



COMBAT TANKS

#1 COMBAT TANKS

This expansion provides rules and materials for adding combat Tank vehicles and their turret weapons to Zombicide. You will need to print: 1-2 Tank vehicle tokens, 6-8 Tank Shell Equipment cards, and 1 Padlock Key Equipment card (per Tank).

Revised and adapted by Tyfighter77 from rules by Stéphane Louis (published in Ravage Magazine #3), translated by Marc Raps. Thanks to Thels for revision assistance.

We were cornered. There was no way out. We turned down the alley knowing it would be a dead end - our dead end. We couldn't believe our eyes. A tank was just sitting there. A massive, fully operational military combat tank!

TANK CREW

The Tank can carry six Survivors. The four gray slots are for passengers riding on top of the Tank and are considered standard vehicle passenger seats. The two red slots are inside the Tank and Survivors occupying them are never in Line of Sight and are considered invulnerable (including to Molotov effects, exterior Kaboom! incidents, and the A-Bomb's Grabbing ability). The front red slot is the **Driver** seat and the rear Red slot is the **Gunner** seat. Survivors in the Red slots cannot perform Attack actions (except the Gunner using the Tank's



weapons), or interact with anything outside the Tank. However they can perform Trade Actions with other Survivors inside or on top of the same Tank.

GETTING IN OR OUT OF A TANK

The standard rules for getting in or out of a car apply to the Tank; both gray and red slots (see *Prison Outbreak* p.15).

SEARCHING A TANK

The Tank cannot be searched, however Equipment cards can be stashed in a Tank following the standard rules (see *Toxic City Mall*, p.14).



ACTIVATING A TANK

The Tank cannot be operated (driven or fired) until it has been **activated**. The Survivor in the Driver seat may activate or deactivate the Tank at the cost of 1 Action. An active Tank is always considered to be the last to use the Loud skill each round (except for a flying Helicopter).

DRIVING A TANK

The Survivor in the Driver seat may drive the Tank. This follows standard car rules (see *Prison Outbreak* p. 15) with the following exceptions:

- The Tank only moves 1 Zone per Action.
- The Tank performs a **Tank Attack** in the Zone it exits and the Zone it enters. Roll 1 die for each Actor that is not in a vehicle. Each **3+** is a successful hit that instantly kills one Actor (regardless of damage threshold or special abilities) using normal Priority order.
- The Tank also crushes and destroys all Objectives and smaller vehicles (comparing token size) in the Zone. When a vehicle is destroyed, all its occupants are killed. Other Tanks and vehicles of the same or greater size are unaffected.
- The Tank passes through and destroys all Barricades and Barbwire Fences in its path.

IMMOBILIZED TANK

If the total worth of Zombies in the Tank's Zone exceeds 20 XP, the Tank is **immobilized** and cannot move (but it can still shoot!). Reducing the Zombies in the Zone to 20 XP or lower will free the Tank again. Immobilized Tanks do not count as deactivated and freeing them does not cost an Action.

NOTE: *Zombie XP values can be found on the standard Targeting Priority Chart.*

FIRING THE HEAVY MACHINE GUN

The Survivor in the Gunner seat may fire the Tank's Heavy Machine Gun at the cost of 1 Action. No special ammo is required.





FIRING THE HOWITZER

The Survivor in the Gunner seat may fire the Tank's Howitzer at the cost of 1 Action. One Tank Shell must be discarded from the Gunner's inventory each time they fire the Howitzer. A successful hit destroys everything in the target Zone, including all Actors (except those inside another Tank, red slots), Doors, Objectives, smaller vehicles and all obstacles (including doorless walls). Victims of a Howitzer Attack cannot become Zombivors.



TANK BATTLE

A Tank versus Tank battle is possible if you choose to play in Competitive Mode (see *Rue Morgue*, p.39). Tank battles have the following special rules:

- Survivors inside the Tank are vulnerable to Melee and Ranged Attacks made by other Survivors inside or on top of the same Tank.
- If a Survivor inside the Tank causes a Kaboom! incident, that Tank is completely destroyed and all occupants are killed.

KABOOM!

If a Survivor carrying a Tank Shell is hit during a Ranged Action or if a Tank Shell is discarded as the result of a Wound, it will cause a **Kaboom!** incident. This has the same effect as a Howitzer Attack in the Survivor's Zone.

- A Tank cannot be crushed by another Tank.
- A Tank hit by a Howitzer Attack becomes permanently immobilized. If an immobilized Tank is hit by a Howitzer Attack it is completely destroyed and all its occupants are killed.

#2 MISSION DESIGN

DESIGNING NEW TANK MISSIONS

The Tank is powerful! Whether designing a mission around a Tank as the central feature, or merely including it on the board, keep difficulty balance in mind. As usual, specific mission rules supersede the standard Tank rules, so feel free to be creative.

ADD TANKS TO EXISTING MISSIONS

The Tank is generally compatible with any mission where at least one drivable vehicle is present. Substitute a drivable vehicle for the Tank.

ZOMBIE REINFORCEMENTS

Now that Survivors have a new mighty weapon, you should even the balance. Consider doubling Zombie spawn numbers while a Tank is active, or use it together with *Spread of the Dead: Zombie Hordes!*

#3 TANK MISSIONS

M01 SAVE THE TANK

EASY / 6+ SURVIVORS / 60 MINUTES

We stumbled into a horde, and it's only getting bigger. We have only one chance - there's a full-on military combat tank down the street. If we can just reach it we might be able to get out of here in one piece. There are Howitzer shells scattered around here too. If we get that cannon firing we'll be practically invincible! Who needs the cavalry when you can BE the cavalry?

Material needed: Season 1, Combat Tanks.

Tiles needed: 1B, 1C, 2B, 2D, 5B & 5C.

OBJECTIVES

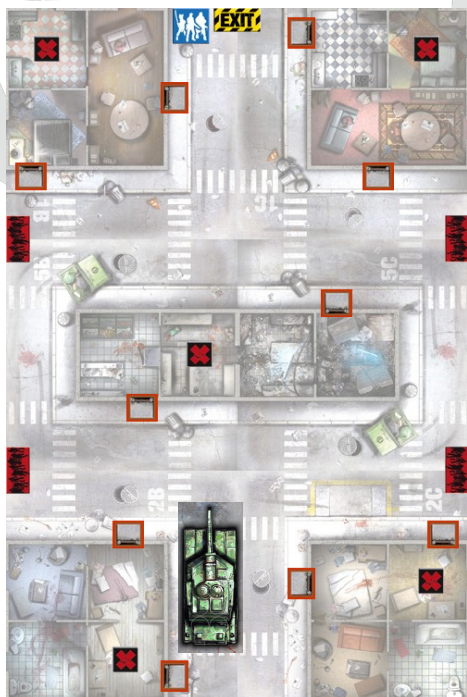
Get to the tank, thin out the horde, and make your escape:

- 1 – Reach and activate the tank.
- 2 – Kill 50 Zombies.
- 3 – Reach the exit with at least 4 Survivors (including a Tank Driver and Gunner).

SPECIAL RULES

- **Shell search.** Set 5 Tank Shell cards aside during setup, shuffle the remaining Tank Shell into the Equipment deck. When an Objective is taken, the Survivor also collects a Tank Shell card from the pile. Taking an Objective grants 5 XP.
- **Ready to roll.** The Tank starts the game fueled up, unlocked and ready to go.

1B	1C
5B	5C
2B	2C



MO2 ZOMBIE PILES

MEDIUM / 4+ SURVIVORS / 120 MINUTES

A Mission by Thels

When dusk approached, we should have returned to our hideout. But how could we, once we spotted that tank in the distance? Imagine how useful it would be if we could get it running! As we approached the tank, we passed by large piles of reeking dead bodies. Fortunately, the tank turned out to be in decent condition. All we need to get it running is a key to access the controls and some gasoline to fuel it. Oh, and some tank shells would be nice to fire the Howitzer.

Suddenly, we heard moaning from all around us. Those piles of dead bodies have turned out to be zombies that are now waking up! I swear, if I end up dying inside a tank...

Material needed: Rue Morgue, Combat Tanks.

Tiles needed: 1R, 2R, 4R, 5R, 6V & 8R.

OBJECTIVES

We need that Tank! Accomplish the objectives in this order to win the game:

- 1 – **Fuel the Tank.** You'll need Gasoline to do so.
- 2 – **Activate the Tank.** This requires the Padlock Key.
- 3 – **Use the Tank!** The Howitzer and the Tank itself can destroy the zombie piles (Spawn Zones). You win the game when all Spawn Zones are destroyed, and at least three Survivors are still alive.

SETUP

- Take 2 Gasoline cards, 2 Tank Shells, 1 Padlock Key, and La Guillotine, and shuffle them together. These cards form the Tank deck.
- Shuffle the remaining 4 Tank Shells and 1 Nailbat into the Equipment deck.

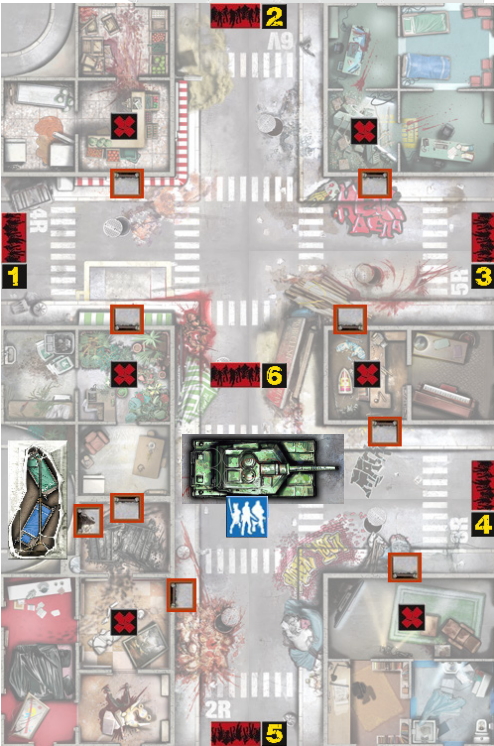
SPECIAL RULES

- **Sleeping beauties.** The Zombies are waking up! When a Survivor enters a Zone with a zombie pile (Spawn Zone) on foot, he is immediately overwhelmed by the large pile of zombies and killed. The Jump skill can be used to jump over the Zone.
- **Zombie tent.** The tent straddles both tiles 1R and 2R. When a hospital bed spawn card is drawn, spawn a crawler in the tent if there is at least one survivor on either 1R or 2R. The tent fully occupies the street Zone it is in.
- **This could be useful!** Each Objective gives 5 XP to the survivor who takes it. When a Survivor takes an Objective, they also gain a card from the Tank deck, and they may freely reorganize their inventory. This is not a Search Action.
- **Found the Key!** When a Survivor draws the Padlock Key card, place it on their dashboard. It does not take up an inventory slot, and it can be exchanged between Survivors using the Trade Action.
- **It's out of fuel.** The Tank needs to be fueled before it can be used. A Survivor in the same Zone as the Tank may spend an Action and discard a Gasoline card to fuel the Tank.
- **Engines start.** Once the Tank has been fueled, a Survivor in the driver's seat with the Padlock Key on his dashboard may spend an Action to activate or deactivate

the Tank. The Tank can only be driven by the Survivor with the Padlock Key.

- **Oh crap, that's loud!** The Tank makes a lot of noise, which increases the speed at which the Zombies are waking up! Once the Tank is activated, double the amount of Spawn dice rolled during each Zombie Spawn phase. Continue to do so even when the Tank is deactivated again.
- **Time to commit Zombicide!** A zombie pile (Spawn Zone) can only be destroyed by driving the Tank into its zone (granting 5 XP to the Tank Driver) or with a successful Howitzer attack (granting 5 XP to the Gunner).

When a zombie pile is destroyed, remove its Spawn Zone and Spawn Locator tokens from the board. During the Zombie Spawn phase, ignore all Spawn dice for destroyed Locators (do not reroll).



4R	6V
2R	5R
1R	8R



 Player starting area	 Zombie Pile	 Spawn Locator
 Open Door	 Door	 Tank Deck Stash (5 XP)
 Zombie Tent	 Tank	

