




## #1 ZOMBIVOR RULES

*Being a survivor isn't just a matter of luck and skill. It's a matter of willpower. Some of us lacked luck or skill but still had the will to live. They overcame the infection and resurrected to keep fighting the good fight as zombie survivors, nicknamed "zombivors". We have every reason to fear them, and they know it. That's why they give their best to get revenge on the zombie legion.*

Your favorite Survivors can make it back to the game as Zombie heroes called Zombivors! When Zombies pull down your Survivor, you can turn him into a Zombivor and exact a bloody revenge.

The Zombivors' status is indicated with  on the Survivors' Identity Cards. All Survivor rules apply to them.

The killer feature about Zombivors is their incredible endurance. **A Zombivor is only eliminated by five Wounded Cards in his Inventory** (instead of two for a standard Survivor).

Zombivors are great tanks. There's a serious drawback, though (besides the smell). At Yellow Level, Zombivors don't gain the +1 Action Skill of standard Survivors. They're tougher but somewhat slower, and thus, they offer a whole different gaming experience.

Resurrection mode lets you begin the game with your favorite Survivors in their "Standard" version and then switch them to their "Zombivor" version when things go awry. You read it right: If your Survivor gets eliminated, he comes back as a Zombie! Experienced players may begin the game directly with Zombivors instead of Standard Survivors.

**Resurrection mode:** When any Standard Survivor gets his second Wound, lay down his miniature. **Getting killed by a team member doesn't grant a resurrection.** A standard Survivor can't receive more than two Wounds. If he receives more Wounds than needed to kill him, distribute these Wounds to other Survivors, or ignore them if nobody can take them. Ignore the downed Survivor for all game effects until his resurrection, as if he was removed from the board.

At the beginning of any following Players' Phase, before the first player acts, resurrect the Survivor. Discard all of his Wounded cards, and replace his downed miniature with his standing Zombivor miniature. Trade his Survivor Identity Card for its Zombivor version. The new Zombivor immediately gains:

- Any Equipment cards his Standard version did not lose upon his first death. The inventory is reorganized for free.
  - As many experience points as the standard version had. Choosing new Skills is allowed.
- Ongoing game effects previously applied to the standard version no longer apply. Except for Resurrection (or stated otherwise), all rules affect Zombivors the same way they do Survivors.

**EXAMPLE:** Cathy and Terry stand in a Zone with four walkers.

Cathy is unharmed, has 21 experience points and two Equipment cards: a Fire Axe and a Shotgun. Neema (from the *Toxic City Mall* expansion) just gave her an additional Action thanks to her Born leader Skill.

Terry has a single Wound, 27 experience points, and four Equipment cards: a Saber, Plenty Of Ammo, a Rifle, and some Gasoline.

An unexpected extra activation allows the four Walkers to attack, inflicting four Wounds to share between Cathy and Terry.

The first and second Wound go to Cathy. The player discards the Fire Axe and Shotgun cards. Cathy is eliminated, and her miniature is laid down in the Zone. She has no Equipment left.

The third Wound lands on Terry. The player discards the Gasoline and, as Terry now has two Wounds, the Survivor is eliminated, laying the miniature down. Terry keeps his remaining Equipment cards.

The fourth Wound is ignored, as there's no one left to harm.

At the beginning of the next Players' Phase, Cathy and Terry's players decide to resurrect their fallen heroes. Zombivor Cathy and Zombivor Terry are put in the Zone, replacing the laid down miniatures.

Zombivor Cathy has no Equipment, loses the additional Action granted by Neema, but has 21 experience points.

The player can choose an Orange level Skill for her.

Zombivor Terry still has the Saber, Plenty Of Ammo, and Rifle cards, along with 27 experience points. The player can choose an Orange level Skill for him.



## #2 LOSTS RULES

*Zombies lose all empathy, don't need to sleep, and have their own special ways to eat and reproduce. Losing touch with humanity is sometimes too much for a zombivor. When a zombivor forfeits his will to survive, he becomes...lost. The friend is gone, only the incredible body remains. On the upside, it often has useful weapons!*

1- Take unused Zombivor miniatures to represent Losts. They are Zombies for all purposes (including ignoring Survivors with the Rotten Skill) and don't benefit from extra activation cards. Losts have a single Action to spend during the Zombies' Phase. They share the same Targeting Priority Level as Survivors. Choose your targets among them!

2- Mix "Losts" Zombie cards with your regular Zombie pile, and spawn Losts using core rules. Each "Lost" Zombie card spawns a single Zombivor of your choosing; they all have the same game effects. "Lost" Zombie cards don't go in the Zombie discard pile—once drawn, they never come back in the game.

3- A Lost can endure five Wounds before getting killed. It gets a Wound per Damage received (for example, a Damage 2 weapon inflicts 2 Wounds). Use small counters, or a die, or even the Zombivor ID Card and Wounded cards to track a Lost's Wounds.

4- Killing a Lost earns 1 experience point. As an additional effect, you can go through the Equipment pile and take any one weapon card you want from it (NOT from the discard pile). Give it to the Survivor who scored the kill, and reshuffle the Equipment pile. The card taken can be an Ultrared Equipment card (see the *Angry Neighbors* and *Toxic City Mall* expansions). The Survivor can then immediately and freely reorganize his inventory.

**NOTE: The Matching set! Skill doesn't apply here, as collecting the card is not a Search Action.**

5- Losts aren't turned into Toxic Zombies by the Toxic Abomination (see the *Toxic City Mall* expansion).