

# SEWERS, TENTS AND BEDS

An unofficial Zombicide extension module by Andy and Thels. Manhole tokens by Tyfighter77.

Parts of this module are fully playable with only the Second Edition core box. Other parts require components from the Zombicide Rue Morgue Classic core box.

## #01 GAME COMPONENTS



8 Sewer Spawn Cards  
6 Bed Spawn Cards



Manhole Tokens



## #02 MANHOLE RULES

We don't know how they got there, but we know they're down there, in the sewers. We can hear them, roaming about in massive hordes. Sometimes, if we're too noisy, it brings them to the surface, making a surprise appearance on the street, and rarely by themselves either! When they come, they tend to come in droves, appearing from all nearby manholes at once. You better stay clear of those manholes if you value your limbs!



To include Manholes into your game, place the Manhole tokens onto the map, and shuffle the Sewer Spawn cards into the Zombie spawn deck.

Manhole tokens should be placed in street Zones. It is recommended to place one Manhole token on each tile that features street Zones. When a Manhole token is placed in a street Zone that straddles two or more tiles, be sure to place the Manhole token so that it is clear which tile the Manhole token belongs to.

Sewer Spawn cards #S001-#S004 feature standard Zombies, and can be incorporated into any Second Edition game. Sewer Spawn cards #S005-#S008 feature Skinner Zombies from the Zombicide Rue Morgue Classic core box, and are best used alongside Spawn cards #121-#156 from the Upgrade Kit.

When you draw a Sewer Spawn card, no Zombies appear in the designated Zone. Instead, place the indicated number and type of Zombies in every Zone that features a Manhole, if that Manhole is on the same tile as at least one Survivor.

- Survivors standing in a Zone straddling two or more tiles are considered to be on all of those tiles, regardless of the position of their miniature within that Zone.
- Only spawn one set of the indicated Zombies per Manhole, regardless of the amount of Survivors present.
- If a street Zone features two Manholes, it's possible that both of those Manholes trigger a Zombie spawn.
- Do not spawn Zombies on Manholes that are on tiles devoid of Survivors.

Tip: These Sewer Spawn cards can also be used when playing Classic Missions with the Second Edition Spawn cards.



## #03 TENTS AND BEDS RULES

In the first weeks of the invasion, the military established camps in the city parks and in surrounding areas. Unfortunately, most places don't stay secure for long when zombies are involved, and many camps fell after putting up a hell of a fight. Some of those tents still remain, giant and ragged pieces of material, with the hospitalized people still inside of them. They've long since turned into zombies, slumbering, waiting for the sound of humans to wake them up!

The Tents and Beds require the Tent cards and Crawler miniatures from the Zombicide Rue Morgue Classic core box. To include Tents and Beds into your game, place Tent cards next to the map, and shuffle the Blue and Green Bed Spawn cards #S009-#S014 into the Zombie spawn deck.

Tent cards should be placed along the edges of the map, faceup, adjacent to street Zones, so that each Tent card is connected to a single street Zone. It is recommended to place Tent cards with around three total beds per two tiles. Do not include the Administrative and Infirmary Tent cards.

- Each Tent card is its own Zone, but considered to be on the same tile as the street Zone it is adjacent to.
- If a Tent card is adjacent to a street Zone that straddles two tiles, the Tent Zone is considered to be on both those tiles.
- No Line of Sight can be traced through a Tent Zone, or between a Tent Zone and another Zone.
- Tent Zones are outdoor Zones and cannot be Searched.

- Vehicles cannot be driven into or through Tent Zones.
- Tent Zones can be adjacent to each other (even if there is a small gap), allowing Survivors and Zombies to move from one Tent Zone to another.

When you draw a Blue or Green Bed Spawn card, no Zombies appear in the designated Zone. Instead, place the indicated number and type of Zombies in every Tent that features a matching Bed (Blue or Green), if that Tent is on the same tile as at least one Survivor.

- Survivors standing in a Zone straddling two or more tiles are considered to be on all of those tiles, regardless of the position of their miniature within that Zone.
- If a Tent card features multiple Beds that match the spawn card, place the indicated Zombies once per matching Bed.
- Only spawn one set of the indicated Zombies per matching Bed, regardless of the amount of Survivors present.
- Do not spawn Zombies in Tents that are on tiles devoid of Survivors.

Blue and Green Beds are also featured on the Hospital tiles 1V-6V from the Zombicide Rue Morgue Classic core box. For Missions that include these tiles, also place the indicated Zombies in each Zone that features a matching Bed, if that Zone is on the same tile as at least one Survivor.

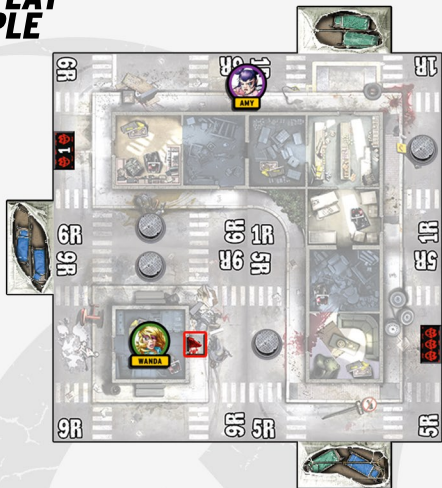
Tip: These Blue and Green Bed Spawn cards can also be used when playing Classic Missions with the Second Edition Spawn cards. It is also possible to play Second Edition missions that involve these Tent cards in more interesting ways. Check the Zombicide Rue Morgue rulebook for the rules and inspiration on how to do so.



## #04 GAMEPLAY EXAMPLE

Amy is in the street Zone that straddles tiles 1R and 6R, so she is considered to be on both tiles. Wanda is in the bunker on tile 9R.

During the Zombie Spawn Phase, a Sewer Spawn card is drawn for the first Spawn Zone, depicting a single Fatty for the current danger level. A Fatty is placed in the Zone with a Manhole token on each of tiles 1R and 6R, because Amy is on both those tiles. Another Fatty is placed in the Zone with a Manhole token on tile 9R, because Wanda is on that tile. Note that there are now two Fatties in the street Zone straddling 6R and 9R.



No Fatties are placed in the Zone with a Manhole token on tile 5R, because there is no Survivor on that tile. No Fatties are placed in the Zone with the Spawn Zone token either.

Note that the Tent is also on the same tile as Amy. However, Manholes and Beds only trigger once per Spawn card, regardless of how many Survivors are on the same tile.

No Crawlers are placed on the Tent with the Green Beds. While it is on the same tile as Amy, it doesn't depict any Blue Beds. No Crawlers are placed on the Tent with the Blue and Green Bed, because there is no Survivor on that tile. No Crawlers are placed in the Zone with the Spawn Zone token either.

A Blue Bed Spawn card is drawn for the second Spawn Zone, depicting 2 Crawlers for the current danger level. The Tent with the two Blue Beds is on the same tile as Wanda, so 2 Crawlers are placed on that Tent for each Blue Bed, for a total of 4 Crawlers.

