



# DARKNESS

This expansion provides rules and materials for adding Dark Zones to Zombicide. Dark Zones can add suspense and a greater challenge to your games. You will need to print: 6 Night Vision Equipment cards, 4 replacement Flash Light cards, 6-8 Light Beam tokens, 16-20 Darkness tokens, and the Clock Spinner (for Night Mode). Note: If you have it, you may use the Clock and Beam tokens from *Fort Hendrix* instead.

*These rules are an original adaptation of similar mechanics in other editions (Invader, Modern 2nd Ed, and several home-brew rule sets).*

Never go out at night, and never ever go inside a dark room without a light. Those are rules we all learn to survive. But sometimes you have no choice. And when that happens, you better move slow and quiet, or you wont even see what kills you.

## #1 DARKNESS RULES

### SETUP

Darkness can be used to enhance existing scenarios as well as original missions. To play with Darkness:

- 1- Shuffle the Night-Vision and Flashlight Equipment cards into the Search deck.
- 2- Put the Light Beam tokens off to the side for use during the mission.
- 3- Place Darkness tokens on the desired interior Zones to designate them as Dark Zones.
- 4- Place the Clock Spinner off the the side and set it to the desired starting hour (Night Mode only).



## DARK ZONES

Zones that contain a Darkness token are considered **Dark Zones**. Dark Zones impose various penalties during play:

- Actors cannot trace Lines of Sight into Dark Zones at range 2+, but can trace past them into other non-Dark Zones.
- Ranged Attacks into Dark Zones require **6+** accuracy to hit (Ranged game effects still apply). Other attacks are not affected.
- Dark Zones cannot be Searched (except with Night-Vision or a Light Source).



### Choosing Dark Zones:

- For each Map Tile, designate half the interior Zones as Dark Zones (rounded up).
- Indoor Alleys and Hallways are never Dark (except at Night).
- Cells and Holes are always Dark.
- Or for more immersion, place Darkness tokens in Zones you would least expect light to reach.

## LIGHT SOURCES

Equipment items with the **Light Source** keyword may be used as Light Sources.

- While turned on, each Light Source produces a **Light Beam**, represented by a Beam token on the board.
- Light Beams illuminate either a single Zone (the Zone containing its Light Source) or two Zones (the Zone containing its Light Source and one adjacent Zone). The Survivor with the Light Source decides if and which second Zone is illuminated.
- Light Beams negate all Dark Zone effects in the Zones they illuminate. This applies for all Actors, not just the Survivor with the Light Source.
- Light Beams always move with the Survivor equipped with its Light Source.
- Light Beams do not penetrate Line of Sight obstacles such as Walls or closed Doors.
- All operational vehicles are considered Light Sources while being driven. Vehicle Light Beams always point ahead of the vehicle.

## OPERATING LIGHT SOURCES

Each Light Source can be turned on or off by the Survivor with it in his inventory. Light Beams are only produced while the Light Source is turned on.

- When gaining a Light Source, you may immediately turn it on.
- Light Sources may be turned on during a Reorganize, Trade, Search or Ranged Action, or turned off during a Reorganize or Trade Action.
- Light Sources are automatically turned off when discarded.

## NIGHT-VISION

**Night-Vision** – The Survivor ignores all Dark Zone penalties.

Equipment items with the **Night-Vision** keyword grant the above Night-Vision skill to the Survivor.

- Actors with Night-Vision ignore all Dark Zone rules.
- Animals (Zombies and Companions) have Night-Vision by default.
- Animal Companions do not grant Night-Vision to their handlers.
- Night-Vision does not produce Light Beams or other illumination.
- Night-Vision equipment does not need to be turned on or off.

## #2 NIGHT MODE

Night Mode allows players to simulate the Day-Night cycle during their Zombicide play. To play with Night Mode, use the Clock spinner to keep track of the in-game time. During setup, set the Clock to the desired starting hour (the starting hour may be dictated by mission rules). The following Night rules apply:

- During each End Phase (after the Zombie Phase), advance the Clock one hour.
- From 7am to 6pm is Day. No special effects apply.
- From 7pm to 6am is Night. During this time, all Zones (including outdoor Zones) count as Dark Zones.
- Light Sources and Night-Vision can still be used to negate Dark Zone effects during the Night.

## #3 ADDITIONAL CHALLENGES

If you want even more immersion or would like to make your Darkness and Night Mode games even more of a challenge, consider playing with these rules in conjunction with *Fog of War* or *Spread of the Dead: Lurker Zombies* custom rulesets. Or both!

