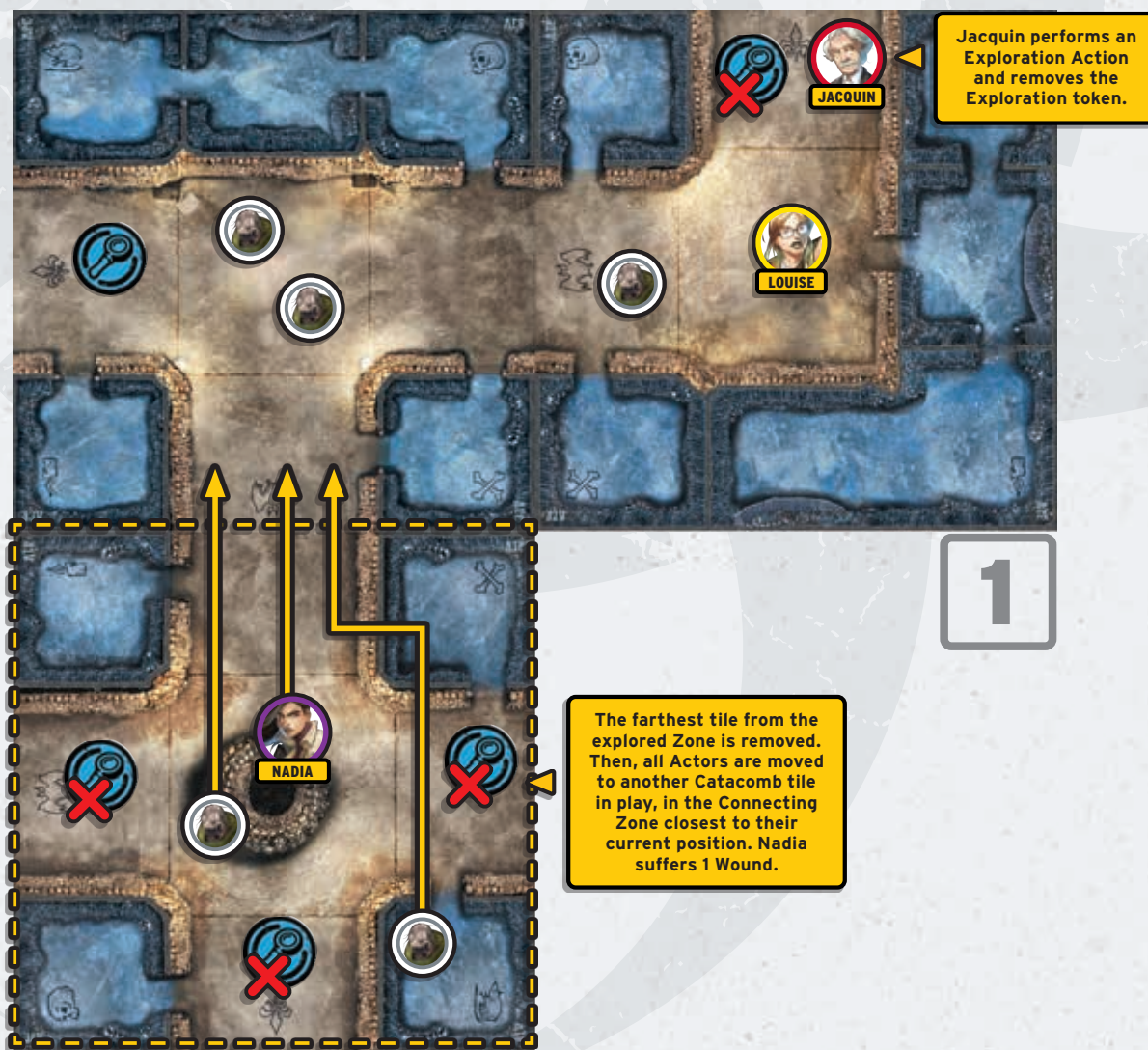
If there are no Objective cards on the board, a Survivor in a Zone with an Exploration token may perform an Exploration Action. When they do, proceed as follows:

1. Remove the Exploration token from that Zone. Then, randomly choose a Catacomb tile and place it next to the Explored Zone (the Zone from where the Exploration token was removed). If there are no unused Catacomb tiles, remove the tile that is farthest from the Explored Zone (if tied, players choose).

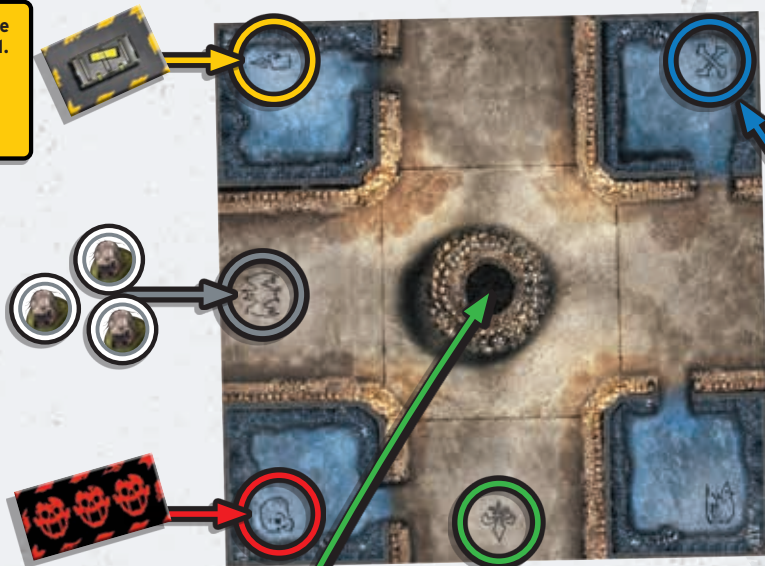
All Actors on the removed tile are immediately placed on another Catacomb tile in play, in the closest Connecting Zone to their current position. **Any Survivors moved this way suffer 1 Wound.**

2. Draw a Catacomb card and place the new tile according to the symbol indicated on that card. The new tile is always oriented so the Connecting Zone icon is placed next to the Survivor who did the Exploration Action. Then, place all tokens and miniatures as shown on the Catacomb card. When the Spawn token is placed, **immediately draw a Zombie card for its Zone**. Place an Exploration token on all edges of the corridors.

Being underground, the Catacombs follow a different set of rules for night and day. Whenever the drawn Catacomb card shows a Lights ON  symbol, the corridors and chambers are lit up and **daytime** rules apply for all Catacomb tiles. If the card shows a Lights OFF  symbol instead, Survivors are in complete darkness and **nighttime** rules apply. If the Mission map also contains Street tiles, those still respect the Clock rules (P. 14).



Draw a Catacomb card and connect the new tile according to the symbol indicated on that card. Then, place all tokens and miniatures as shown on the Catacomb card.



2



The Connecting Zone icon is always placed next to the Survivor who did the Exploration Action.



When the Spawn token is placed, immediately draw a Zombie card for its Zone.



• PUBLIC GROUNDS

Paris has no shortage of beautiful parks and green areas where people can enjoy sunny days and fresh air... Except they're not that beautiful anymore, and the people still around will likely try to make a picnic out of you.

Public Ground Zones are open areas that count as Street Zones for all game purposes.



• EIFFEL TOWER

One of the 7 Wonders of the Modern World and a favorite spot all-around. It looks a lot less romantic now, and the elevators have stopped working. Still, it's a nice view from the top, if you can make it.

The Eiffel Tower has 2 different entrances (using the stairs on either side).

Survivors standing on the top of the Eiffel Tower do not have Line of Sight to Street Zones below it.



KO / R.I.P. RULES

Give us a heads-up next time you plan on doing something like that, so at least we can place bets.

Classic *Zombicide* games are lost whenever a Survivor is eliminated. This may not be the case if playing a Campaign using these rules. Using the KO rules provides some extra time to save a fallen comrade before they die 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 ongoing one). They can be taken by another Survivor using a Take an Objective Action. If they are not taken by the deadline, well... they're dead.

- If the KOed Survivor is taken, place their miniature on their own Dashboard. The KOed Survivor is not dead but cannot be played until the next Mission.

- If the KOed Survivor is **not** taken, they are **dead** for good. Remove their miniature. Check the Mission's Objectives, as they may state it is lost whenever a Survivor dies. The dead Survivor cannot be played until the end of the Campaign.

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

The dead Survivor's player chooses another Survivor for the next Mission, starting with a new Campaign Sheet (P. 17). Choosing another Survivor results in a loss of all Equipment, CXP, Bonus Actions, and Campaign Skills (P. 18). **Campaign Achievements, on the other hand, are kept from a dead Survivor to their successor.**

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

THE CLOCK AND NIGHT RULES

Through trial and error, we discovered zombies are pretty much blind at night. They'll aimlessly follow noise and artificial light sources to wherever they point at. Try to use this to your advantage, but don't think they are less dangerous because of that.



As an advanced form of First Player token, the Clock tracks the time passing as the Mission goes by. Sooner or later, night falls, enforcing its own dark rules.

Representing hours and the cycle of night and day, the Clock acts as the First Player token. The chosen Mission's description details the Clock's starting hour. From then on, the Clock is moved forward 1 hour during each End Phase, right before passing it to the next First Player.

Classic rules apply during **daytime (from 7am to 6pm)**.
Night rules apply during **nighttime (from 7pm to 6am)**.

The Clock and Night rules may be used during classic Zombicide games. In that case, use the current real hour as the Clock's starting hour as the game begins.

• NIGHT RULES

- Lines of Sight for Zombies are limited to Range 0.
- Lines of Sight for Survivors are limited to Range 0-1.
- Ranged Attacks have Accuracy 6 (rolling 6 is required to hit). Game effects altering Accuracy still apply (like +1 to dice roll: Ranged, for example). Automatic success, like throwing a Molotov, also still apply.

• LIGHT SOURCES



Flashlights have the Light Source keyword. A Light Beam token is set on the board whenever a Survivor uses one. The light cancels most Night rules, but attracts Zombies!

Some Equipment has the **Light Source** keyword and may be used to illuminate Zones **during nighttime**. These rules have no effect during daytime.

An Equipment with the Light Source keyword is turned **ON** under these circumstances:

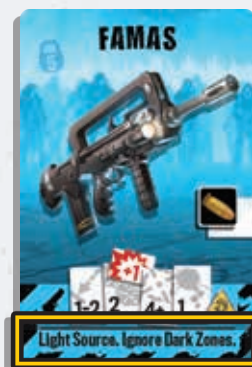
- The Survivor spends 1 Action to turn an Equipment with the Light Source keyword on.
- The Survivor performs a Search Action using a Flashlight.
- The Survivor declares a Ranged Action at Range 0-1 and chooses to use the Flashlight or has an Equipment with the Light Source keyword in their Hand Slot. The token is set before the Ranged Action is resolved.

Place a Light Beam token straddling 2 Zones: the Survivor's Zone and another adjacent Zone (no diagonals). The token follows the Survivor whenever they Move and is oriented in the direction of the player's choosing before the Survivor performs each Action. In case of a Ranged Action at Range 0-1, the other Zone covered by the token is automatically the target Zone.

An Equipment with the Light Source keyword is turned **OFF** under these circumstances:

- The Survivor spends 1 Action to turn the an Equipment with the Light Source keyword off.
- The Survivor Trades or discards the Equipment with the Light Source keyword they used to illuminate the Zones.

Remove the Light Beam token the Survivor created.



The FAMAS Equipment card has the Light Source keyword.

Zones illuminated by Light Beams are subject to the following rules:

- Actors may trace Lines of Sight to them as usual.
- Ranged Actions aimed at the Zone are no longer affected by nighttime Accuracy penalties.
- Right before the Zombie Phase, any Zombies having a Line of Sight to any Light Beams immediately perform a standard extra Activation. Then, the classic Zombie Phase is played as usual. Each Zombie may only get a single extra Activation per Game Round due to Light Beams. Keep in mind that Light Beams can be seen from very far, as Actors may trace Line of Sight to them normally!

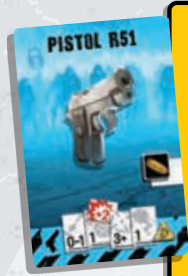
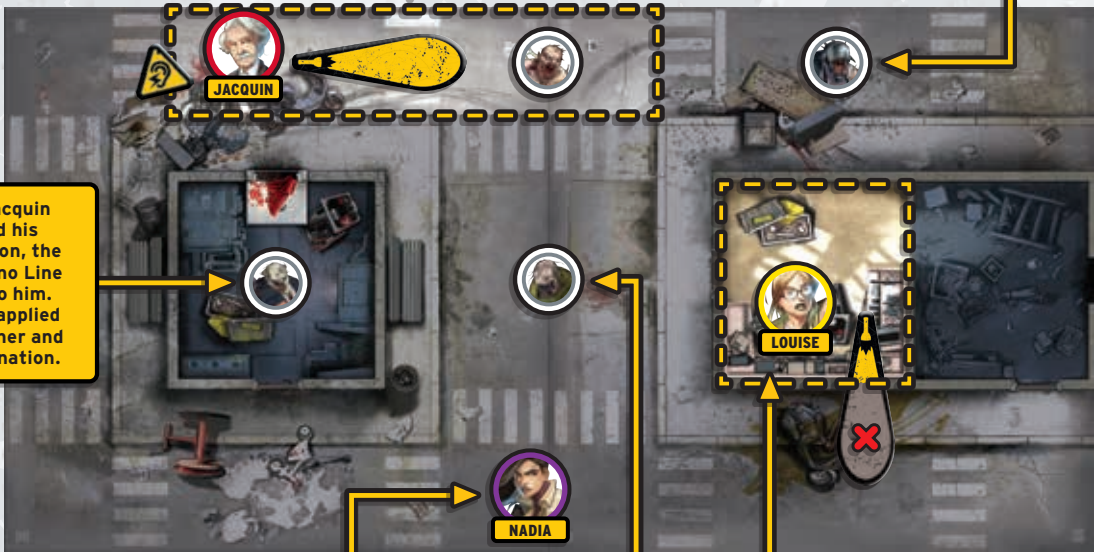
NOTE: A Light Beam does not illuminate through obstacles blocking Line of Sight like closed Doors or walls. It can be directed towards a wall to avoid illuminating a second Zone, though.



Night has fallen. Jacquin's Line of Sight is limited to Range 0-1 and Zombies are nearby. Jacquin may use his Double Barrel Hunting Shotgun against the Runner, but the night changes the weapon's Accuracy to 6. Jacquin performs a Ranged Action and turns his Flashlight on, for free, before the dice are rolled. A Light Beam token is set straddling both Jacquin's and the Runner's Zones. The Double Barrel's Accuracy is back to 4+, but both Zones are now illuminated.

Having Line of Sight to an illuminated Zone, the Abomination, the Runner, the Walker, and the Brute inside the room will get a free extra Activation right before the Zombie Phase. A single illuminated Zone is enough. Multiple illuminated Zones don't grant multiple extra Activations.

Before Jacquin switched his Flashlight on, the Brute had no Line of Sight to him. The same applied to the Runner and the Abomination.



Nadia has Line of Sight to the Walker's Zone (nighttime, Range 1). The Walker's Zone is in the dark, thus changing the R51's Accuracy to 6. On the other side of the street, the Runner's Zone is illuminated and within the R51's Range. Nadia may fire at it without penalty. Note both the Runner and the Walker, being Zombies, have their Lines of Sight limited to Range 0, and thus can't see Nadia.

This Walker has Line of Sight to the Light Beam, yet doesn't see any Survivors. It will get an extra Activation right before the Zombie Phase and will Move towards the noisiest Zone: Jacquin's.

Performing a Search Action with a Flashlight, Louise has a Light Beam in her Zone. She chose to turn it towards the wall. Her own Zone is illuminated, but not the Zone behind the wall (the wall is an obstacle blocking Lines of Sight).



1



Yanis, who's at Yellow Danger Level, plays his Turn during nighttime. His 1st Action is a Ranged Action using his FAMAS against a Walker at Range 1. He turns the FAMAS' Light Beam on, for free, illuminating both Zones. The nighttime Accuracy penalties don't apply! The dice are rolled and Yanis eliminates the Walker.



2

As his 2nd Action, Yanis Moves up 1 Zone. His Light Beam is kept on, for free, and he points it towards the Door.

For his 3rd Action, Yanis Opens the Door in front of him using his Corkscrew. The building opens and Zombies are spawned as usual.

For his 4th (and final) Action, Yanis performs a Ranged Action with his FAMAS aimed at the Walkers' Zone. He shoots one down and his Turn ends. Both his Zone and the Walker's are illuminated by the Light Beam.

3

Right before the Zombie Phase, players check for Zombies having a Line of Sight on any Light Beams. That's the case for the Walkers. Both of them immediately perform an extra Activation.

The Brute doesn't have Line of Sight on a Light Beam. It doesn't get an extra Activation.

4

The Zombie Phase now occurs normally. Yanis loses 1 Health to the Walker in his Zone. The other Walker moves to his Zone...

... and the Brute moves towards Yanis' Zone as well.

#04 CAMPAIGN RULES

The Campaign rules detailed in this chapter complete Zombicide's core and advanced rules, to be used specifically with the *Catacombs of the Undead* Campaign (P. 20).

CAMPAIGN SHEET

Remembering our life before the zombie outbreak can be painful, but it's also necessary. We can't forget who we were back then. Who we'll be again, once this is over. Right now, the past is just as important as the future.

During the Campaign, Survivors gain **Campaign Experience Points (CXP)** to earn Bonus Actions and Campaign Skills. The decisions made may unlock specific Achievements and change the course of the story.



The Campaign Sheet is used to track each Survivor's individual progress. As the Campaign begins, each Survivor gets their own Campaign Sheet from the sheetpad. Write down the Survivor's story!

The different sections are explained below. More details can be found on P. 18.



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

CXP BAR: Check the boxes as a Survivor earns CXP. Reaching the indicated Milestones grant the Survivor Bonus Actions or Campaign Skills.

CAMPAIGN SKILLS:
Each time a Survivor earns a Campaign Skill, choose 1 from the list and check the corresponding box.

SURVIVOR NAME:		PLAYER NAME:		
CXP 1 ☐ +1 Bonus Action OR +1 Campaign Skill 2 ☐ +1 Bonus Action OR +1 Campaign Skill 3 ☐ +1 Bonus Action OR +1 Campaign Skill 4 ☐ +1 Bonus Action OR +1 Campaign Skill 5 ☐ +1 Bonus Action OR +1 Campaign Skill 6 ☐ +1 Bonus Action OR +1 Campaign Skill 7 ☐ +1 Bonus Action OR +1 Campaign Skill 8 ☐ +1 Bonus Action OR +1 Campaign Skill 9 ☐ +1 Bonus Action OR +1 Campaign Skill 10 ☐ +1 Bonus Action OR +1 Campaign Skill 11 ☐ +1 Bonus Action OR +1 Campaign Skill 12 ☐ +1 Bonus Action OR +1 Campaign Skill 13 ☐ +1 Bonus Action OR +1 Campaign Skill 14 ☐ +1 Bonus Action OR +1 Campaign Skill 15 ☐ +1 Bonus Action OR +1 Campaign Skill 16 ☐ +1 Bonus Action OR +1 Campaign Skill 17 ☐ +1 Bonus Action OR +1 Campaign Skill 18 ☐ +1 Bonus Action OR +1 Campaign Skill 19 ☐ +1 Bonus Action OR +1 Campaign Skill 20 ☐ +1 Bonus Action OR +1 Campaign Skill		CAMPAIGN SKILLS (Choose 1) Break-in ☐ Dual Expert ☐ Free Reload ☐ Hidden Stash ☐ Hoard ☐ Hold Your Nose ☐ Home Defender ☐ Just All You've Got? ☐ Low Profile ☐ Night Fighter ☐ Point-Blank ☐ Sidestep ☐ Spare Parts ☐ Whodunnit ☐	BONUS ACTIONS (Choose per Mission) 1 ☐ ☐ 2 ☐ ☐ 3 ☐ ☐ 4 ☐ ☐ 5 ☐ ☐ 6 ☐ ☐ 7 ☐ ☐ 8 ☐ ☐ 9 ☐ ☐ 10 ☐ ☐ 11 ☐ ☐ 12 ☐ ☐ 13 ☐ ☐ 14 ☐ ☐ 15 ☐ ☐ 16 ☐ ☐ 17 ☐ ☐ 18 ☐ ☐ 19 ☐ ☐ 20 ☐ ☐	Equipment Kept

EQUIPMENT KEPT:
Write down the Equipment the Survivor will keep for the next Mission here.

CAMPAIGN ACHIEVEMENTS:
Write down the keywords epitomizing the Survivor's significant choices and feats here. They have an impact on Campaign events.

• CXP BAR

Each Survivor may earn up to 2 CXP per Mission:

- 1 for reaching the Orange Danger Level for the first time in the Mission.
- 1 for reaching the Red Danger Level for the first time in the Mission.

Reaching Ultrared Levels (Core rulebook P. 35) don't count. Some Missions may allow Survivors to earn additional CXP.

EXAMPLE: Fred reached the Orange Danger Level during the Campaign's first Mission, but not the Red Level. He earned 1 CXP and the player checked the 1 CXP box on Fred's Campaign Sheet. This CXP is earned for the entire Campaign (or until the Survivor dies).

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

CXP are earned as the Mission 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 Mission. Fred reaches the Orange Danger Level again, earning another CXP. He now has 2, which is enough to unlock a reward. The player chooses between a Bonus Action or a Campaign Skill.

• CAMPAIGN SKILLS

You'd be surprised by the amount of skills you develop when your life is on the line, things the "old you" never even imagined you'd be capable of.

The Survivor earns a Campaign Skill of the player's choosing among those available on the list. Check the corresponding box.

From then on, the Survivor gets the chosen Skill at Blue Level, in addition to any Blue Level Skills they already possess. It can be used immediately. Some Skills are new and detailed on P. 35.

EXAMPLE: Fred's player goes for the Night Fighter Campaign Skill. From now on, Fred has both Lifesaver and Night Fighter as Blue Level Skills. Night Fighter may even be used immediately!

• BONUS ACTIONS

Truth is, we're all exhausted. But zombies don't really care about it, do they? We can't slow down. We can't stop and hope things will turn out fine. I know it sounds hard, but you get used to it with time. Things almost get easier.

The Survivor earns a free Action to spend in any way they please **once per Mission**.

This reward may be selected multiple times across the Campaign. Check the corresponding number of Reserve boxes in the Bonus Actions' section. 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 Mission. Erase the Spent marks.

EXAMPLE: Marianne got the +1 Bonus Action reward 3 times over the course of the Campaign. She has up to 3 Bonus Actions to spend during each Mission, in any way the player pleases. Bonus Actions are recovered at the end of each Mission.



• EQUIPMENT KEPT

Keep rules (P. 6) allow Survivors to keep 1 Equipment from one Mission to the next. This section may be used to write down the list with a pencil for easier tracking.

• CAMPAIGN ACHIEVEMENTS

Did you just do what I think you did? Wow... Can you do it again?

Campaign Missions may either require an important decision to be made or get Survivors to perform a significant feat. The choice or feat may result in writing down a Campaign Achievement, usually a descriptive keyword (like Favorite Kid or Love Letter, for example) in the corresponding section of the Campaign Sheet.

Campaign Achievements are collective. They may have an impact on future Missions. Obtaining a specific Achievement may unlock special events, influence the behavior of Companions towards the Survivor, or change the course of the Campaign itself.

OBJECTIVE CARDS

Were it not for the zombie outbreak, maybe we would have never met. Or maybe we would have actually met, quickly cross paths during a busy day, and instantly forgot we ever saw each other. Real crazy circumstances brought us all together.



In Campaign Missions, Objective tokens are replaced with Objective cards. These cards are designed to be set in specific Zones or straddling doors. Their back blends in with the tile's environment. **Don't flip and read the Objective cards until a Survivor picks them up, as it would spoil the gaming experience!**

Epic Weapon Crates are not replaced with cards. These tokens are set and taken as usual.



• SETUP

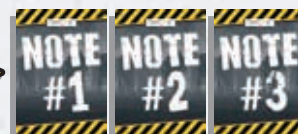
Each Campaign Mission has its own set of Objective cards, gathered in an **Objective set**. Make sure to take the right set for the chosen Mission and place the Objective cards as described on the Mission map. **For an easier setup, Objective cards display the number of the tile they are placed on.**

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

This is a basic Campaign Mission layout. Everything is the same, except the Objective tokens have been replaced with Objective cards. When a Survivor picks one up, the player reads it aloud and applies the corresponding game effects. Sometimes, choices have to be made! Also, please note the Epic Weapon Crates stay the same.



These are Notes. They may be picked up and read over the course of the game, according to situations or choices made with the Objective cards. For example, Objective card #06 may lead players to choose between two options. Each of them is then explained on its corresponding Note, #1 or #2.





• TAKING AN OBJECTIVE CARD

- Objective cards set in Objective Zones are taken in the same way as classic Objective tokens.
- Objective cards straddling doors are taken whenever the corresponding Door is opened.

NOTE: Unless otherwise stated, taking an Objective card does not grant AP.

Whenever an Objective card is taken, read it out loud for all the team to enjoy and apply the game effects described on the card. In descriptions, “the Survivor” designates 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 are discarded after their effects are resolved. Some of them may say to keep them revealed. Keep them faceup in the Zone they were picked up, or near the board, as reminders of game effects to apply. Survivor’s Skills do not trigger when an Objective card’s effect occurs.

EXAMPLE 1: When an Objective card spawns a Zombie, the Survivors in that Zone cannot use Skills such as Combat Reflexes, Sidestep, etc.

EXAMPLE 2: When an Objective card indicates for a Survivor to draw a card, this Survivor cannot use Skills such as Destiny, Search: 2 cards, etc.

• ACHIEVEMENTS, KEYWORDS, AND COMPANIONS

Objective cards may feature Achievements to write down on the Survivor’s Campaign Sheet (P. 17). Some Objective cards also feature capitalized keywords linking them to other Objective cards in a narrative way.

EXAMPLE: Fred takes an Objective card placed on top of a Door. The player reads it and discovers that the Door cannot be opened since a KEYCARD is needed. But when it is done, players may read Note #1. The Objective card is placed back on the Door. Later, Marianne takes an Objective card featuring a KEYCARD. The Door Fred previously found can now be opened. As soon as it is done, Note #1 is read.

Companions are always discarded after each Campaign Mission, unless otherwise stated by any specific Objective card or Mission setup.

#05 PARIZ CAMPAIGN: CATACOMBS OF THE UNDEAD

Catacombs of the Undead is a 10-Mission campaign for 6 Survivors set in Paris. Unless otherwise stated, play the Missions in order. It uses the core rules and all rules detailed in this expansion. Don’t forget to provide each Survivor with a Campaign Sheet!

During the *Pariz* Campaign, players will find 2 new elements: *Story Unfolds* is a box of text usually associated with the Achievements players have earned during the game. Read them carefully as they deeply impact the ebb and flow of the Campaign.

Players will also find the introduction of *Interludes*. These are small paragraphs to be read between missions. They are located in separated pages to avoid giving away spoilers.

CAMPAIGN COMPANION: LORÀNT

During the Campaign, Survivors will eventually meet Lorànt Béarn. From then on, the Survivor team starts each Mission with Lorànt as a Companion (Core rulebook, P. 33). During each Mission’s Setup, players agree about which Survivor is Lorànt’s Leader and place his miniature accordingly. Lorànt does not grant AP or CXP, but his abilities may evolve during the Campaign. They are detailed in each Mission’s Objective cards and Special Rules.

If Lorànt dies, the Campaign is lost.



Lorànt plays an important part in the Campaign. He might help Survivors figure out how the outbreak started, and maybe even how to stop it!

M1 - LIBERTÉ, ÉGALITÉ, FRATERNITÉ!

Medium / 90 minutes

Bastille Day! It seems everyone from Paris is outside enjoying nice weather and holiday festivities. With so much going on at the same time, it's difficult to tell exactly when the shouts of joy became screams of terror. It all began at the sight of the first zombie biting someone else. Chaos ensued, but even with police and military forces trying to keep things under control, the undead outbreak was inevitable. Curiously, there seem to be a lot of zombies in weirdly accurate historical paraphernalia. Hard to know if a troupe of reenactors got bitten, or if the long-dead are somehow popping out of their graves. We better look for somewhere safe to hole up before trouble we can't handle finds us.

Tiles needed: 8R, 31R, 32R, 33R, 34R, & 35V.



OBJECTIVES

Happy Bastille Day. Accomplish these Objectives in this order:

1- Take all the Objective cards.

2- Reach the Exit Zone with all Survivors. A Survivor may escape through this Zone at the end of their Turn for free as long as there are no Zombies in it.

Starting hour: **7am.**

SPECIAL RULES

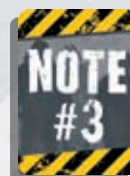
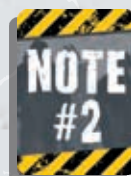
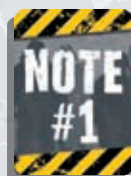
Setup.

- Place any 6 Tree tokens randomly as indicated on the map.
- Place 6 Epic Weapon Crates as indicated on the map.

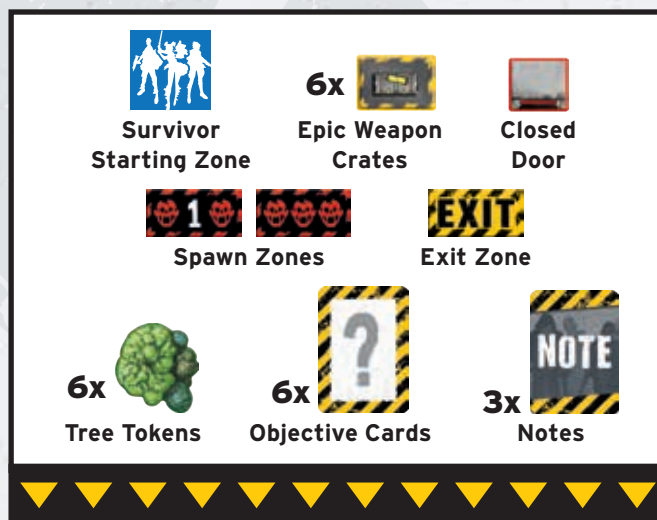
Jammed! The Red Door cannot be opened.

First Things First. As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.



33R	31R
34R	32R
35V	8R



M2 - LORÀNT, THE GREATEST

Medium / 75 minutes

"As the greatest Napoleon scholar in Europe, I was conducting ground-breaking research on some of the relics acquired by the Emperor and their mythical value. Stuff of legends, or so I thought, until today, of course. I was headed to a nearby church that has a large archive of historical documents. Few people know about the place, only the VIPs at the academy, of which I'm one, naturally. The archive is underground, in a hidden alley in the Catacombs, so it must be safe. Now, I understand the tragedy of recent events, but you must admit it's quite fascinating! I might be on the verge of an astonishing discovery about... Wait, why are you looking at me like that?"

Our new friend is completely oblivious to the zombies closing in around him and seems to enjoy the sound of his own voice a bit too much. If we nod and pretend to be listening, we might get to that underground alley he mentioned and enjoy some moments of silence. I'm feeling more like a VIP every minute.

Tiles needed: 5R, 9R, 29V, 30V, 34V, & 35R.

• OBJECTIVES

I Know For a Fact. Take Lorànt to the old church.
Starting hour: 1pm.

• SPECIAL RULES

- **Setup.** Place 6 Epic Weapon Crates as indicated on the map.

THE STORY UNFOLDS:

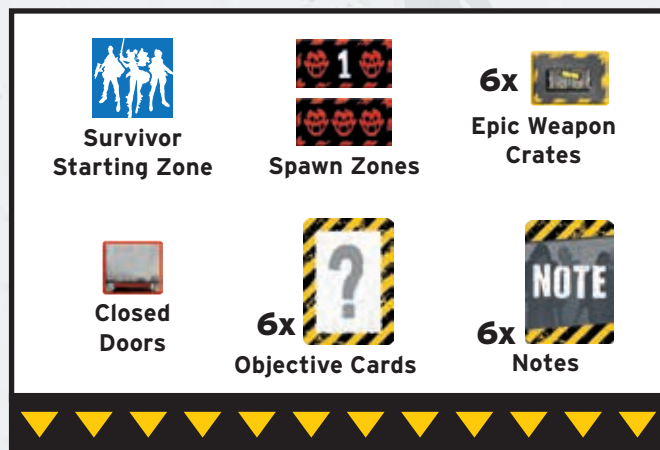
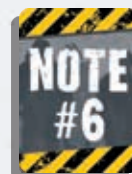
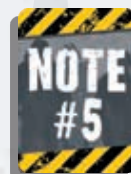
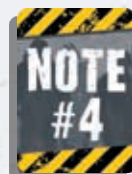
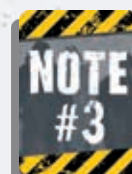
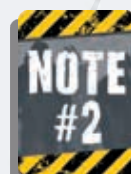
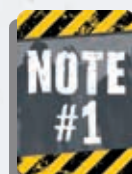
If the Survivors **do not** have the FAVORITE KID Achievement, place 1 Abomination in the Starting Spawn Zone.

- **Blocked Entrances.** The Red Doors cannot be opened by any means.

- **Scientific Curiosity.** Lorànt starts the Mission as a Companion. He has the Low Profile Blue Skill. He must Survive. If Lorànt dies, the Mission is lost.

- **Look Out!** As long as a Zone has an Objective card, apply the following rules:
 - This Zone cannot be Searched.
 - Its Epic Weapon Crate cannot be taken.

34V	35R
9R	5R
29V	30V



M3 - THE RAIDERS OF THE LOST... WELL... BOOK!

Very Hard/ 90 min

"It's not guaranteed that my findings will actually reverse the zombie plague... wait, WAIT! Let me finish! It's just that this theory is a better option than shooting everything that moves until your ammo is gone. You're just prolonging your own march to join the dead, no? There are too many coincidences between these events and historical happenings in my field of research. The infection on its own is amazing, but have you noticed how some of the zombies are a bit too violent? Almost like there's a hidden power that controls them? No?... Well, they ARE. The knowledge we seek comes from ancient Egypt, brought back to France by Napoleon. It's well hidden, but I know what to look for. Search for Ankhs carved on the stones. They'll show us the way."

So, we're in a wild book chase. What are the odds that we actually find something more useful against zombies than bullets? By the way, we'll need lots of bullets. The Catacombs were always filled with dead people, but their eternal slumber was cut short and they seem pretty grumpy about that.

Tiles needed: 31V, 32V, & 33V.

• OBJECTIVES

The Secret Path. Accomplish these Objectives in this order:
1- Find 3 Ankh Symbols and the Exit Zone of the Catacombs.
2- Reach the Exit Zone with all Survivors. A Survivor may escape through this Zone at the end of their Turn for free as long as there are no Zombies in it.
 Starting hour: **7pm.**

• SPECIAL RULES

• Setup.

- Shuffle Objective cards #1-#3 and place them on top of Objective card #4. This is the Objective deck for this Mission.
- Draw a card from the Objective deck and place it facedown in the indicated Zone on the map.
- Draw a Zombie card for the Starting Spawn Zone.
- Place 4 Exploration tokens as indicated on the map.
- Place 3 Walkers as indicated on the map.

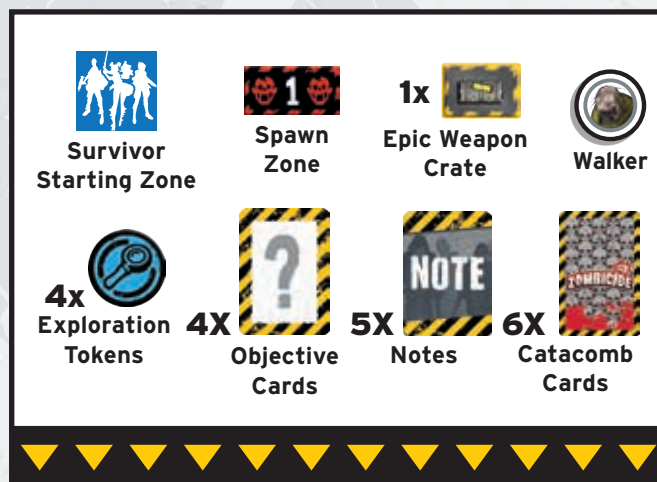
• **Case Study.** Lorànt starts the Mission as a Companion. He has the Low Profile Blue Skill. He must Survive. If Lorànt dies, the Mission is lost.

• **Like Indy.** When a new tile is discovered, draw 1 Objective card from the Objective deck and place it as indicated on the Catacomb card.

• **Lights On!** Consider daytime rules for all purposes until a Catacomb card is drawn.

• **Happy Ending?** At the end of the Mission, read Note #5.

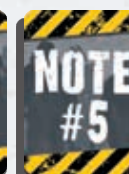
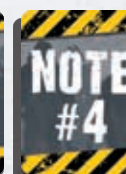
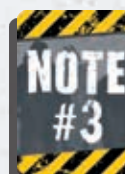
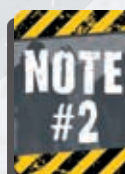
• **What's Going on Here?** As long as a Zone has an Objective card, that Zone cannot be Searched.



31V

32V

33V



STARTING INTERLUDE: THE HIDDEN LIBRARY

To be read after finishing Mission 3.

It's hard to keep track of time down here, but we've been in this ancient library for a long time, searching book after book after scroll. It was hard to keep our hopes up as well, until...

"I found it! This is what I was talking about! It's right here, you see? It's a tale from the time of Pharaoh Akhenaten. Legend says the gods cursed his reign, but one of his priests was able to stop a plague that raised the dead against their own people. Sound familiar? This priest crafted a mysterious concoction used to control the zombies and put them back to rest. The Pharaoh kept enormous quantities of this substance in canopic jars in case the dead ever rose again. These canopic jars, or what is left of them, are HERE, in Paris. Napoleon brought them back from his Egyptian military campaign. You could actually see them in museums until they were all acquired by Frederic Delamarre, a billionaire obsessed with Napoleon, or rather, his idea of the Emperor. He purchased many priceless pieces of history, called them 'treasures', and kept them out of the public eye. I can't count the number of times I applied for a private viewing of his collection and was denied.

Seems like a really long shot to literally bet our lives on an ancient legend. On the other hand, a billionaire's mansion seems like the type of headquarters we could use, if we can get to it. Private power generators, enhanced security systems, well-equipped, well-provisioned, a heated indoor pool... Better to wait for the world to end there than out in the streets, right? The scholar is having a lucky day. We're about to go on a field trip.

THE STORY UNFOLDS:

If Survivors have the OLD TOME Achievement, all Survivors gain 1 CXP.

THE PLAYERS MAKE A CHOICE AND PLAY THE CORRESPONDING MISSION:

- Continue through the Catacombs to reach Delamarre Manor. Play Mission 4.
- Return to the surface and reach Delamarre Manor through the streets. Play Mission 5.

M4 - CHASE YOUR DREAMS

Hard/ 90 min

Having a decent idea of our current location and the way to Delamarre's mansion, we choose to stay underground, where most zombies are little more than a pile of old bones. Plus, we hear a lot of explosions coming from the surface, invading from above into the dead silence of this place. Down here, however, we can hear people laughing, talking, and even shouting, luring everyone in the same direction, dead included. Don't tell me you're not curious.

Tiles needed: 9R, 31V, 32V, 33V, 34V, & 35R.

• OBJECTIVES

Reach Delamarre's Manor. Accomplish these Objectives in this order:

1 - Find a way to destroy the Guillotine. After destroying the Guillotine, ALL Survivors gain 1 CXP.

2 - Reach the Exit Zone with all Survivors. A Survivor may escape through this Zone at the end of their Turn for free as long as there are no Zombies in it.

Starting hour: 1pm.

• SPECIAL RULES

• Setup.

- Place 5 Epic Weapon Crates as indicated on the map.
- Place Zombie Marie Antoinette, an Abomination, and 4 Walkers in the same Zone as the Guillotine token.

• **Theory and Practice.** Lorànt starts the Mission as a Companion. He has the Low Profile Blue Skill. He must Survive. If Lorànt dies, the Mission is lost.

• **Sturdy Guillotine.** The Guillotine cannot be eliminated as usual. The Survivors must find a way to destroy it.

• **Different Worlds.** This Mission contains two separate boards. Only boards with Survivors on them are considered in play. Do not draw Zombie cards for Spawn Zones or Activate Zombies on a board without Survivors.

• **Open Building.** Do not draw a Zombie card for the Dark Zone (with the Trapdoor) on tile 34V.

• **Clear View.** Catacomb tiles are considered daytime regardless of the Clock.

• **Check This First!** As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.



Survivor
Starting Zone

5x



Epic Weapon
Crates



Spawn Zones



Exit Zone

2x



Trapdoors



Guillotine Token



Open Door



Walker Brute



Abomination



Zombie Marie
Antoinette



5x

Objective Cards



4x

Notes



33V

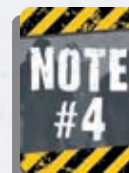
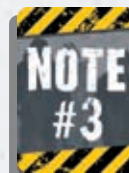
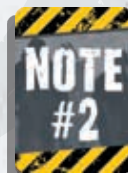
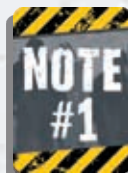
34V

31V

9R

32V

35R



M5 - LUXEMBOURG GARDENZ

Hard/ 90 min

After completely losing track of time down in the Catacombs, sunlight and fresh air are a welcome relief - at least as fresh as air gets with zombies around. We reach the surface through a manhole, not that far from the Delamarre Manor. The place used to have an amazing view of the Luxemburg Gardens, but now, it looks more like a military bomb range.

Tiles needed: 2R, 3V, 31R, 32R, 33R, & 35V.

• OBJECTIVES

Reach Delamarre Manor. Accomplish these Objectives in this order:

1- Find a way to open the Green Door.

2- Reach the Exit Zone with all Survivors. A Survivor may escape through this Zone at the end of their Turn for free as long as there are no Zombies in it. When a Survivor reaches the Exit Zone, they gain 1 CXP.

Starting hour: **2pm.**

• SPECIAL RULES

• Setup.

- Place 5 Tree tokens randomly as indicated on the map.
- Place 6 Walkers and 2 Brutes as indicated on the map.
- Place 5 Epic Weapon Crates as indicated on the map.

• Trial and Error. Lorànt starts the Mission as a Companion. He has the Low Profile Blue Skill. He must Survive. If Lorànt dies, the Mission is lost immediately.

• Locked Gate. The Green Door cannot be opened.

• A Matter of Priority. As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.

2R	31R
3V	32R
35V	33R



M6 - IS THIS THE REAL LIFE?

Hard / 90 minutes

Delamarre Manor is impressive. One could easily get lost for days in this place. Something feels odd, though. For starters, getting in was much easier than we expected, what with the garden gates completely open. The place looks abandoned but well-kept at the same time. We can only guess there are employees hiding somewhere, if they're still alive. Also, where's Delamarre?
We have a lot of ground to cover, so we better start soon.

Tiles needed: 3V, 4V, 9V, 31R, 32R, & 35V.

• OBJECTIVES

The Collector. Find Delamarre.
Starting hour: 4pm.

 Survivor Starting Zone	 Spawn Zones
5x  Epic Weapon Crates	5x  Tree Tokens
 Closed Doors	 Walker
	 Brute
5x  Objective Cards	4x  Notes

32R	31R
3V	4V
35V	9V



• SPECIAL RULES

• Setup.

- Place 5 Tree tokens randomly as indicated on the map.
- Place 3 Walkers and 3 Brutes as indicated on the map.
- Place 5 Epic Weapon Crates as indicated on the map.

• **Peer Review.** Lorant starts the Mission as a Companion. He has the Low Profile Blue Skill. He must Survive. If Lorant dies, the Mission is lost immediately.

• **Locked.** The Green Door cannot be opened.

• **Luxury Guests.** The Blue Spawn Zone is active from the start of the Mission. Whenever a Zombie card is drawn for the Blue Spawn Zone, draw it at 1 Danger Level higher (max: Red).

• **Delamarre's Secrets.** As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.





SECOND INTERLUDE: WHAT TO DO NOW?

To be read after finishing Mission 6.

We're all confused and running out of breath. Lorant looks like he lost a fight with a truck. We chased Delamarre until we lost sight of him. Then, we tracked the piles of powder from the canopic jar until we found an entrance to the underground. Our best guess is that he's going through the Catacombs, and zombies all around seem to be reacting to the dust he's leaving behind.

"You... You all saw that, right? How Delamarre seemed to control those things once he ingested the powder? Or, at least, they looked a lot angrier when they touched it. I'm certain Delamarre sees himself as some sort of 'Emperor of the Undead', but how can he possibly be sure of what he can do with the concoction? Oh, who am I kidding, the man would never think this through. He's not a scholar. Speaking of which, my theory wasn't exactly wrong, now was it? Aren't you glad you followed me for all this? Right now, I think we should at least try to understand what this concoction is made of. I might know someone who can help, if he's still alive. His name is Surat, a colleague of mine, a well-known chemist, and a very good Professor. Once this is dealt with, I must figure out how in the world I'll present this study to the academy. Is there such a thing as a Zombie Doctorate, or anyone even peer-reviewing articles about the zombie plague? Does this make me the greatest zombie scholar in the world? Maybe I should simply post everything on social media...

Maybe the powder also affects living beings and has driven our scholar insane... Except he always sounded like that. In any case, our path ahead looks quite straightforward. We get back to the Catacombs, take down the egomaniacal billionaire, and deal with every zombie that crosses our path. Simple plan for simple people, just how I like it.

M7 - LORANT, THE HERO

Very Hard/ 90 min

The Catacombs somehow seem dustier, and we can only guess it's because Delamarre has been scattering that ancient stuff everywhere. Zombies down here certainly look angry, although it's a little hard to tell. Can't really say I missed this place, but at least we caught up to our guy. He took a wrong turn and got a little cornered. The monstrosity coming at us looks mightily affected though, as Delamarre yells that this is one of his "Generals".

There are too many things to worry about in here. The big guy we need to slow down, the crazy billionaire we have to catch, and I don't like how Lorant suddenly wants to join in the fight.

Tiles needed: 31V, 32V, & 33V.



• OBJECTIVES

Defeat the Generals. Accomplish these Objectives in any order:

- Find Delamarre.
- Eliminate all Abominations.

Then

- Reach the Exit Zone with all Survivors. A Survivor may escape through this Zone at the end of their Turn for free as long as there are no Zombies in it.

Starting hour: **7pm**.

• SPECIAL RULES

• Setup.

- Shuffle Objectives cards #1-#3 and place them on top of Objective card #4. This is the Objective deck for this Mission.
- Draw a card from the Objective deck and place it in the indicated Zone on the map.
- Place 3 Exploration tokens as indicated on the map.
- Place 3 Walkers, 4 Brutes, and an Abomination as indicated on the map.
- Place an Epic Weapon Crate as indicated on the map.

THE STORY UNFOLDS:

"I've spent enough time hiding in the background. If I want to make a difference in the world, I'll have to take action! The rest of you, follow me!"
No disrespect to Lorant, but we have bigger, meaner things to care about right now. We charge against the General while the scholar charges in a completely different direction, and we soon lose sight of each other.

If the Survivors have the HIDDEN GEMS Achievement, read **Note #1**. Otherwise, remove Lorant from the game.

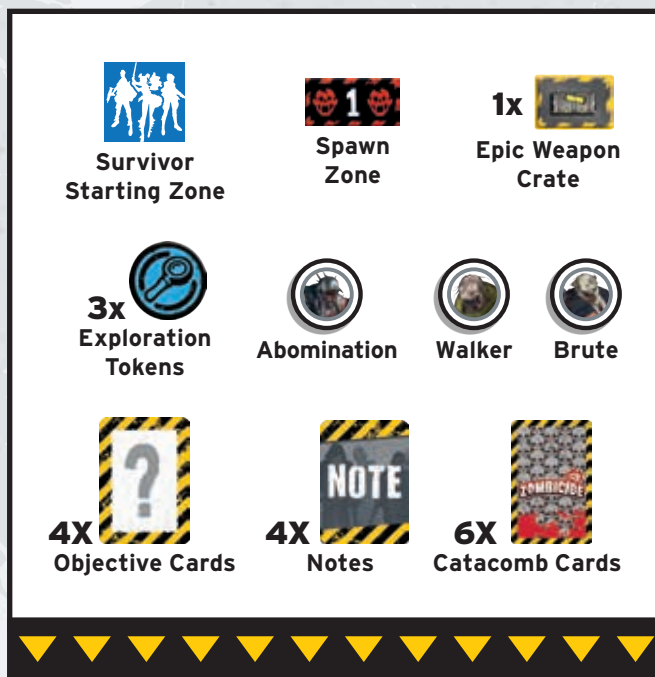
- **The First General.** The Abomination that starts the Mission on the board cannot be eliminated by any means. He has the following special abilities:

- He is considered a Spawn Zone.
- At the beginning of each Zombie Phase, all other Zombies in his Zone gain 1 extra Activation.

- **High Rank.** When an Abomination Zombie card is drawn, do not spawn any Abominations. These cards only give Extra Activations for Abominations already in play. If there are no Abominations on the board when an Abomination Zombie card is drawn, nothing happens.

- **My Precious.** If a Survivor holding Napoleon's Marengo Saber dies, the Mission is lost.

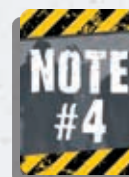
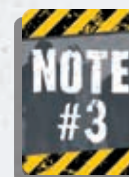
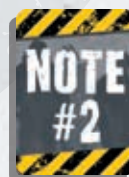
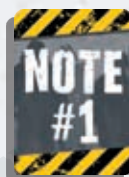
- **Is it Safe?** As long as a Zone has an Objective card, that Zone cannot be Searched.



33V

31V

32V





M8 - LA RÉSISTANCE

Very Hard/ 120 min

With all the mayhem caused by Delamarre down in the Catacombs, it's no surprise we couldn't find Lorant again. If he survived, it's likely he'll follow the plan and go find Professor Surat. At least he has some idea of where to find him, while all we have is his name. But looking around, maybe just his name will be enough. The streets are filled with young people, most look like college students. There are La Résistance flyers and flags everywhere, and the movement seems to have grown quite a bit since we last encountered them. Sure enough, one of the kids points us in the direction of the right University. Now it's only a matter of the man still being there and still being alive with all the undead students roaming around the halls.

Tiles needed: 1R, 2R, 3R, 29V, 31R, 32R, 33R, 34V, & 35R.

• OBJECTIVES

A Song of Angry Zombies. Accomplish these Objectives in any order:

- Find Professor Surat.
- Find the Professor's improvised lab.

Then

- Find the Exit Zone and reach it with all Survivors. A Survivor may escape through this Zone at the end of their Turn for free as long as there are no Zombies in it.
- Starting hour: **2pm**.

• SPECIAL RULES

• Setup.

- Shuffle these 5 Tree tokens: 1 Runner, 1 Brute, 1 Walker, 1 Equipment, and 1 Epic Weapon. Place them randomly in the indicated Zones on the map.
- Set aside the Accordion Player Brute miniature.
- Place 6 Epic Weapon Crates as indicated on the map.

• Beyond the Barricade. As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.

32R	33R	31R
34V	3R	35R
1R	29V	2R



 Survivor Starting Zone	 1 Spawn Zones	6x  Epic Weapon Crates
 Closed Door	5x  Tree Tokens	6x  Objective Cards
		6x  Notes



M9 - TOURISTZ

Very Hard/ 120 min

Delamarre is, as we suspected, crazy. No surprises there. Now, it's only a matter of finding and stopping him. According to Professor Surat, if he believes himself to be in control of the zombies and if his goal is to assemble the biggest possible zombie army, then he's probably looking to disperse the rest of the concoction from somewhere high above while surrounded by a high concentration of undead.

...We're all thinking of the same place, right?

The area of the Eiffel Tower was probably the busiest in Paris because of the Bastille Day celebrations. If most of the tourists turned into zombies, the horde should still be around. Fewer things are scarier than an army of furious zombie tourists, so let's get there fast to stop it before it happens.

Tiles needed: 6R, 7R, 29R, 30R, 31R, 32R, 33R, & 34R.

• OBJECTIVES

Vive la Révolution! Accomplish these Objectives in this order:

- 1- Find a way to eliminate the Blue and Green Spawn Zones.
- 2- Find Delamarre.

Starting hour: 2pm.

• SPECIAL RULES

• Setup.

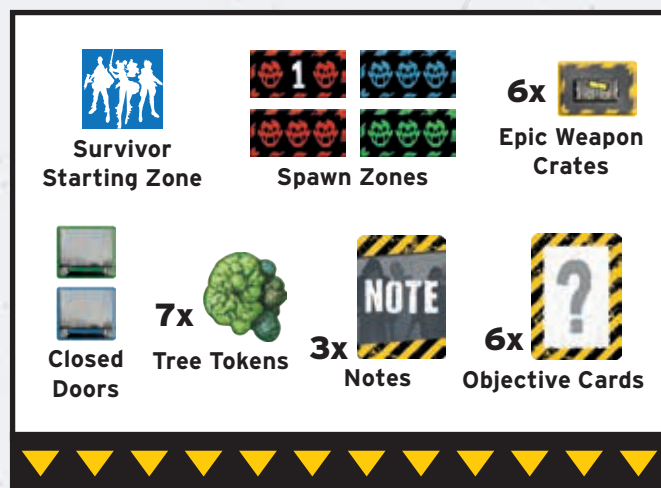
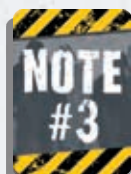
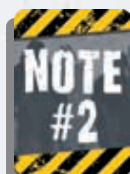
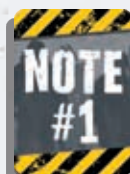
- Place 7 Tree tokens randomly as indicated on the map.
- Place 6 Epic Weapon Crates as indicated on the map.

• **Zombie Line.** The Blue and Green Spawn Zones are active from the start of the Mission.

• **Jammed Doors.** The Green Door cannot be opened until the Green Spawn Zone is eliminated. The Blue Door cannot be opened until the Blue Spawn Zone is eliminated.

• **Secrets de la Résistance.** As long as a Zone has an Objective card, that Zone cannot be Searched and the Epic Weapon Crate cannot be taken.

29R	30R
31R	32R
33R	34R
7R	6R



M10 - EIFFEL TOWER DEFENSE

Very Hard / 90 minutes

Feels like we're back where it all started: the Eiffel Tower, Champ de Mars. As crowded as ever, but with fewer fireworks today.

Defeating Delamarre did not mean our job was over. It feels like that dusty concoction got scattered far and wide, even if he never accomplished his plans of reaching the top of the Tower like we did. If the zombies on the way up don't kill you, it sure feels like the stairs might. But that seemed better than staying out in the open, getting attacked from all sides.

We weren't the first ones to think of that, either, since we found a couch and an old transmission radio up here, with no sign of its owner. Let's hope someone got our S.O.S. message. But even if we're on our own, we'll stand our ground and handle every undead thing that dares approach our Tower for as long as we can.

Tiles needed: 29R, 30R, 31R, 32R, 33R, & 34R.



• OBJECTIVES

Keep Calm and Carry on Shooting! Accomplish this Objective:

- Survive until reinforcements arrive.

Starting hour: 1pm.

• SPECIAL RULES

• Setup.

- Place 3 Survivors in each Survivor Starting Zone.
- Place 8 Tree tokens randomly as indicated on the map.
- Place 4 Epic Weapon Crates as indicated on the map.
- Place Zombie Marie Antoinette and 7 Walkers, 2 Runners, and 1 Brute as indicated on the map.
- Place 3 Noise tokens on each highlighted Zone. They are permanent and cannot be removed during the End Phase.

• **Emergency Siren.** The highlighted Zones are always considered the noisiest Zones on the map.

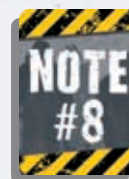
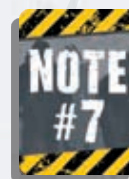
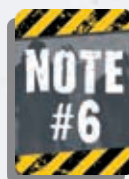
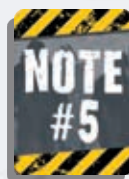
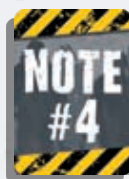
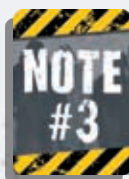
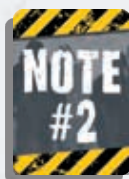
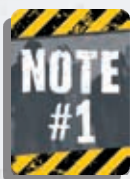
• **Zombie Tourists.** At the end of each Zombie Phase, place 1 Walker in each Dark Zone inside the Eiffel Tower.

• **Conscience de Classe.** Whenever an Objective card is revealed, the Survivor with the least AP earns 5 AP.

• **Last Resort.** At the end of the Player Phase, if there are 8 or more Zombies inside the Eiffel Tower Zones, the Mission is lost.



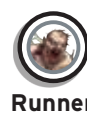
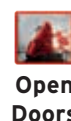
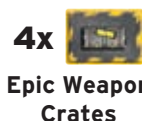
29R	30R
31R	32R
33R	34R



Survivor
Starting Zones



Spawn Zones



Runner



Walker



Brute



Zombie Marie
Antoinette



Guillotine
token



Highlighted Zone
with permanent
Noise tokens



6x
Objective Cards



8x
Notes

EPILOGUE

A few weeks have passed since what was now called "The Battle for the Eiffel Tower." If you're wondering, things didn't go back to normal. It's hard to tell if they ever will or if we should just get used to undead roaming the city.

Some areas are relatively safe, but most of Paris was abandoned to the zombies, at least for now. We still have hopes of slowly getting our home back from the undead.

As for our friends, we made some and we lost some. That's the reality of a zombie outbreak. Not all of us survived everything that's happened since Bastille Day. We were considering Lorant to be one of the lost ones, until our radio went on one day. It wasn't a Survivor sending us a message, but an international news broadcast!

"With the situation in [static] relatively under control against the so-called 'zombie outbreak', the city of [static] received its first international survivors. The group of people arrived today from Paris in a private plane originally belonging to the infamous billionaire Frederic Delamarre, confirmed dead. The group was composed of previous members of Delamarre's staff, namely his Head of Security, a member of his cooking staff, and one of his butlers. The trio was accompanied by French scholar Lorant Béarn, who was responsible for the recovery of hundreds of priceless historical artifacts from Delamarre's private collection. The recovered items will be incorporated into the collection of local museums. Lorant is being called "a Hero of ancient History" and should receive both an award for bravery and an honorary doctorate degree as soon as things normalize in the city."

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

+1 Free All-Out [Action type] Action: The Survivor has 1 extra free Action of the specified type (Combat, Melee, or Ranged) to go All-Out with. This Action may only be used to perform an Action of the specified type.

Double-Strike: After dealing hits with a Melee Attack, the Survivor may immediately perform 1 Ranged Action for free.

Camaraderie: Once per Player Phase, the Survivor may perform 1 free Action immediately before or after another Survivor in their Zone performs an Action.

Hidden Stash: The Survivor may keep 2 Equipment cards instead of 1 at the end of each Mission.

Ignore 1 Break: This Skill may be used once per Game Round, right after a Combat Action roll. The Survivor ignores all Break results for this single Action roll.

Night Fighter: The Survivor's Ranged Attacks performed during nighttime have Accuracy 5+ (rolling 5 or more is required to hit). Game effects altering the Accuracy still apply (like +1 to dice roll: Ranged, for example). Automatic successes, like throwing a Molotov, also still apply.

Night Vision: The Survivor ignores Night rules and Dark Zone rules (Core rulebook P. 33).

Parrying Blow: The Survivor ignores the first Wound they would receive during each Zombie Phase. If a Wound is ignored this way, they may eliminate 1 Walker or Runner in their Zone.

Roll 6: 2 Damage: If a 6 is rolled during a Combat Action with this weapon, it is considered to have a Damage value of 2. Game effects that allow re-rolls must be used before determining the Damage bonus granted by this Skill.

Spare parts: Each time the Survivor gets 1 or more Break results during a Melee or Ranged Attack, they may discard a weapon card of the corresponding type (Ranged or Melee) to ignore these Break results.

CREDITS

BASED ON ORIGINAL DESIGN BY: Raphaël GUITON, Jean-Baptiste LULLIEN, Nicolas RAOULT, and David PRETI

GAME DESIGNERS: Fel BARROS, Rodrigo SONNESSO, Fabio TOLA, Toi VON GLEHN

GUILLOTINE GAMES DEVELOPMENT TEAM: Keli CRUZ, Felipe GALENO, Ken Kelvin OLIVEIRA, Marco PORTUGAL, Rodrigo SONNESSO, Toi VON GLEHN

ART: David KARPACCIO, Giorgia LANZA, Nicolas FRUCTUS, Marc LEE, Giorgia VENDITTI

STORY: Fel BARROS and Umberto PIGNATELLI

SCULPTING: Natalia Romero ALFONSO, M^a Mar GARCÍA, Sara González GUERRA, Diego IRRAZABAL, Jesús Ruiz LÓPEZ, Eugenia Suarez NÚÑEZ, José PALOMARES, Benito Sevilla SÁNCHEZ, Claudia Rodríguez del VALLE

GRAPHIC DESIGN: Gabriel BURGHI, Fabio de CASTRO, Max DUARTE, Júlia FERRARI, Grafik ID

PRODUCT LINE MANAGER: Rebecca HO

PRODUCTION: Marcela FABRETI, Thiago ARANHA, Vincent FONTAINE, Guilherme GOULART, Rebecca HO, Isadora LEITE, Kenneth TAN

SPECIAL THANKS TO... Karina ALVES, Julyana BARRADAS, Arthur CASULLI, Keli CRUZ, Barbara PERES, Guilherme VASCONCELOS



GAME ROUND SUMMARY

The player with the First Player token activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise.

Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

EACH ROUND BEGINS WITH:

01 - PLAYER PHASE

• MOVE:

Move 1 Zone (spend extra Actions if there are Zombies in the starting Zone).

• SEARCH (1x per Turn):

In a building Zone free of Zombies only. Draw a card from the Equipment deck.

• OPEN DOORS:

The Survivor uses Door-opening Equipment to open a Door in their Zone. No roll is required.

NOTE: Open Doors cannot be closed again.

• REORGANIZE/TRADE:

The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.

• COMBAT ACTION:

Melee Action: Equipped Melee weapon required.

Ranged Action: Equipped Ranged weapon required.

• **TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone. If taking from an Epic Weapon Crate, draw a card from the Epic Weapon deck.

• **MAKE NOISE:** Put a Noise token in the Survivor's Zone.

• **DO NOTHING:** All remaining Actions are lost.

WHEN EVERY PLAYER HAS FINISHED

02 - ZOMBIE PHASE

STEP 1: ACTIVATION

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

• ATTACK:

Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful and does not require any die rolls.

• MOVE:

The Zombies that have not Attacked use their Action to Move 1 Zone toward Survivors.

NOTE: Runners get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.

STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission maps show where Zombies appear at the end of each Zombie Phase. These are the Spawn Zones.

• The **Starting Spawn Zone** is always the first one to spawn.

• Always draw Zombie cards for all Spawn Zones in a clockwise order starting with the Starting Spawn Zone.

• Zombies spawn following the **highest Danger Level** among Survivors (Blue, Yellow, Orange, or Red).

03 - END PHASE

• Remove all Noise tokens from the board.

• The first player hands the First Player token to the player to their left. Another Game Round then begins.

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	1	2/3	1/5
2	WALKER	1	1	1
3	RUNNER	2	1	1