

FORT HENDRIX

A CAMPAIGN EXPANSION FOR ZOMBICIDE



RULES & MISSIONS

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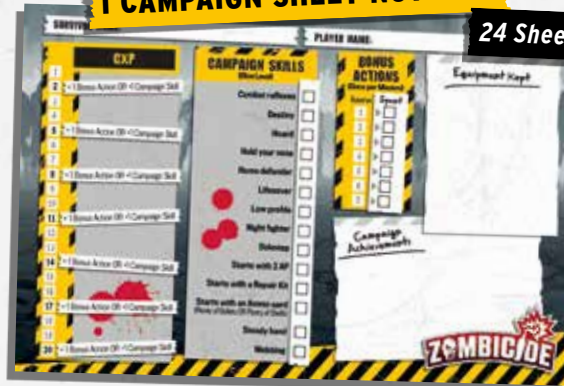
#01 GAME COMPONENTS

6 ID CARDS



1 CAMPAIGN SHEET NOTEPAD

24 Sheets



7 TOKENS



1 Clock

6 Light Beams



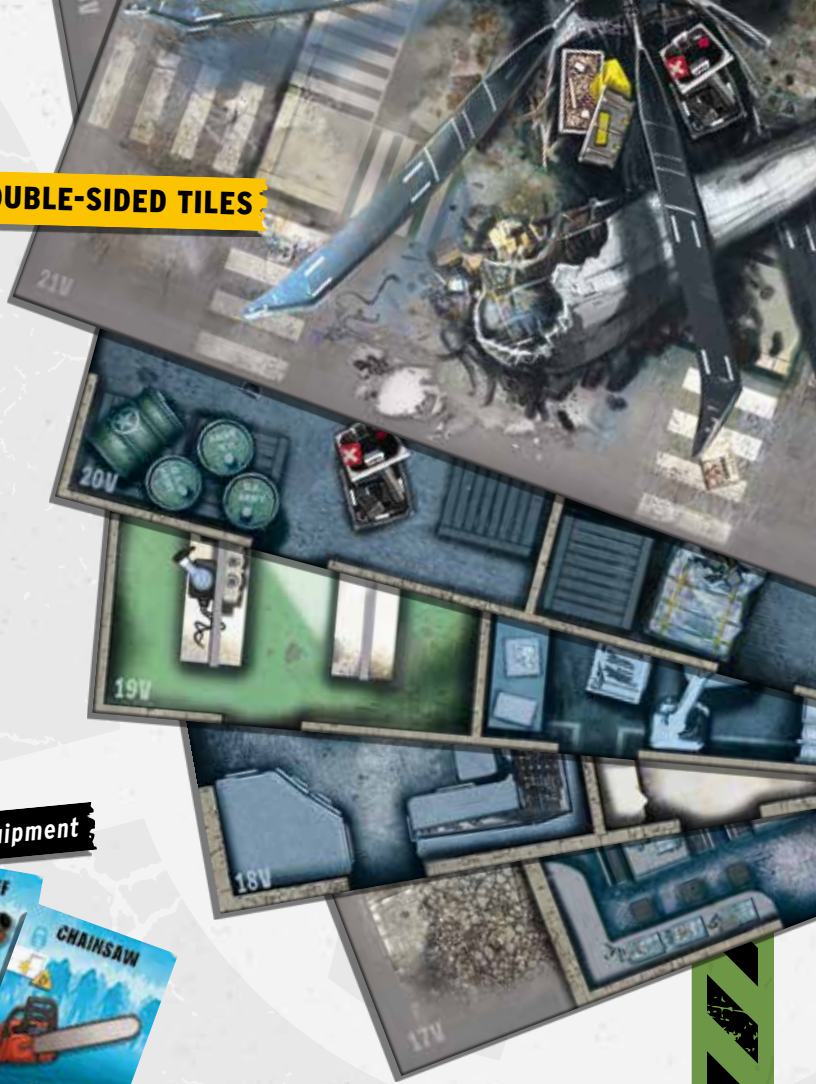
6 ALL-OUT DICE



91 OBJECTIVE CARDS



6 DOUBLE-SIDED TILES



97 EQUIPMENT CARDS

6 Advanced Starting Equipment



30 Advanced Equipment



11 Advanced Pimpweapons



50 Military Equipment



40 ZOMBIE CARDS



13 MINIATURES

6 Survivors



1 Companion



6 Zombies



Javier

Michelle

Karl

Marian

Wayne

Riley

Penny

Shooter Walker

#02 GROUND ZERO

Sometimes, the truth is worth risking one's life for. Especially about the zombies and the way they invaded the world.

The outbreak started a couple weeks ago and spread across the world like a bushfire. It was not long until the vast majority of the human population turned into zombies. There were a few survivors, either through sheer luck or unexpected strength of will. Some people, like survivalists or soldiers, had better chances to survive the initial onslaught. This is our story. The world has not ended. It is ours now, and we are at war against the zombie army. Still, many survivors have a lot of things to learn from hardened people like us, and need our help.

Penny, a civilian friend of ours, may have a lead to a better understanding of what happened. Dr. Kirkland, her mother, used to work as a biologist at Fort Hendrix, a military base. She sent Penny intriguing messages about experiments conducted on zombie subjects here, and the whole situation getting out of hand. Penny is out to find her mother, and we agreed to go along. We did not train to be random survivors: we survived to serve a purpose and win this war.

Perhaps we will find out how the zombie infection began.

Zombicide: Fort Hendrix is an expansion for *Zombicide: 2nd Edition*. This book features advanced rules for the *Zombicide* system, as well as a campaign set in Fort Hendrix, an imaginary military base where mysterious experiments were conducted on the zombie infection.



Zombicide: Fort Hendrix is an expansion to *Zombicide: 2nd Edition*.

What is a campaign? A campaign is a series of Missions telling a story, and the Survivors are the heroes. The choices the players make have a direct influence over the unfolding events. The Survivors improve along the way, earning new Skills and keeping potent weapons from one game to the next. The best reward, however, is not loot: it is memories of the story you played and shared with your friends.



Star-Spangled Banner 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 a risk of breaking their weapon. These dice may also be used to keep their Equipment from one Mission to the next, with a little luck.

New rules also include the Clock, a special First Player token simulating the passing of time. The sun rises and set across the board, introducing night fighting rules to the *Zombicide* world!

! THE ALL-OUT DICE

The 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.



The Break symbol replaces the 1 on All-Out dice.

#03 ADVANCED RULES

The advanced rules detailed in this chapter are meant to enhance your *Zombicide* games with new features. They are used in the *Star-Spangled Banner* campaign (P. 19), and add flavor to one-shot Missions as well!



ADVANCED EQUIPMENT RULES

Weapons and ammo are easy to find. People fought with everything they had, yet it was not enough. Each time I pick up a gun, I remember it once belonged to someone fighting the good fight. Never forget that before becoming zombies, these men and women were humans, dedicating their lives to their country. Kill their infected selves, but honor their memory.



The Advanced Core decks replace *Zombicide*'s corresponding Equipment decks.

The Military deck is used with *Fort Hendrix*'s setting.

Both use the new All-Out and Keep rules.

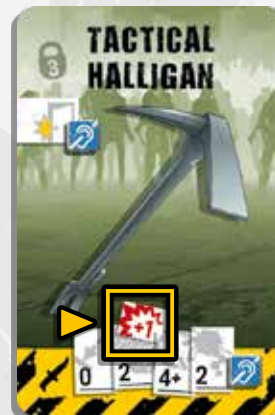
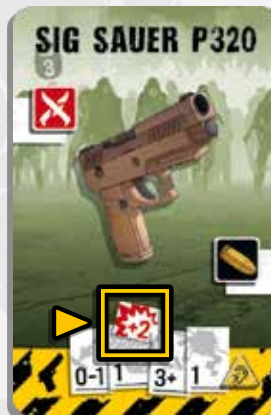
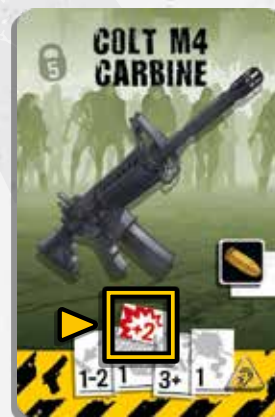
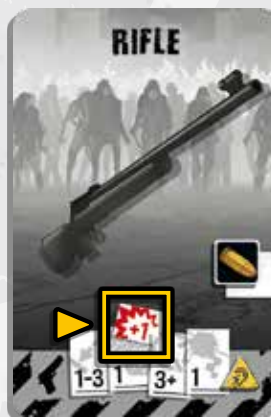
Zombicide: Fort Hendrix comes with several Equipment decks using the special All-Out dice.

- *Fort Hendrix*'s Advanced Core decks replaces the *Zombicide: 2nd Edition*'s Equipment, Starting Equipment, and Pimpweapon decks, with the All-Out and Keep values detailed below. **To use them, simply replace the corresponding decks with their Advanced counterparts.**

- The Military deck is used with the *Zombicide: Fort Hendrix* campaign and tiles (see P. 14).

• GOING ALL-OUT

Fighting against zombies is a whole new combat experience. Weapons created before the invasion were meant to kill or put living beings out of action. Putting down a zombie is completely different. We have to push our weapons over the top, and sometimes... they break.



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 by their Survivor using a weapon with an All-Out value.

For the ensuing Combat Action, the player adds the written amount of All-Out dice to the standard dice, then resolves the Action. It's all or nothing: the whole All-Out dice amount is 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 a single of these weapons is lost. So, both weapons are lost whenever 2 Breaks (or more) are rolled.

IMPORTANT: All-Out dice cannot be re-rolled in any way (the Lucky Skill, Plenty of Bullets, or Plenty of Shells cards have no effect on these, for example).

EXAMPLE 1: Marian goes All-Out with a Tactical Tomahawk. This weapon rolls 2 standard dice and 1 All-out die. All 3 dice are grouped for the roll with a 3+ Accuracy. The standard dice roll 1 and 2, obtaining 1 hit. The 1 is not a Break, as it is a standard die. The All-Out die rolls 6, adding 1 hit. The Attack roll obtained 2 hits total.

EXAMPLE 2: Marian goes All-Out with a Mossberg 500. This weapon rolls 2 standard dice and 2 All-Out dice. All 4 dice are grouped for the roll with a 4+ Accuracy. The standard dice roll 3 and 4, obtaining 2 hits. The All-Out dice roll 1 and 2, obtaining 1 hit and 1 Break. The Attack roll obtained 3 hits total, and 1 Break. All hits are assigned normally, then the Mossberg 500 card is discarded.



EXAMPLE 3: Marian goes All-Out with dual Katanas. Each weapon rolls 2 standard dice and 2 All-Out dice. All dice are grouped for dual use, totaling 4 standard and 4 All-Out dice with a 4+ Accuracy.

The standard dice roll 1, 2, 3, and 4, obtaining 2 hits. The All-Out dice roll 1, 2, 3, and 4, obtaining 3 hits and 1 Break.

The Attack roll obtained 5 hits and 1 Break. All hits are assigned normally, then one of the Katana cards is discarded. The other Katana can still be used.

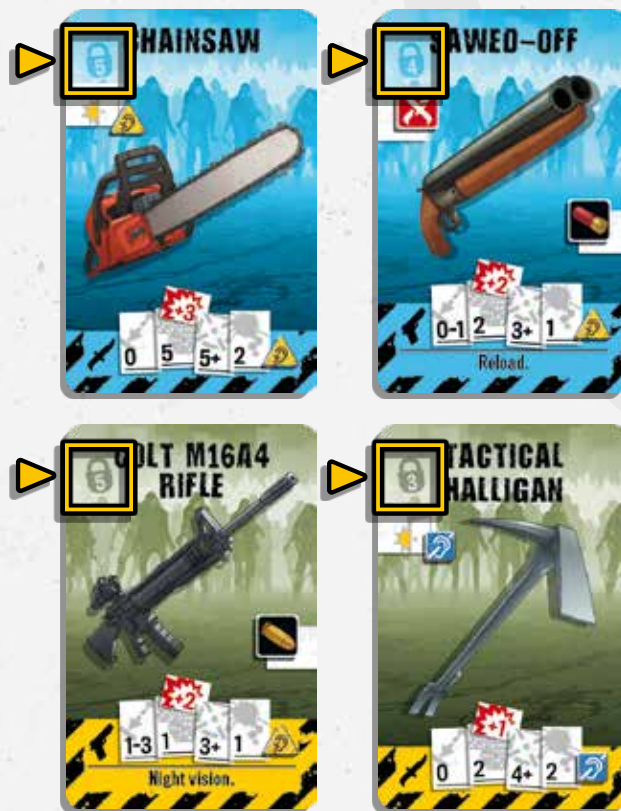
EXAMPLE 4: Marian goes All-Out with dual H&K MP7's, having a Plenty of Bullets card in her inventory. Each weapon rolls 3 standard dice and 3 All-Out dice. All dice are grouped for dual use, totaling 6 standard and 6 All-Out dice with a 5+ Accuracy. The standard dice roll 1, 2, 3, 4, 5, and 6, obtaining 1 hit.

The All-Out dice roll 1, 2, 3, 4, 5, and 6, obtaining 2 hits and 2 Breaks.

All-Out dice cannot be re-rolled, meaning both H&K MP7's are lost to the 2 Break results after the Ranged Action is resolved. The player can use Marian's Plenty of Bullets card to re-roll the 6 standard dice and try to improve their results, though!

• KEEPING YOUR EQUIPMENT

With experience, a survivor soon comes to know the rarity of the equipment they salvage. In the near future, food may become an issue, but we have time. The point is about weapons: finding what to fight with is easy, but some weapons are more potent, or less reliable, than others. Filter the best out of the toughest weapons you find, and use the others when the situation needs it.



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 cards' durability, allowing Survivors to keep some of them from one Mission to the next.

Each Survivor's inventory is discarded at the end of each Mission, save for the Equipment cards featuring a Keep value. Roll an amount 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 Break is obtained, the Equipment card is kept. The Survivor begins the next Mission 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 game starts.

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

Mixed gaming groups may result in not having enough Equipment cards of a given type for the Survivors. In that case, players decide which Survivors receive the available Equipment cards. Other Survivors have lost theirs.

EXAMPLE: Wayne ends a Zombicide game with a Chainsaw (Keep 5), a Machete (Keep 2), a pair of Sawed-Off (Keep 4), and a Plenty of Shells (no Keep value) Equipment card.



- The Plenty of Shells Equipment card has no Keep value. It is discarded right away.

- 5 All-Out dice are rolled for the Chainsaw: and . A single Break is enough to lose the weapon and discard it.

- 2 All-Out dice are rolled for the Machete: and . No Break. Wayne will have it for the next Mission.

- 4 All-Out dice are rolled for the first Sawed-Off: and . No Break. The Sawed-Off is kept as well.

- 4 All-Out dice are rolled for the second Sawed-Off: and . 2 Breaks! The Sawed-Off is lost and discarded.

KO / R.I.P. RULES

- We leave no one behind. No one reckless or stupid, that is.
- Hey, why are you all looking at me?
- We wonder if we should call you the exception or the mascot.

Classic Zombicide games are lost whenever a Survivor is eliminated. This may not be the case if you play a Campaign using these rules. Using the KO rules provides 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 as 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 (see below).

- 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 out 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 may choose another Survivor for the next Mission, starting with a new Campaign Sheet. Choosing another Survivor results in a loss of all Equipment, CXP, Bonus Actions, and Campaign Skills (see P.14). **Campaign Achievements, on the other hand, are kept from one dead Survivor to their successor.**

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

THE CLOCK AND NIGHT RULES

Soldiers are trained to stay awake for extended periods, but also know sleep deprivation can lead to deadly mistakes. In any case, using the night is a double-edged sword. While zombies don't sleep or tire, they are blind as bats in the dark and get excited by artificial light sources. Use this info wisely to evade zombie herds and lure them to killing grounds!



As an advanced form of First Player token, the Clock tracks the time passing as the Mission goes by. Sooner or later, the 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 a 6 is required to hit). Game effects altering the 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 and stimulates Zombies!

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

A Flashlight is turned **ON** under these circumstances.

- The Survivor spends 1 Action to turn the Flashlight on.
- The Survivor performs a Search Action using their Flashlight.
- The Survivor declares a Ranged Action at Range 0-1 and chooses to use their Flashlight. The token is set before the Ranged Action is resolved.

Put a Light Beam token straddling 2 Zones: the Survivor's Zone and another adjacent Zone (not diagonal). The token follows the Survivor whenever they Move and is orientated in the direction of your 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.

A Flashlight is turned **OFF** under these circumstances.

- The Survivor spends 1 Action to turn the Flashlight off.
- The Survivor Trades or discards the Flashlight they used to illuminate the Zones.

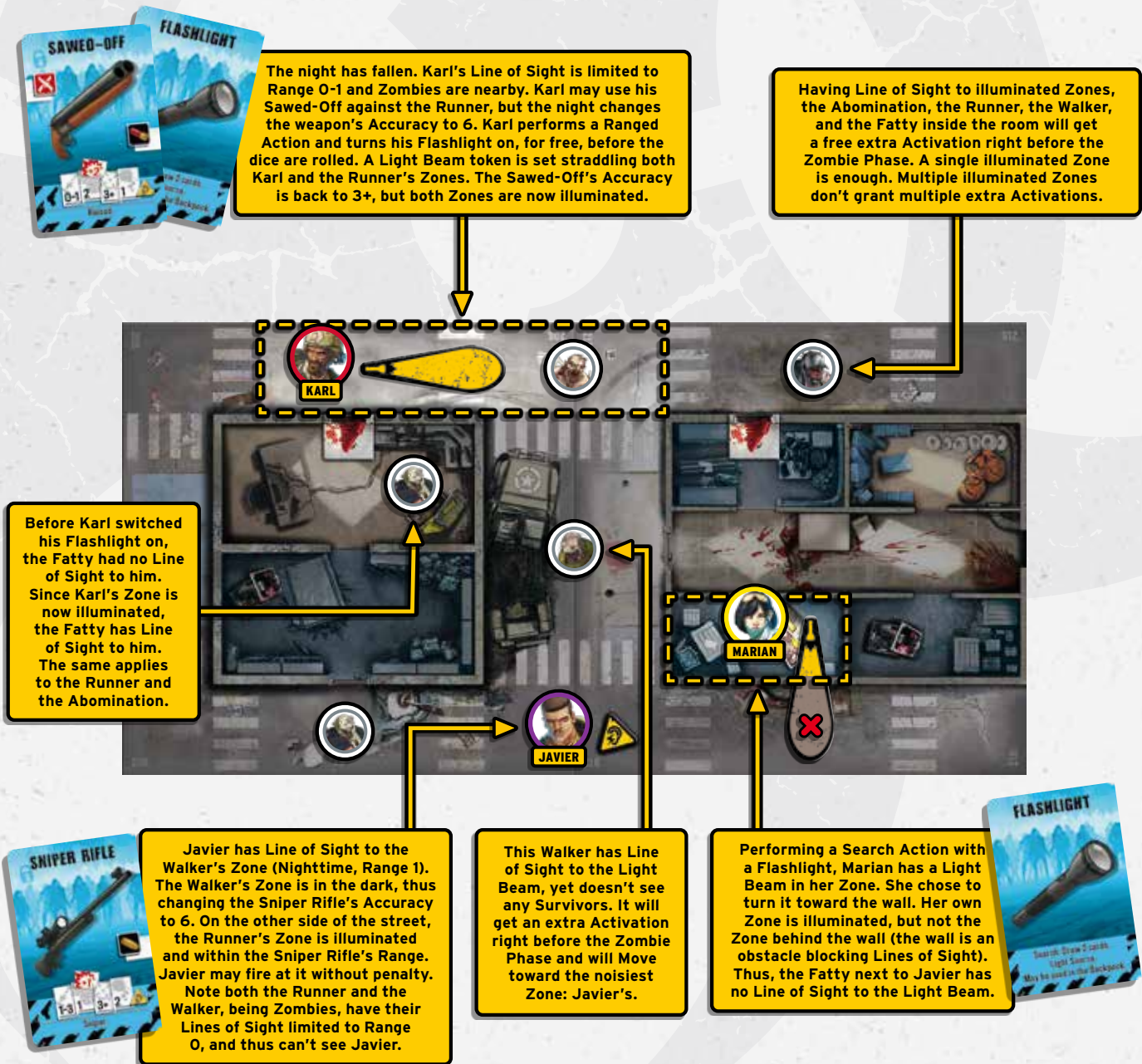
Remove the Light Beam token the Survivor created.

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

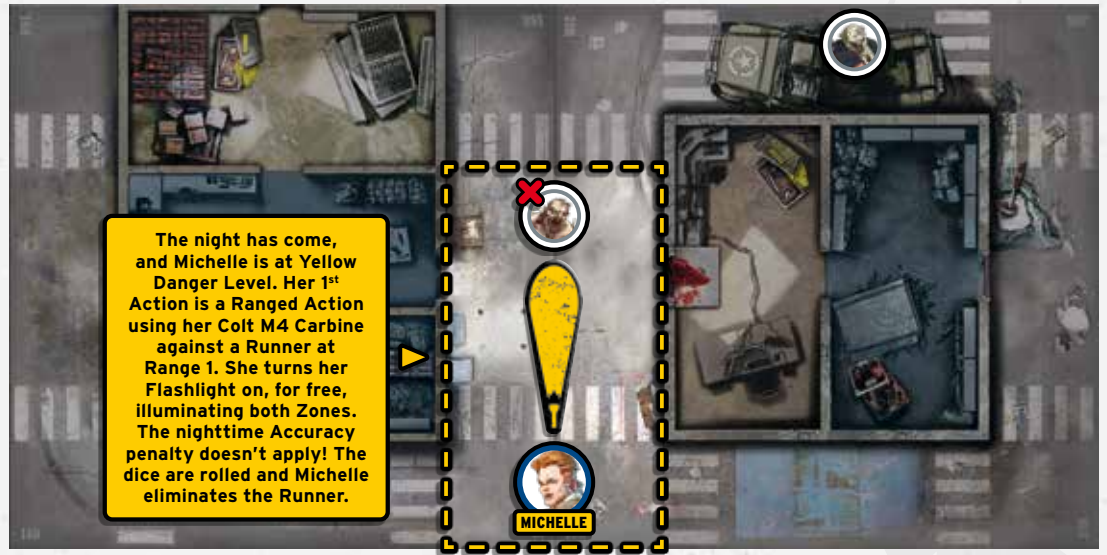
- Actors may trace Lines of Sight to them normally.
- Ranged Actions aimed at the Zone are no longer affected by nighttime Accuracy penalties.

• Right before the Zombie Phase, any Zombie having a Line of Sight on 1 or more Light Beams immediately performs an extra Activation. Then, the classic Zombie Phase is played normally. 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 away, 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 toward a wall to avoid illuminating a second Zone, though.

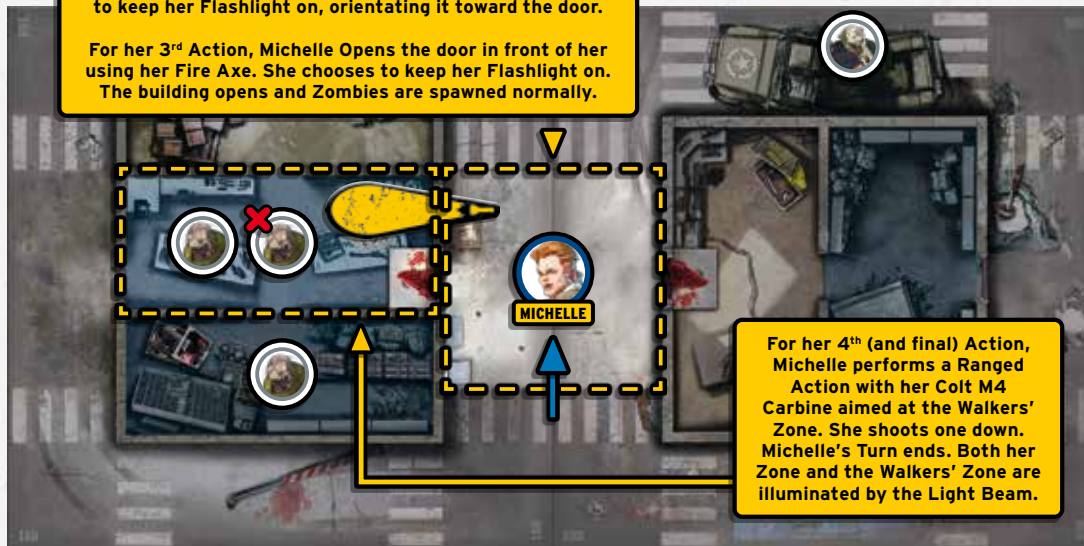


1



For her 2nd Action, Michelle Moved up 1 Zone. She chose to keep her Flashlight on, orientating it toward the door.

For her 3rd Action, Michelle Opens the door in front of her using her Fire Axe. She chooses to keep her Flashlight on. The building opens and Zombies are spawned normally.

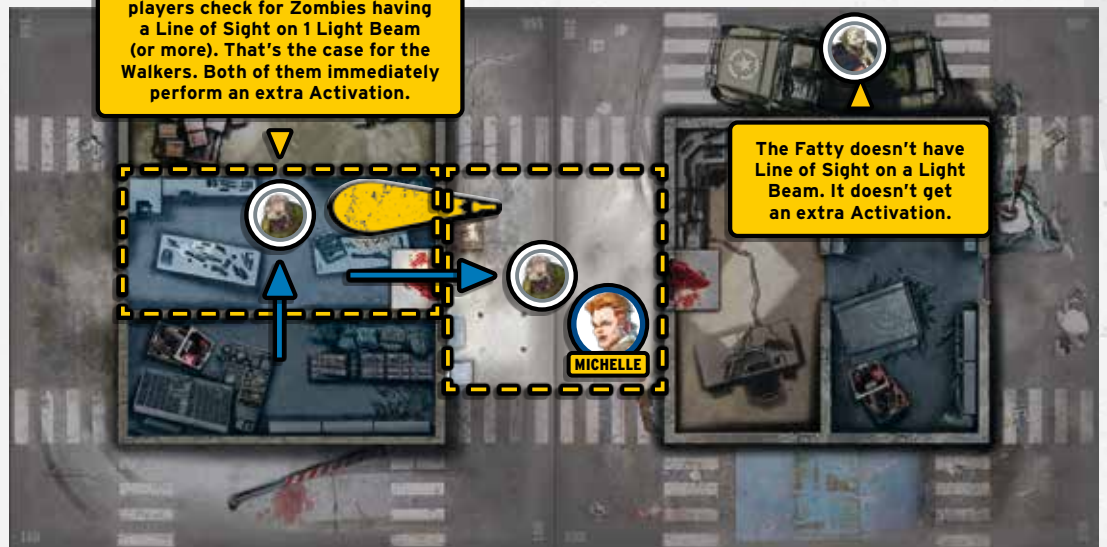


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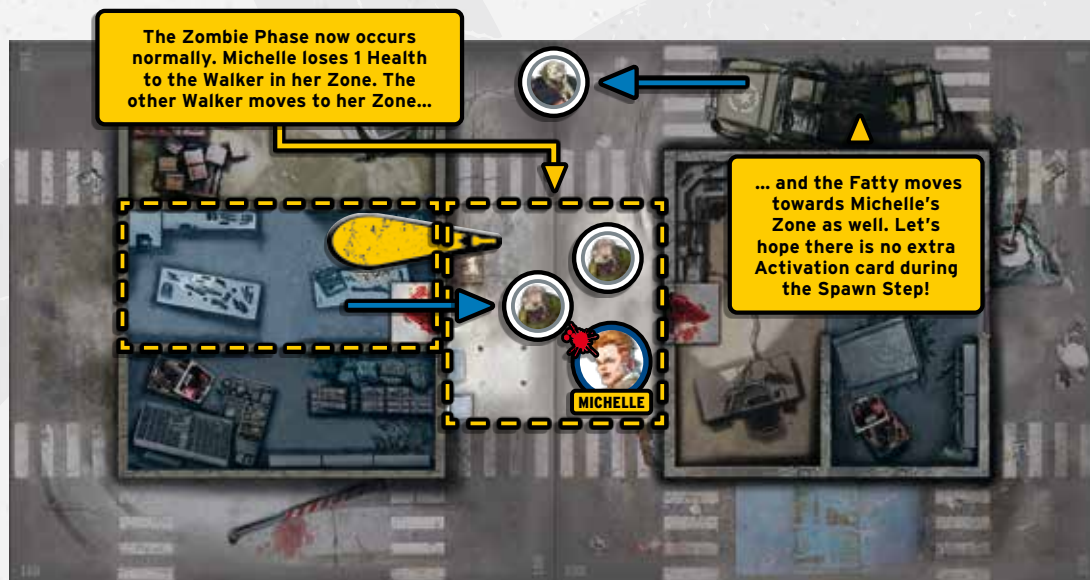
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Right before the Zombie Phase, players check for Zombies having a Line of Sight on 1 Light Beam (or more). That's the case for the Walkers. Both of them immediately perform an extra Activation.

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



4



#04 FORT HENDRIX RULES

The rules detailed in this chapter are meant to be used with the *Star-Spangled Banner* Campaign. They can also be used in your own custom Missions, too!

SHOOTER WALKERS



They are a threat to Survivors at any range! Use Fort Hendrix's Zombie cards to get Shooter Walkers in your game. The "Zombie Shooter" symbol is used both to spawn them and make them fire at Survivors.



Shooter Walkers are hard to spot in a zombie crowd, except when they shoot random bursts from their dangling rifle.

To get Shooter Walkers in your game, simply replace the standard Zombie cards from the core box (#001 to #040) with the Fort Hendrix Zombie cards (#041 to #080). They are used to spawn Zombies in the same manner.

Zombies are already bad on their own, but armed zombies are a nightmare come true. They now wander around, shooting randomly as their dead finger pulls the trigger, or their weapon hits something they stumble across. Talk about collateral damage!

Actions: 1

Wounds dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point

Special rules:

- Shooter Walkers share the same Priority Level as Walkers. They do not benefit from Walker extra Activation cards.
- Whenever you draw a Zombie card with the "Zombie Shooter" symbol, proceed as following, in order:



1. Each Shooter Walker already on the board performs a Zombie Attack aimed at **each** Zone on which it has a Line of Sight, and where 1 or more Survivors stand. **Dark Zone rules and Night rules are ignored.**

If a single Shooter Walker has Lines of Sight on several Zones with Survivors, it performs one Attack aimed at each of them.



This is the Spawn Step at Blue Level. There are no Shooter Walkers on the board. First, a Fatty card featuring the "Zombie Shooter" symbol card is drawn. 1 Fatty is set in the Starting Spawn Zone.

Then, players check for all Zones having at least 1 Fatty in them with a Line of Sight on 1 Survivor or more (Night rules are ignored). The Fatty that just spawned has Line of Sight on Riley, so 1 Shooter Walker is added.

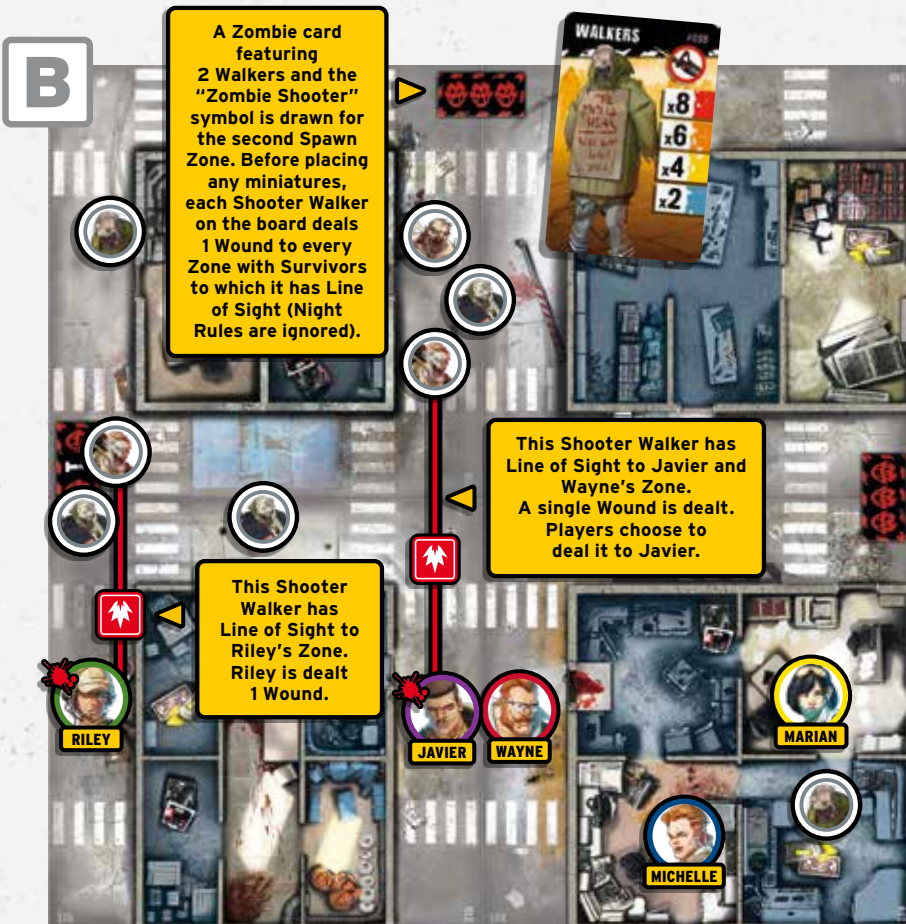
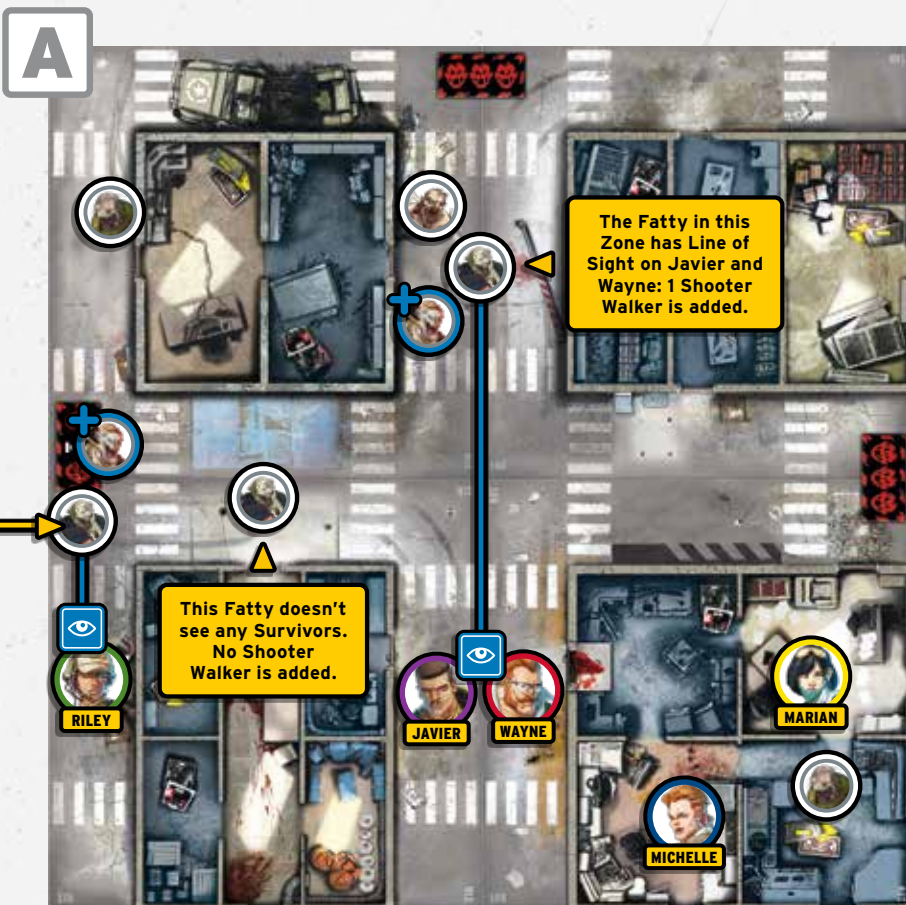
2. Each Shooter Walker's Attack inflicts 1 Wound, assigned in any way the players want among Survivors in each targeted Zone. These Wounds are distributed normally among the Survivors standing there.

3. Spawn the standard Zombies indicated on the Zombie card with the "Zombie Shooter" symbol. Notice the indicated Zombie type (Walker, Fatty, or Runner), as you will need this information for the next step.

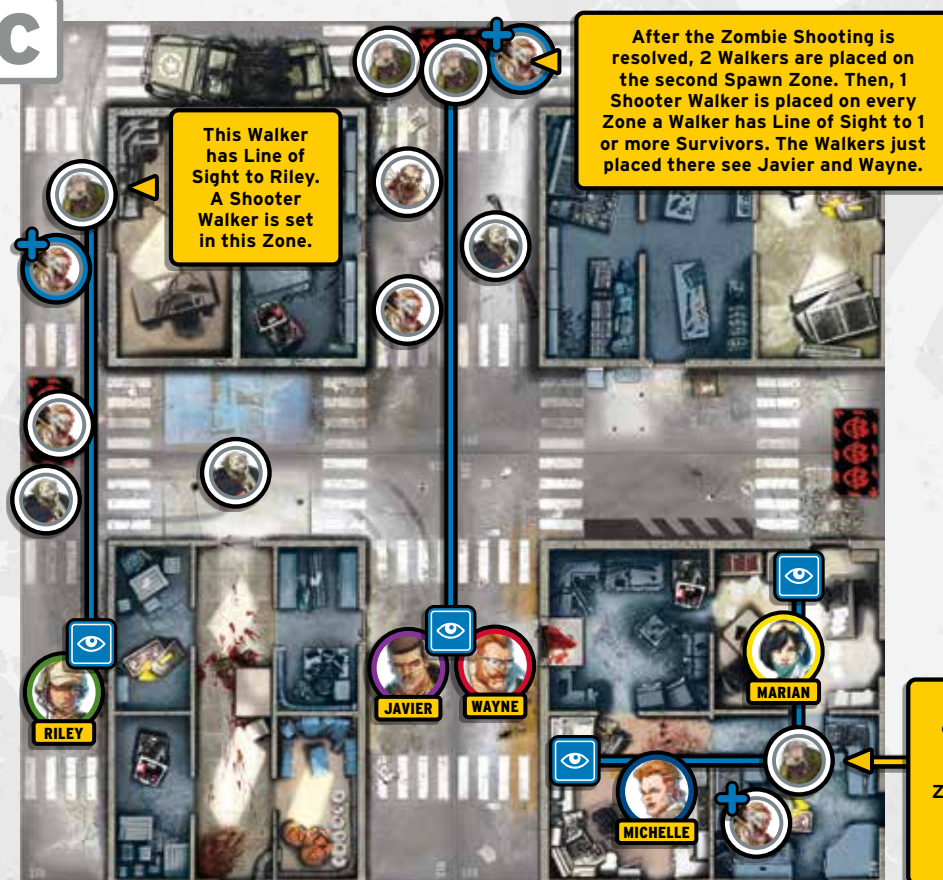
4. Spawn 1 Shooter Walker in each Zone with a Zombie of the indicated type (Walker, Fatty, or Runner), and having a Line of Sight to a Zone where 1 or more Survivors stand. **Dark Zone rules and Night rules are ignored. Don't spawn in Zones already featuring Shooter Walkers.**

If there are not enough Shooter Walker miniatures to perform such a spawn, place the remaining Shooter Walker miniatures in eligible Zones of the player's choosing. Then, all Shooter Walkers on the board perform an extra Activation (they don't shoot!).

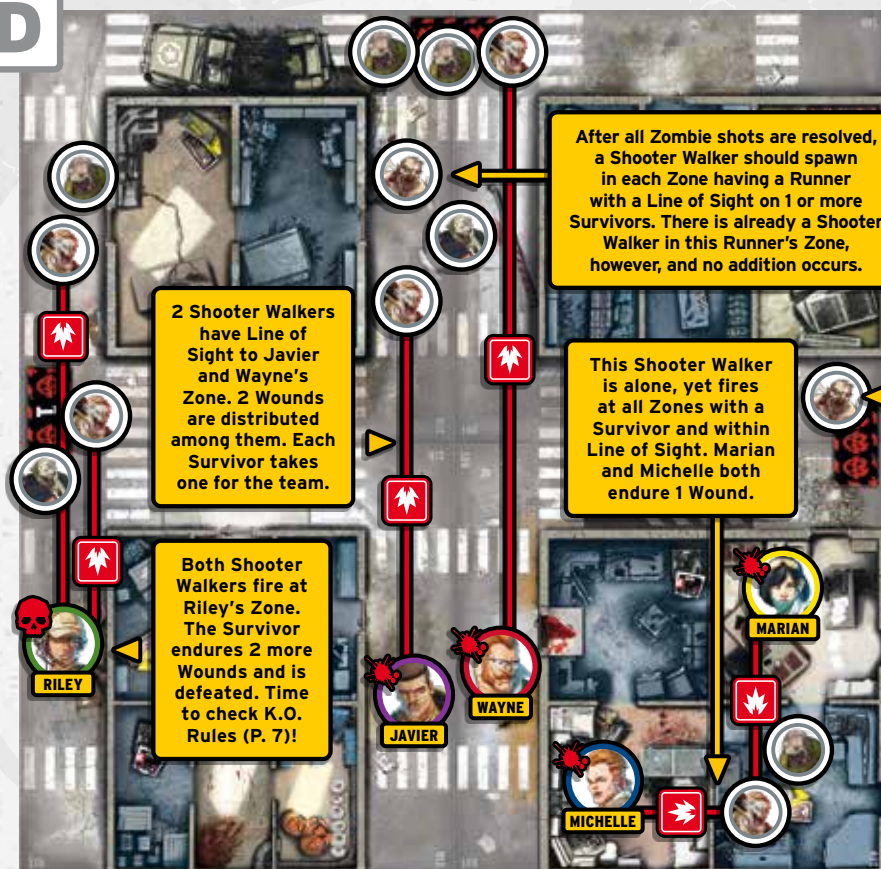
IMPORTANT: Shooter Walkers only shoot when a "Zombie Shooter" card is drawn. On their normal Activations they act just like standard Walkers.



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Third Spawn Zone: a "Zombie Shooter" and 1 Runner. The Zombie Shooting is resolved first (see the other captions), then the Runner is set. The Runner has no Line of Sight to any Survivors, so no Shooter Walker spawns in its Zone after all shots are resolved.

MILITARY EQUIPMENT AND TILES



The Military Equipment cards can be found by Searching any room in military tiles.

The Military Equipment cards form a deck of their own, with a distinctive military uniform back. They are shuffled and placed as a pile, facedown, close to the board during Step 6 of the Setup. Military cards use the Advanced Equipment rules (P. 5). All tiles included in *Fort Hendrix* are military tiles. If in doubt, note that military tiles have no sidewalks. Unless otherwise stated, **any Survivor performing a Search Action on a military tile draws from the Military deck.**

Military Equipment and tiles are used in the *Star-Spangled Banner* campaign (P. 19).

CXP BAR: Check the boxes as your Survivor earns CXP. Reaching the indicated Milestones grant the Survivor Bonus Actions or Campaign Skills (P. 15).

CAMPAIGN SKILLS: Each time your Survivor earns a Campaign Skill, choose 1 from the list and check the corresponding box (P. 15).

BONUS ACTIONS: Each time your Survivor earns a Bonus Action, check a Reserve box here. They are cumulative, but each can be used only once per Mission! (P. 16).

EQUIPMENT KEPT: Write down the Equipment the Survivor will keep for the next Mission here (P. 16).

SURVIVOR NAME:		PLAYER NAME:	
CXP 1 2 +1 Bonus Action OR +1 Campaign Skill 3 4 5 +1 Bonus Action OR +1 Campaign Skill 6 7 8 +1 Bonus Action OR +1 Campaign Skill 9 10 11 +1 Bonus Action OR +1 Campaign Skill 12 13 14 +1 Bonus Action OR +1 Campaign Skill 15 16 17 +1 Bonus Action OR +1 Campaign Skill 18 19 20 +1 Bonus Action OR +1 Campaign Skill		CAMPAIGN SKILLS (Blue Level) Combat reflexes ☐ Destiny ☐ Hoard ☐ Hold your nose ☐ Home defender ☐ Lifesaver ☐ Low profile ☐ Night fighter ☐ Sidestep ☐ Starts with 2 AP ☐ Starts with a Repair Kit ☐ Starts with an Ammo card (Plenty of Bullets OR Plenty of Shells) ☐ Steady hand ☐ Webbing ☐	
		BONUS ACTIONS (Once per Mission) Reserve Spent 1 ☐ ☐ 2 ☐ ☐ 3 ☐ ☐ 4 ☐ ☐ 5 ☐ ☐ 6 ☐ ☐ 7 ☐ ☐	
		Equipment Kept 	
		Campaign Achievements 	

CAMPAIGN ACHIEVEMENTS: Write down the keywords epitomizing the Survivor's significant choices and feats here. They have an impact on campaign events (P. 16).

#05 CAMPAIGN RULES

The Campaign rules detailed in this chapter complete Zombicide's core and advanced rules to be used specifically with the *Star-Spangled Banner* Campaign (P. 19).

CAMPAIGN SHEET

No matter what we've been through before, we were not prepared for the zombie invasion. The enemy was not human anymore and did not obey any kind of logic. For years, we were taught discipline, and we had to call upon our instinct to adapt. It took a few hours to turn the drill into resolve, duty into survival, and these few hours were enough for the world to crumble. It's time for payback.

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 a Survivor's individual progress. As the Campaign begins, each Survivor gets their own Campaign Sheet from the sheetpad. Write down your hero's story!

The different sections are explained below.

• CXP BAR

We don't really know what happened in Fort Hendrix. Sure, I heard a couple rumors in the few hours following the invasion, but the only thing I saw is zombies being brought there for some reason, and more zombies coming out. It doesn't matter if zombies were created in Fort Hendrix or not. We'd better be prepared to see the worst!

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 rule book, P. 35) doesn't count. Some Missions may allow Survivors to earn additional CXP.

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



CXP is kept during 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 is 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. Michelle reaches the Orange Level again, earning another CXP. She now has 2, which is enough to unlock a reward. The player chooses between a Bonus Action or a Campaign Skill.



• CAMPAIGN SKILLS

If you made it this far, you already know adrenaline and instinct can make you do... tricks. If you are lucky enough to survive, you could even develop them and call upon them under stress. Soon, you'll be a true survivor, just like us. Come on, join the pack!

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

From then on, the Survivor gets the chosen Skill at Blue Level, in addition to any Blue Level Skill(s) they already possess. It can be used immediately.

Some Campaign Skills are new and detailed on P. 34.

EXAMPLE: Michelle's player goes for the Hoard Campaign Skill. From now on, Michelle has both the Spare parts Skill and Hoard, as Blue Level Skills! Hoard is even active immediately, offering Michelle an extended inventory!

• BONUS ACTIONS

Have you ever gone out of your mind in some kind of trance, doing extraordinary things and realizing what you've done later? Well, you should grow accustomed to it, because zombies won't allow you to grow slow!

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

This reward may be selected multiple times across the Campaign. Check the corresponding amount in the Reserve boxes of the Bonus Actions' section.

Check a Spent box **with a pencil** each time the Survivor spends 1 Bonus Action, up to their 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: Karl got the +1 Bonus Action reward 3 times over the course of the Campaign. He 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

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

• CAMPAIGN ACHIEVEMENTS

Scars are medals you can't take off.

Campaign Missions may require either 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 Contaminated, for example) in the corresponding section of the Campaign Sheet.

Campaign Achievements may be individual or collective. They may have an impact on future Missions. Obtaining a specific Achievement may unlock special events, influence the behavior of non-playing characters toward the Survivor, or change the course of the Campaign itself.

OBJECTIVE CARDS

The military are used to going over their mission objectives either during a briefing or right before they jump into action. The command chain is no longer operational. We are by ourselves to gather intel and set a course of action. We may guess where to look, but will never know what we actually find. We are in zombie territory, so, don't expect the best, only prepare for the worst!



In Campaign Missions, Objective tokens are replaced by 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 read Objective cards until a Survivor picks them, as it would spoil your gaming experience!**

Pimpweapon 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 ease of 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.

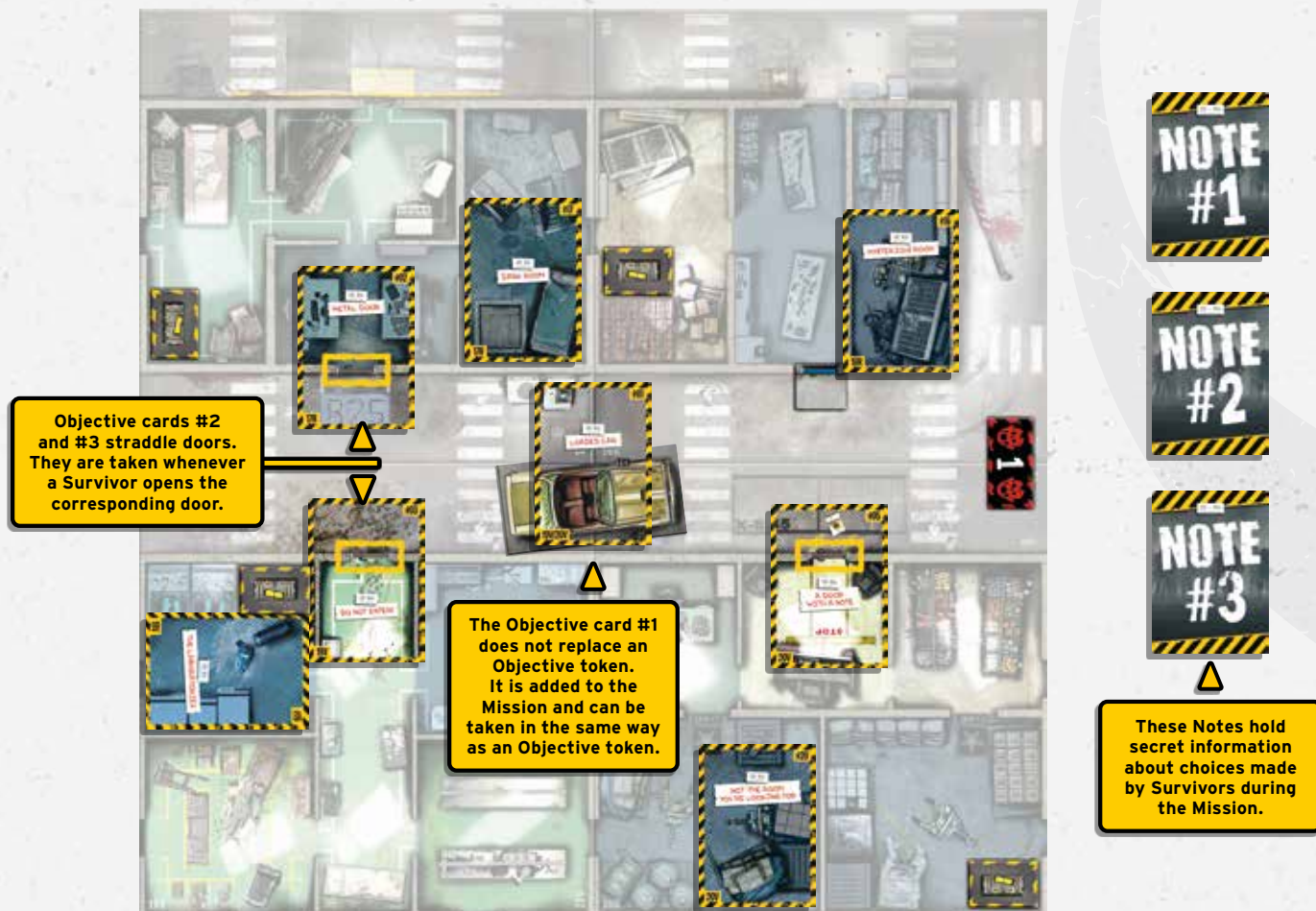
This is a basic campaign Mission layout. Everything is the same, except the Objective tokens have been replaced with Objective cards. When a Survivor picks one up, the player reads it aloud, and applies the corresponding game effects. Sometimes, choices have to be made! Also, please note the Pimpweapon 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 #17 may lead players to choose between two options. Each of them is then explained on its corresponding Note, #1 or #2.



This Mission's layout is a bit more unusual, representing an advanced layout using Objective cards.



• 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 ask you to keep them revealed. Keep them faceup on the Zone they were picked up, or near the board, as reminders of game effects to apply.

• ACHIEVEMENTS AND KEYWORDS

Objective cards may feature Achievements to write down on Campaign Sheets (see P. 14).

Some Objective cards also feature capitalized keywords, linking them to other Objective cards in a narrative way.

EXAMPLE: Riley takes a door Objective card. The player reads it and discovers it cannot be opened as a **KEY** is needed. But when it is done, players may read Note #1. The Objective card is placed back on the door.

Later, Javier takes an Objective card featuring a **KEY**. The door Riley previously found can now be opened. As soon as it is done, Note #1 is read. What secret lies inside this locked room?

#06 FORT HENDRIX CAMPAIGN: STAR-SPANGLED BANNER

Star-Spangled Banner is a 10-Mission campaign for 6 Survivors. **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!

CAMPAIGN COMPANION: PENNY



Penny goes along with the team as a Companion. The Survivors accepted to escort her to Fort Hendrix to search for her mother, Dr. Linda Kirkland.

The Survivor team starts each Mission with Penny as a Companion (Core rules, P. 33). During each Mission's Setup, players agree about which Survivor is Penny's Leader and set her miniature accordingly. Penny does not gain AP or CXP, but her abilities may evolve during the campaign! They are detailed in each Mission's Special Rules.

If Penny dies, the campaign is lost.



M1 - GATHERING THE BRAVES

Medium / 60 minutes

Penny Kirkland was a friend of ours long before the zombie invasion. We helped each other survive the first hours of the apocalypse. Despite her lack of real fighting abilities, she has a golden heart and an iron will.

As the communication networks were starting to fall down, Penny received messages from Linda, her mother. Dr. Kirkland was working as a biologist for the government and was writing about wet work experiments on zombies happening at Fort Hendrix, a military base. Things were getting out of control and she was growing worried. Her last message was a call for help sent from the base itself. So, Penny asked if we could go along with her to rescue her mother, and we agreed.

A few days later, as we were approaching Fort Hendrix, we were caught under fire from unknown attackers. We found shelter in an abandoned shop nearby. As zombies were closing in on our position, we started hearing fighting and human shouts in the street. We were not alone.

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

• OBJECTIVES

Survivors, unite! Gather all Survivors in the same Zone. As soon as it is done, read Note #1.

Starting hour: 10am.

• SPECIAL RULES

• Setup.

- Place Javier, Karl, and Riley on Survivor Starting Zone #1 (Tile 1R/3V).
- Place Marian, Michelle, Penny, and Wayne on Survivor Starting Zone #2 (Tile 7R).
- If playing this Mission with other Survivors, place them in an even manner (players' choice) in the Starting Zones. Penny's Leader has to be in Starting Zone #2.
- Before the first Game Round, resolve a Zombie Phase.

- **Rescue them first.** Until the Mission's Objective is met, the Objective card #7 (A collection of electronic stuff) is the only card Survivors can take.



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

- **Penny's quest.** Survivors get the Low profile Skill as long as they stand in Penny's Zone. That includes Penny herself, and her Leader.

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

- **Pimpweapons.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

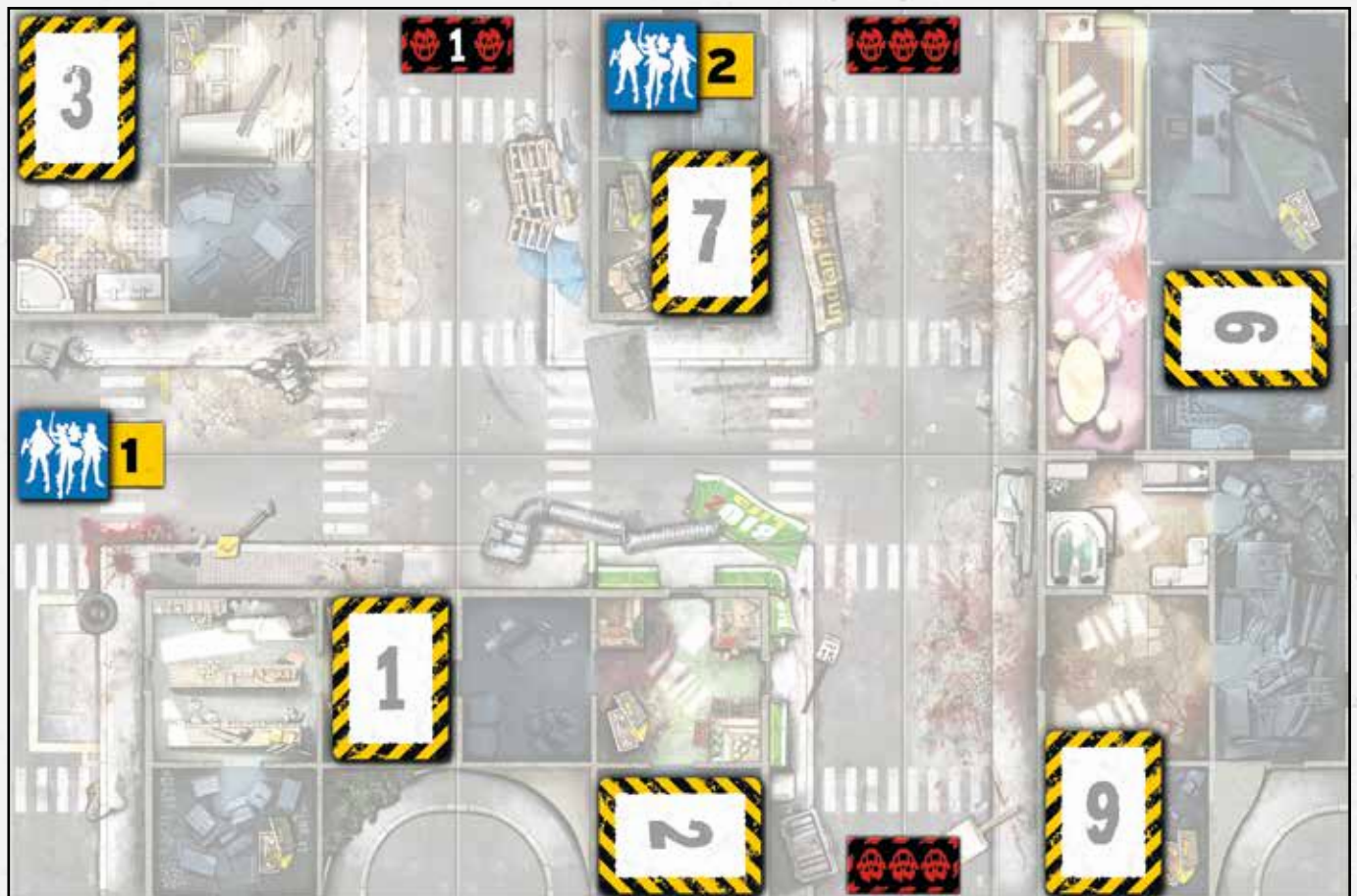
Survivor Starting Zone

Spawn Zones

6x Pimpweapon Crates

6x Objective Cards

2x Notes



M2 - DIGITAL CLUES

Medium / 60 minutes

We welcomed our new friends with broad smiles and open hearts. They were soldiers and were also on their way to Fort Hendrix. We decided to favor strength in numbers and travel together. We already had a plan before entering the military base. We could pinpoint Dr. Kirkland's last known position in the base using the servers. We had the skill to break through and get any available clues. Locating a connection to Fort Hendrix's servers didn't take long. All we had to do was find the key to the building they were housed in. Our best chance to find it was to find the base's leading officer. If someone had access to the whole place, it had to be them.

Tiles needed: 1R, 2R, 17R, 18R, 19R, & 20R.

• OBJECTIVES

Check the office. Go to the Command Office (take the "Command Office" Objective Card) on tile 19R. Starting hour: **7am**.

17R	2R
18R	20R
19R	1R





Survivor
Starting Zone



6x
Pimpweapon
Crates



Spawn Zones



6x
Objective Cards



1x
Notes

• SPECIAL RULES

- **Locked data center.** The building on tile 20R cannot be opened.
- **Unfolding events.** First, visit the Guard house and Command Office (only the Objective cards "Guardhouse" and "Command Office" can be taken).
- **Penny's quest.** Survivors get the Low profile Skill as long as they stand in Penny's Zone. That includes Penny herself, and her Leader.
Low profile - The Survivor can't get hit by Friendly Fire (Molotovs still apply). Ignore them when shooting at the Zone they stand in.
- **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



M3 - SEND MY LOVE TO LINDA

Medium / 90 minutes

Searching through Fort Hendrix's servers, we quickly located the sector where Linda Kirkland sent her last email. We soon rushed to the position. Here, we had the highest chance to find her and clues about the zombie invasion. To be honest, we all knew there was little hope of finding Linda alive. We had to try, for Penny, and for ourselves. Hope is a potent fuel for survivors.

Tiles needed: 4V, 9R, 17R, 18V, 19V, & 21R.

• OBJECTIVES

Rescue Dr. Linda Kirkland. Take Objective cards until you find a lead to Penny's mother.
Starting hour: 9am.

• SPECIAL RULES

• **Penny's quest.** Survivors get the Low profile Skill as long as they stand in Penny's Zone. That includes Penny herself, and her Leader.

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

• **No time to waste.** The building straddling tiles 17R and 21R cannot be opened.

• **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



17R	21R
9R	18V
4V	19V



Survivor Starting Zone

6x Objective Cards

1 Spawn Zones

6x Pimpweapon Crates

1x Note

M4 - SECRET LAB

Medium / 60 minutes

For the first time since we met, I saw a deep, unexpressed fear in the eyes of my teammates. We were looking for a secret laboratory, certainly haunted by zombies, perhaps infected with several lethal diseases, and no way to know for sure. Courage, as people say, is facing fear and fighting it. Well, we were the most courageous folks on Earth, for sure. We had to destroy the lab. We wanted to do so. Or else, all survivors would face the same nightmare.

Tiles needed: 16R, 17R, 19V, & 20V.

• OBJECTIVES

Secure the secret lab. Take Objective cards until you find a way to make sure the zombies won't spread various plagues. Starting hour: **4am.**

17R	16R
19V	20V

• SPECIAL RULES

- **Blocked doors.** The Red doors cannot be opened from the street Zones. They can only be opened from inside the building.
- **Loaded car.** The Pimpmobile cannot be Driven or Searched until stated otherwise.
- **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.
- **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



Survivor
Starting Zone

8x
Objective Cards

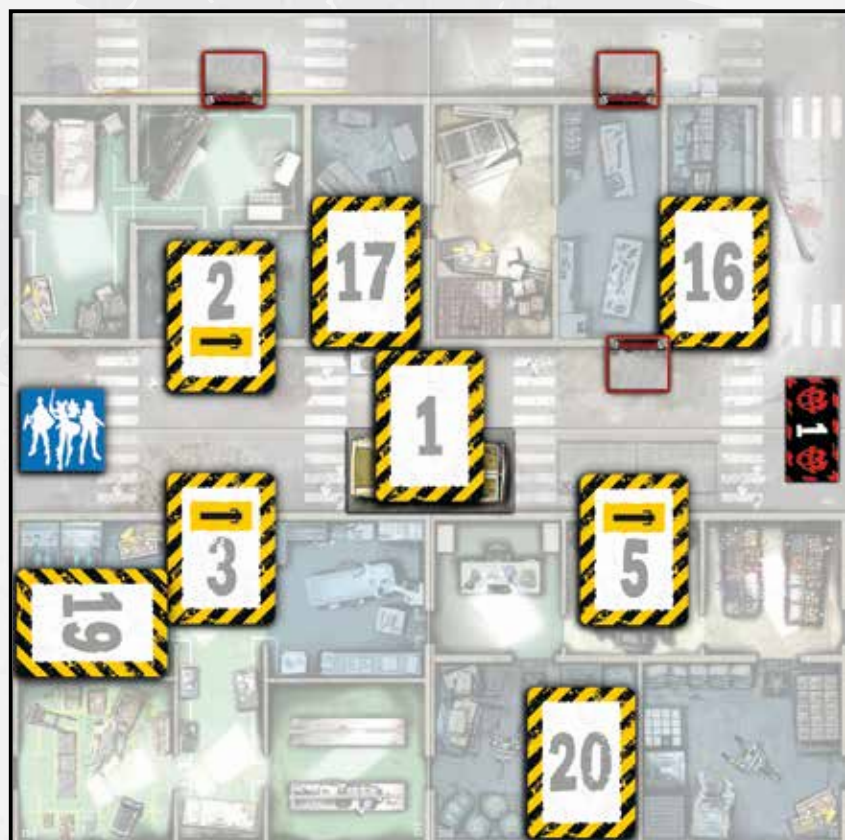
1
Spawn Zone

4x
Pimpweapon Crates

3x
Notes

1
Closed Doors

Pimpmobile
(can be driven)



M5 - PATHOGEN EDEN

Medium / 45 minutes

Finding the fridges where all the biological samples were stored took us more time than we thought. Indeed, biologists had a wide array of materials and toys. Toys of ill omen. If these deadly diseases have mixed with zombies, even the most experienced Survivor would stand no chance. We could face a zombie, or ten, or even a hundred. But against anthrax, pox, or black plague? Penny showed signs of change. Finding her mother's body was turning her into a full-fledged survivor. We were here to make sure she would live through her first mistakes in her new career.

Tiles needed: 4R, 6R, 7R, 16R, 17V, & 19V.

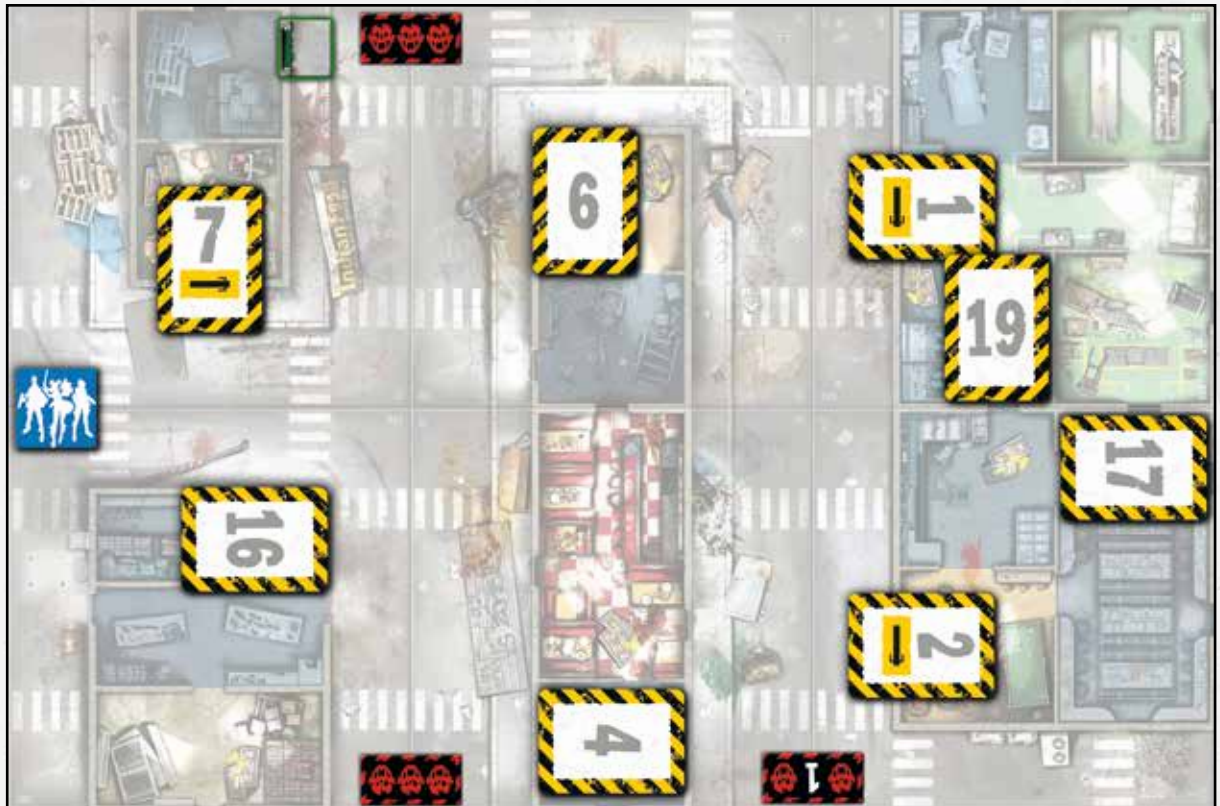
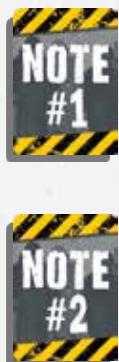
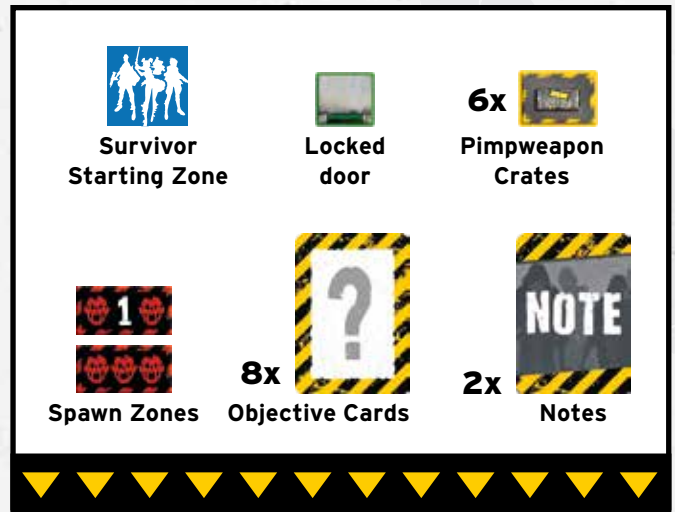
• OBJECTIVES

Destroy the laboratories (and any Zombies standing in it).
Take the "Refrigerators" Objective card on tile 19V.
Starting hour: 8pm.

7R	6R	19V
16R	4R	17V

• SPECIAL RULES

- **Jammed.** The Green door cannot be opened.
- **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.
- **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



M6 - AREA ROMERO

Medium / 120 minutes

Fort Hendrix's scientists were probably looking for an explanation for the zombie invasion. They had gathered lots of zombies for testing, and it sealed their death. So many zombies in the same place were too much to handle, even for trained soldiers. What experiments did they conduct on zombies here? Now, we had to discover what they did here, and clean this mess.

Tiles needed: 2V, 16V, 17R, 18R, 19V, & 21V.

• OBJECTIVES

Did they experiment on soldiers? Check the Officer's room (on tile 16V).

Starting hour: 10pm.

2V	21V
18R	17R
19V	16V



Survivor
Starting Zone

8x
Objective Cards

Spawn Zones

2x
Notes

Closed Doors

6x
Pimpweapon Crates

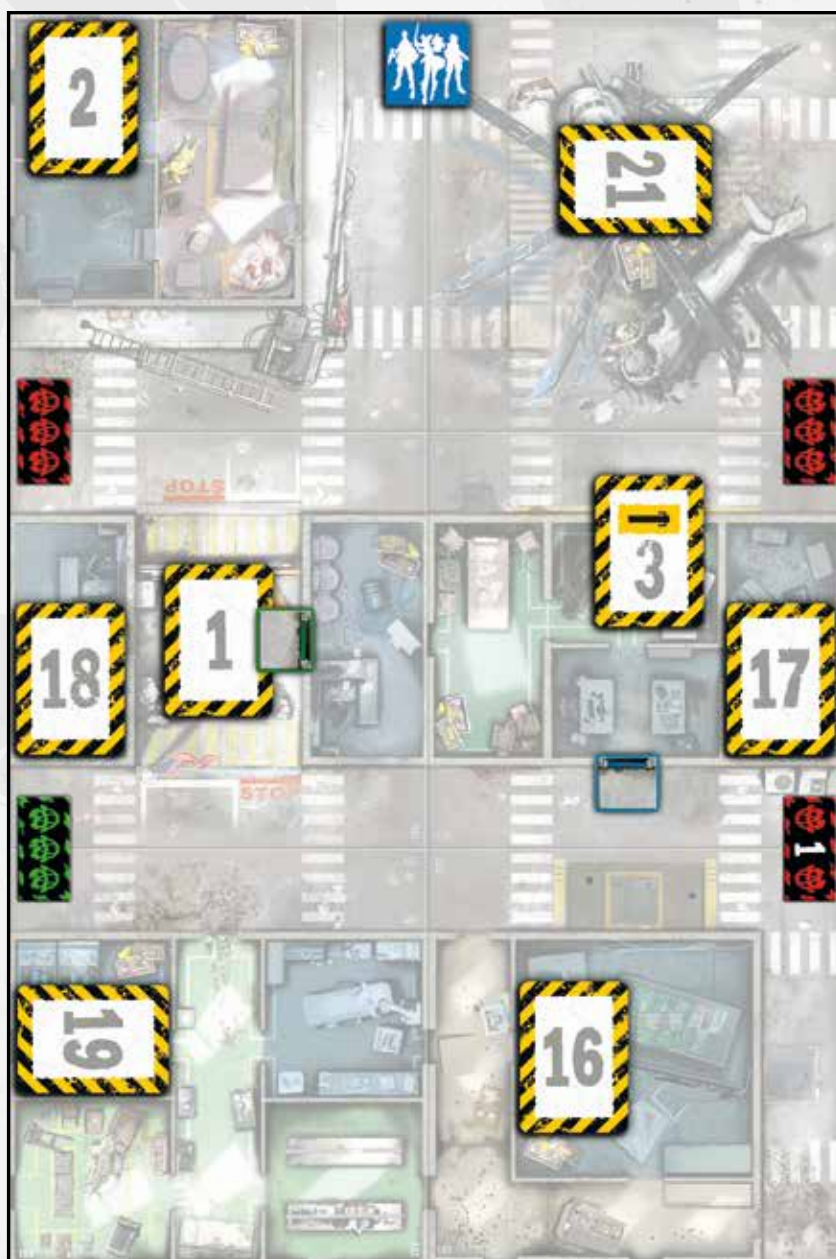
• SPECIAL RULES

• Setup.

- The Green Spawn Zone is not active at the start of the game.
- The Blue and the Green Doors cannot be opened until the "Metal door" Objective card has been taken.

• **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.

• **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

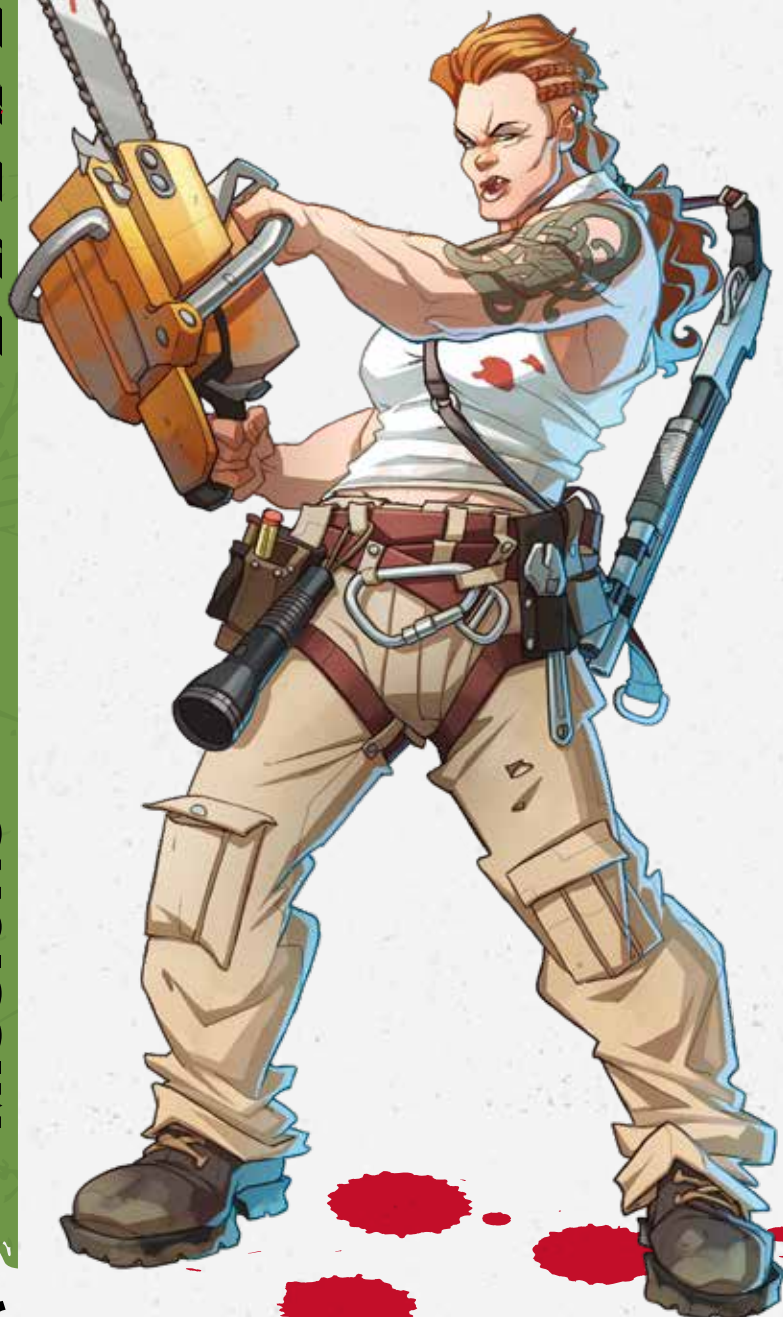


M7 - THE HEADQUARTERS

Medium / 120 minutes

The headquarters were a zombie hotspot, but going there was the only way to shut the labs down once and for all.

We were on our way when we heard gunshots. There were still people there! Our hope vanished as soon as we reached our destination. The whole place was filled up with dead bodies, bullet cases, and blood. A helicopter had crashed here and was still on fire. An ammo crate on the inside had been opened in the crash and bullets were exploding in the embers. We had to take care of the issue quickly, as the noise was drawing zombies to our position.



Tiles needed: 9R, 16V, 17V, 18V, 20R, & 21V.

• OBJECTIVES

Start the decontamination protocol. You'll find it in the Fort Hendrix's HQ. Take the corresponding Objective card on tile 16V.

Starting hour: 11am.

• SPECIAL RULES

• **Zombie vanguard.** *This special rule only applies if Mission M6 - Area Romero has not been played yet.* The Green Spawn Zone is active from the start of the Mission. Fort Hendrix's HQ Objective card cannot be taken (and thus, the Mission cannot be won) until the Green Spawn Zone has been deactivated (see below).

• **Crashed helicopter.** The central Zone of tile 21V, representing a crashed helicopter, is on fire. It cannot be searched. Roll a die each time a Survivor enters this Zone or performs an Action in this Zone: on a 4+ they are dealt 1 Wound.

REMEMBER: *Doing Nothing is an Action.*

The Pimpweapon Crate cannot be taken before the "Crashed helicopter" Objective card.

Performing a Molotov effect in that Zone removes the Green Spawn Zone. The Pimpweapon Crate and the Objective card in that Zone are removed as well if they were not previously taken.

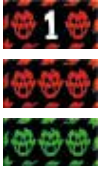
• **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.

• **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

21V	18V
9R	20R
17V	16V



Survivor
Starting Zone



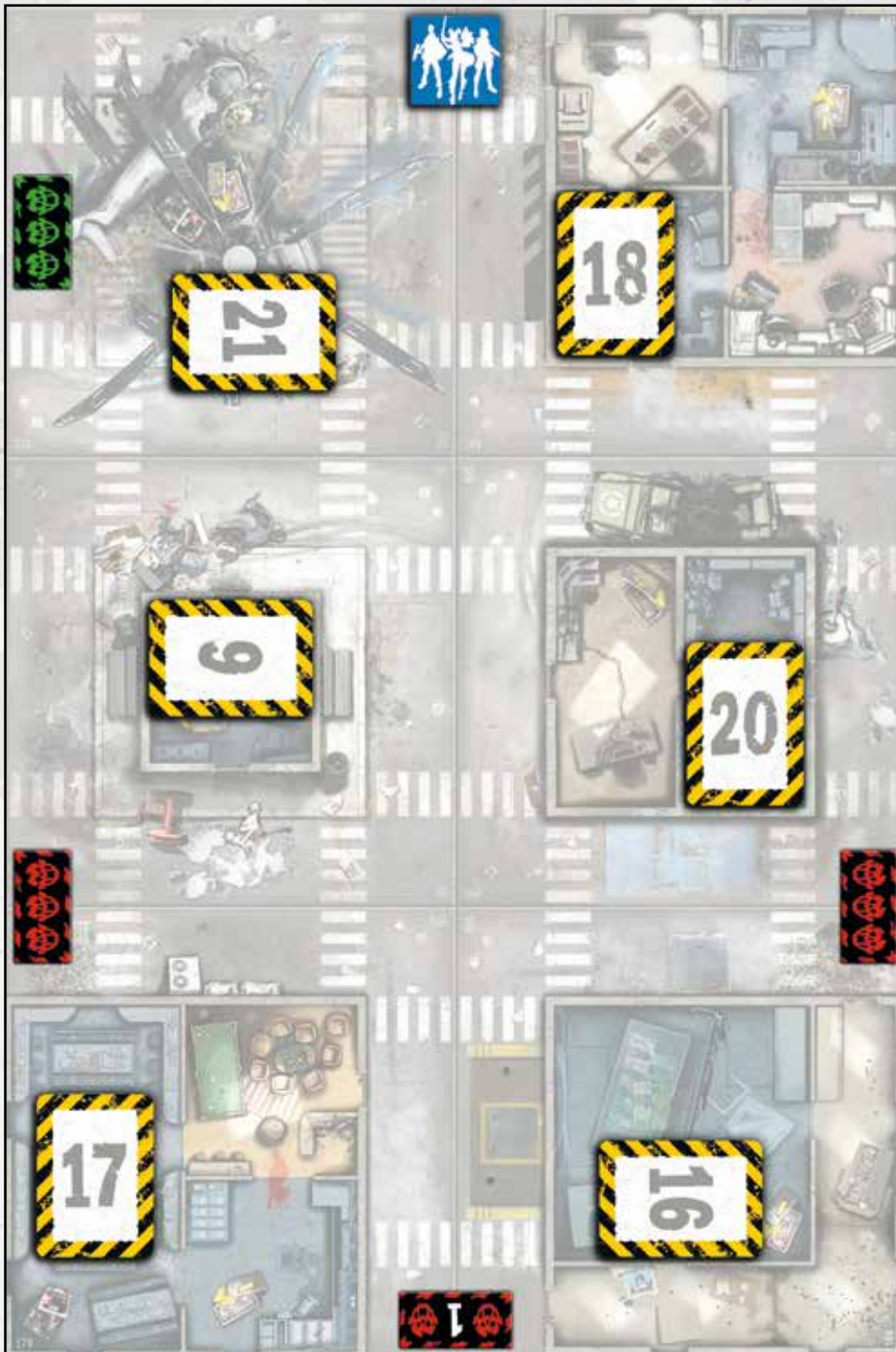
1
Spawn Zones



6x
Pimpweapon
Crates



6x
Objective Cards



M8 - IN THE ARMY NOW

Very Hard / 120 minutes

Our journey had taken us farther than we thought. We came as a rescue team, and became unknown saviors. We had uncovered Dr. Kirkland's fate and taken care of the main sources of biological hazard. Yet, despite the clues we had gathered by that time, we still weren't sure about what happened in Fort Hendrix. Did the military create the zombies, try to fight them, or use them for their own agenda? We soon stumbled upon a massive zombie herd. People, civilians, and soldiers alike had gathered here. The mysterious syringes were everywhere to be found. We decided to confront the herd and look for clues.

Tiles needed: 7R, 8R, 9V, 16R, 17R, 18V, 19V, 20R, & 21V.

• OBJECTIVES

Unveil Fort Hendrix' secret. Take Objective cards until you discover what happened in Fort Hendrix.

Starting hour: **4am.**

• SPECIAL RULES

• **Setup.** Place the following Zombies in the central Zone of tile 21V:

- 20 Walkers
- 8 Fatties
- 8 Runners
- 1 Shooter Walker

• **Incoming trouble.** The Green Spawn Zone is not active at the start of the game.

• **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.

• **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

9V	8R	16R
18V	21V	7R
19V	20R	17R



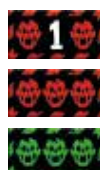


Survivor
Starting Zone

9x



Pimpweapon Crates



Spawn Zones



Zombies

9x

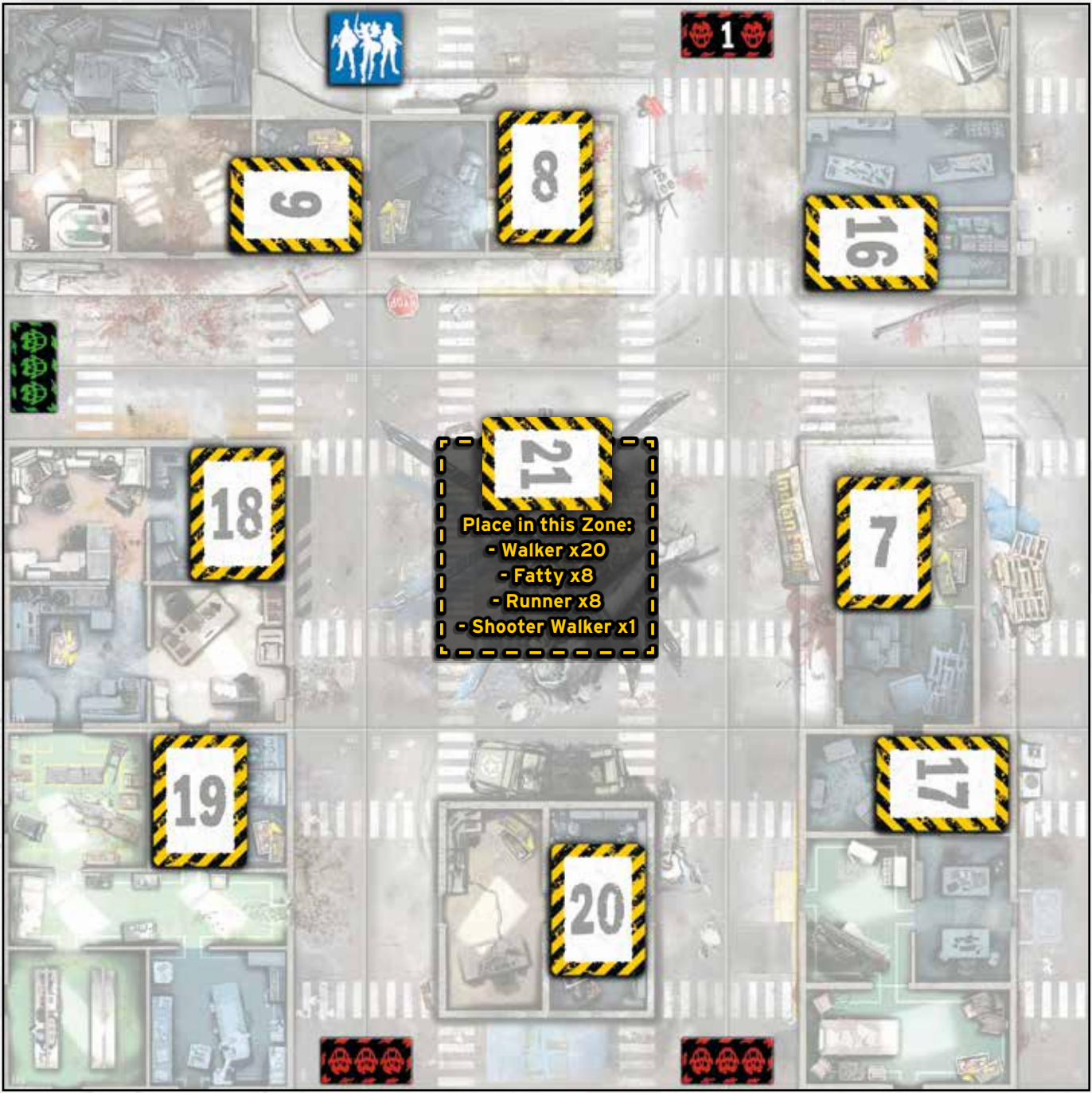


Objective Cards

2x



Notes



The map is a top-down view of a city street grid. It features several key elements:

- Survivor Starting Zone:** Located at the top center, marked with a blue icon showing three survivors.
- Spawn Zones:** Indicated by red icons with the number 1, located at the top center and bottom center.
- Objective Cards:** Yellow and black striped cards with numbers 6, 7, 8, 16, 17, 18, 19, 20, and 21. Card 21 is highlighted with a dashed border and contains the following text:
 - Place in this Zone:
 - Walker x20
 - Fatty x8
 - Runner x8
 - Shooter Walker x1
- Notes:** A card labeled "NOTE" is located at the bottom right.
- Pimpweapon Crates:** Represented by yellow and black striped icons, scattered throughout the map.
- Zombies:** Various zombie types are shown on the map, including Walkers, Fatties, Runners, and Shooter Walkers.

M9 - PANDORA'S BOX

Special / Special duration

As we ventured deeper into the base, we found evidence of a last effort from Fort Hendrix's folks to find a solution to the zombie invasion. Soldiers and civilians had a last stand, side by side against their infected foes. Why did they fight here as one? What were the last orders that lead these courageous fighters to sacrifice themselves? Did someone survive? Did they manage to evacuate people? We had to find these last orders and understand Fort Hendrix's fall. We owed it to those that died here.



Tiles needed: 3V, 5V, 7R, 9V, 16V, & 17V.

• OBJECTIVES

Recover Hendrix's legacy. On tile 16V.
Starting hour: 5am.

• SPECIAL RULES

• **All the diseases in the world.** Survivors with Contaminated Achievements cannot use Skills earned through Danger Levels. The more Contaminated a Survivor is, the more Skills they cannot use.

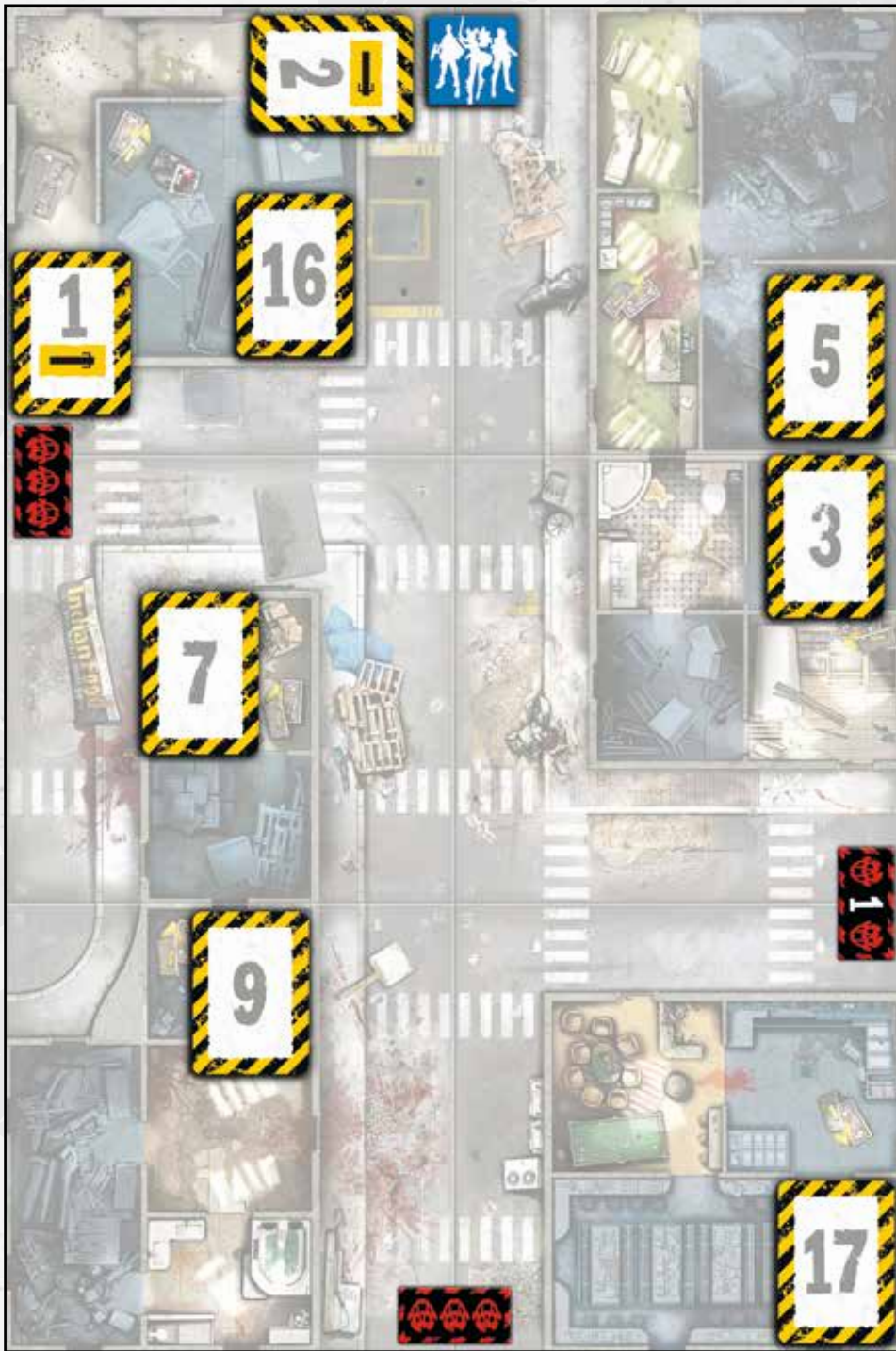
- Contaminated x1: Cannot use Red Level Skills.
- Contaminated x2: Cannot use Orange and Red Level Skills.
- Contaminated x3: Cannot use Yellow Level or higher Skills.
- Contaminated x4 (or more): Cannot use Blue Level or higher Skills.

Experience is earned as usual to choose Skills (even if they cannot be used) and determine the current Danger Level. Survivors losing Contaminated Achievements recover the use of the corresponding Skills.

• **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.

• **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

16V	5V
7R	3V
9V	17V



	6x 		
Survivor Starting Zone	Pimpweapon Crates	8x Objective Cards	1x Note
			
	Spawn Zones		

M10 - PURPLE HAZE

Very Hard / 90 minutes

We could not leave. Anyone, zombie or not, could enter and get infected by any of the strains the scientists conducted experiments with. At this stage, we weren't even sure to have uncovered them all by ourselves. The task could take, would take, years...

We had to find a permanent solution for Fort Hendrix. Either becoming its guardians or destroying it for good.

Tiles needed: 2V, 3R, 4R, 16R, 18R, 19R, 20R, & 21R.

• OBJECTIVES

Prevent outside zombies from getting in Fort Hendrix.

Find a way to destroy the Green Spawn Zone and lock Fort Hendrix's accesses.

Starting hour: 1am.



• SPECIAL RULES

• **Outside invasion.** The Green Spawn Zone is active from the start of the game.

During their activation in case there are no open paths to the noisiest Zone, Zombies move toward it as if all doors were open, though locked doors still stop them.

• **Crossing the border.** The doors of the building straddling tiles 3R and 4R may break if 1 or more Zombies standing in those Zones gets an extra Activation while trying to get into the building. Open the door and spawn Zombies in the building if it was the first door to be opened. If 2 or more doors are forced by Zombies in this manner (doors opened by Survivors don't count), take Note #1.

21R	2V
16R	20R
4R	3R
18R	19R

• **Is it tomorrow, or just the end of time?** Survivors with Contaminated Achievements cannot use Skills earned through Danger Levels. The more Contaminated a Survivor is, the more Skills they cannot use.

- *Contaminated x1:* Cannot use Red Level Skills.

- *Contaminated x2:* Cannot use Orange and Red Level Skills.

- *Contaminated x3:* Cannot use Yellow Level or higher Skills.

- *Contaminated x4 (or more):* Cannot use Blue Level or higher Skills.

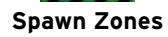
Experience is earned as usual to choose Skills (even if they cannot be used) and determine the current Danger Level. Survivors losing Contaminated Achievements recover the use of the corresponding Skills.

SPECIAL: At the end of the campaign, whatever the outcome, Survivors with 1 or more Contaminated Achievements die. Their journey ends here.

• **Penny's wrath.** Penny's Leader gets the +1 free Combat Action Skill. This free Combat Action can only be performed with a weapon in the Leader's Backpack.

• **Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.





#07 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).

+1 free All-Out [Action] 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.

All-Out: [Skill] - The Survivor benefits from the indicated Skill or game effect whenever going All-Out.

Double All-Out dice - The Survivor may double the All-out dice amount written on the Equipment card(s) they use whenever going All-Out.

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

Jack of all trades - The Survivor begins each game with 1 Campaign Skill of their choosing, and that they don't already possess. The chosen Skill is kept only until the end of the Mission.

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 success, like throwing a Molotov, also still apply.

Night vision - The Survivor ignore Night rules and Dark Zone rules (Core Rule book P. 33).

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.

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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. If searching from a Pimpweapon Crate, pick a card from the Pimpweapon 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.

• **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.

ZOMBIE SHOOTER

1. Each Shooter Walker attacks all Zones with Survivors it has LOS to (ignore night rules).
2. Each attack deals 1 Wound in the Zone.
3. Spawn the standard Zombies indicated on the card.
4. Spawn 1 Shooter Walker in each Zone with a Zombie of the indicated type, no Shooter Walkers, and LOS to a Survivor (ignore night rules). If there aren't enough miniatures, all Shooter Walkers perform a normal activation.

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	FATTY/ABOMINATION	1	2/3	1/5
2	WALKER/SHOOTER	1	1	1
3	RUNNER	2	1	1