

# ZOMBICIDE

VENICE





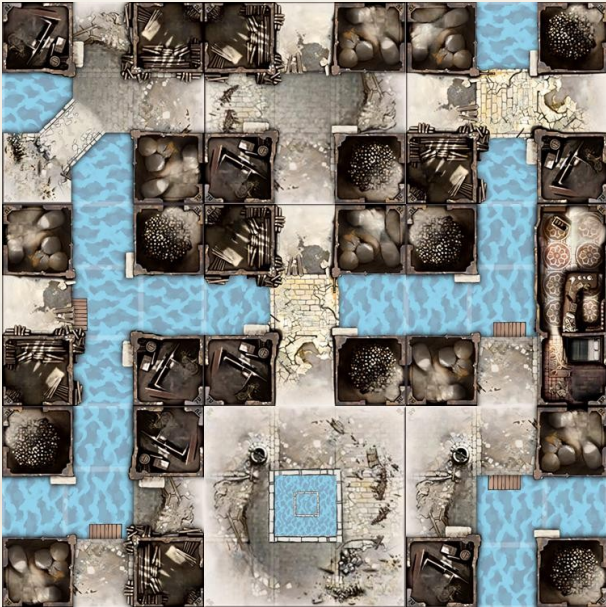
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# Game Components

## Minimum Required Components

9 Game Tiles (Double-Sided)



4 Boat Tokens



To play VeniZe, you either need the full parts listed in the next chapter, or you can use a full set of Zombicide: Black Plague.

Use the equipment and spawn decks as usual, but convert the zombies from Zombicide:

Black Plague:

- Use walker miniatures for drowned.
- Use runner miniatures for lurkers.
- Use fatty miniatures for bloated.
- Use the abomination for the water monster.
- Use the necromancer for the mermaid.

## Full Component List

The components listed in this chapter are the theoretical content of a full Zombicide: VeniZe box. So far, a lot of this has not been created,

so we rely on already existing survivors and spawn cards.

6 Survivor Miniatures and ID Cards  
Anna, Benasuto, Catarina, Giustiniano, Rambaldo, Zaneta

74 Zombie Miniatures

32 Drowned

16 Lurkers

16 Bloated

1 Water Monster

1 Mermaid

6 Survivor Dashboards with Trackers

6 Dice

Doors

Blue x1

Green x1

Neutral x12

Dragon Bile x4

Exit Point x1

Fireworks Token x1

First Player Token x1

Noise x18

Spawn Zones

Red/Blue x1

Red/Green x1

Red/Necromancer x6

Red/Red x4

72 Equipment Cards

54 Zombie Cards (using the same Spawn Matrices from Zombicide: Black Plague)

## Introducing VeniZe

With the horrors that were told from all over Italy, the inhabitants from Venice felt safe, since zombies were not known for being good swimmers. But one day, something climbed out of the water and the horror started, the nobles



tried to flee in their boats, but they were not safe, especially not on water, so people tried to avoid the water, but the invasion started to overrun everyone, with only some last survivors remaining. Can they survive? Is there a way out?

## What is VeniZe?

Zombicide: VeniZe is a project that is still in development. The first and most important components are the tiles and rules, and these are presented today as a first version. The aim is to create a full print-it-yourself Zombicide game, consisting of all components that are required, but this might take some time or even might never be completed.

## New Zombies: Water Zombies

All water zombies share some special rules:

- Water zombies can move through water without penalty.
- When there are several paths of equal length, water zombies prefer to stay or get back into water zones.

### Drowned

Damage inflicted: 1

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special rules: -

### Lurkers

Damage inflicted: 1

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special rules:

- Lurkers can climb out of water zones everywhere if there is a street zone adjacent.
- When a Lurker starts their activation in a

water zone, they get one extra action.

- When a Lurker is in a water zone and there are no survivors in their zone and there are survivors adjacent, they choose one survivor (the one who was activated last) and pull the survivor into the water zone, and then get a free attack action instead of moving.

### Bloated

Min. Damage to destroy: Damage 2

Experience provided: 1 point

Special rules:

- Whenever a Bloated is killed or is in the same zone as a survivor (also during any point of a turn), it explodes and deals 2 automatic damage to all actors in the zone.

### Water Monster

Damage inflicted: 1

Min. Damage to destroy: Damage 3

Experience provided: 5 point

Special rules:

- When the Water Monster starts their turn in a water zone, it gets two additional actions.

### Mermaid

Damage inflicted: 1

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special Rules:

- The mermaid is a necromancer and therefore moves towards their destination if no survivor is in their zone.
- The mermaid never leaves water.
- If the mermaid is adjacent to a zone with survivors and has no survivors in their zone, instead of moving, roll a die for every survivor, on a 1-3, the survivor is moved into the mermaid's zone.

## New Tiles: Water



### Special rules

- Moving from one water zone to another costs one extra action. Be aware that this penalty does not apply to all water zombies. If zombies are not allowed to move at all any more due to this rule (e.g. if a normal walker is standing in a water zone without a landing stage), they may move one zone.
- A water zone can only be exited to the street if a landing stage is present. Survivors leaving the water zone through a landing stage do not need an extra action.
- A full bridge counts as a normal street zone. There is no water zone below a bridge, but the water zones on both sides are connected. A movement from the water zone on one side to the other side is a single move step. Survivors still need their extra action for this.
- The bridge on tile 2B and 6F is not its own zone, but just connects the middle zone with the bottom right zone.

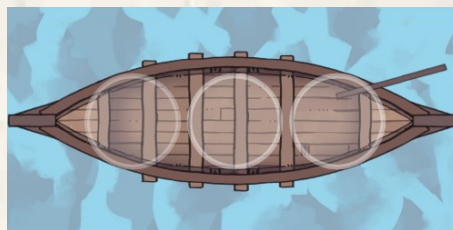


- Dragon Bilet works normally on water.

### Spawning

- Create a water spawn deck with all water spawn cards. Draw from this deck if the spawn happened in a water zone.
- During the zombie spawn phase, draw a card from the water spawn deck for each water zone with survivors in it that didn't have a zombie spawn this turn.
- During the zombie spawn phase, roll a die for each water zone with survivors adjacent that didn't have a zombie spawn this turn. On a 1-3, draw a card from the water spawn deck.
- The fountain on tile 7F counts as a water zone.
- If the mermaid should spawn on a water body that is not connected to at least one other spawn token, spawn it on the nearest spawn zone in water that is connected to another spawn token.

### Boats



- Survivors can enter or exit boats, change seats in a boat or drive a boat by spending one action.
- Only the survivor being in the back of the boat may spend one action to move the boat by one zone. Boats count as slippery and may leave zones with zombies without penalty.
- Being in a boat does not grant any protection from zombies.
- A boat may never leave water zones. If survivors in a boat are pushed or moved out of water, they automatically exit the boat.



# Additional Quests

## Quest 1: Across the River

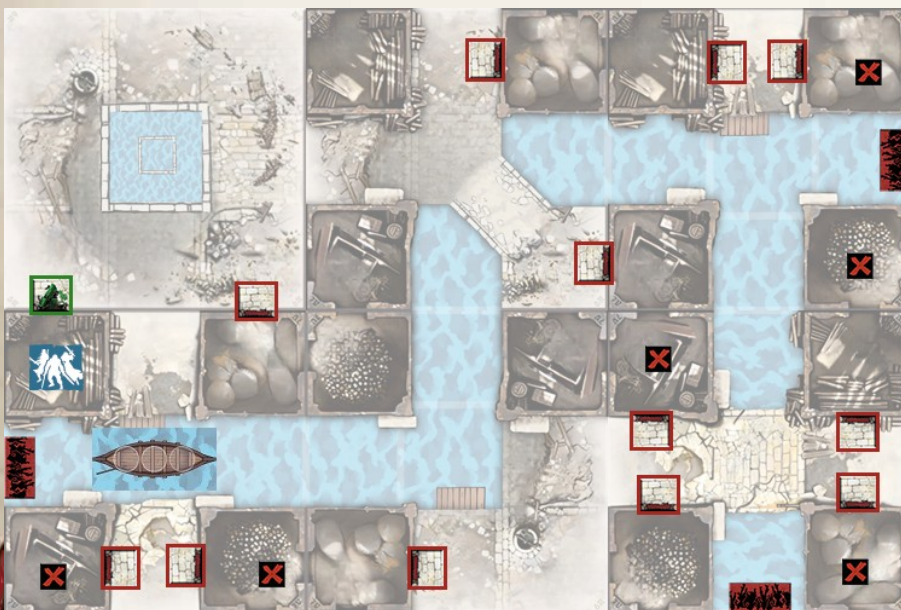
They are in the water. We never thought that this horror would reach us, so we are not prepared. Across the river are the houses of some merchants, we need to gather all the supplies and get back to our hideout.

### Objectives

- Take all the objectives.
- Return to the hideout: The game is won as soon as all survivors are inside the starting building and no zombies are present.

### Special Rules

- You may not search in your starting building.
- Each Objective gives 5 experience points to the Survivor who takes it.



## Quest 2: Looking for Friends

Some others are out there, too. If we stick together, maybe we can survive all this? Unfortunately, we can't go there by land, but have to travel through the water. I have a very bad feeling about that - jumping into water feels like being fed to the zombies. Maybe these gondolas might be useful.

### Setup

- Start with 3 survivors.
- Put the green and blue objective randomly among the red objectives, face down.

### Objectives

- Take all objectives.
- Reach the exit zone with all survivors. Any survivor may escape through this zone at the end of his turn, as long as there are no zombies in it.

### Special Rules

- Each Objective gives 5 experience points to the Survivor who takes it.
- When taking an objective, reveal it:
  - Red: Add another survivor to your group. The survivor starts without any equipment at the blue danger level.
  - Blue/Green: Activate the blue/green spawn zone and place a drowned in the current zone.
  - If you run out of survivors when picking up a red objective, do not add an additional survivors.





## Quest 3: The Fountain

Some survivors tried to barricade themselves on the big plaza. Unfortunately, nobody checked the fountain and they were overrun from the inside. We need to check the alchemist's workshop and try to shut down the fountain.

### Setup

- Put the blue objective randomly among the red objectives, face down.

### Objectives

- Find the bomb ingredients (blue objective).
- Take the bomb ingredients to the alchemist's workshop (green objective).
- After completing the steps above, take the bomb to the fountain (green spawn zone) and shut it down.
- All survivors must survive.

### Special Rules

- If during a turn a survivor ever is in a water zone, activate the zone for this zombie phase (place a noise token on it to keep track and remove it after the zombie spawn has been executed).
- The green spawn zone is active from the

beginning of the game.

- Each Objective gives 5 experience points to the Survivor who takes it.
- Any survivor in the alchemist's workshop may spend one action to construct the bomb if the survivor holding the blue objective is in the same zone. The survivor spending an action receives the blue objective which is now the bomb.
- A survivor may place the bomb in the fountain by spending one action when standing adjacent.
- A survivor may spend one action to ignite the bomb if the survivor has a torch in the inventory.
- The bomb explodes after the player phase of the next round (so the current player phase is played, the next zombie phase and the next player phase). When the bomb explodes, remove everything on the tile with the fountain, including zombies, survivors and the green spawn zone.





## Quest 4: Gear Up!

**They won't go away by themselves, unfortunately, so we need more weapons to defend ourselves! There is a blacksmith across town and we need to get there and take all the weapons that are probably left there.**

### Setup

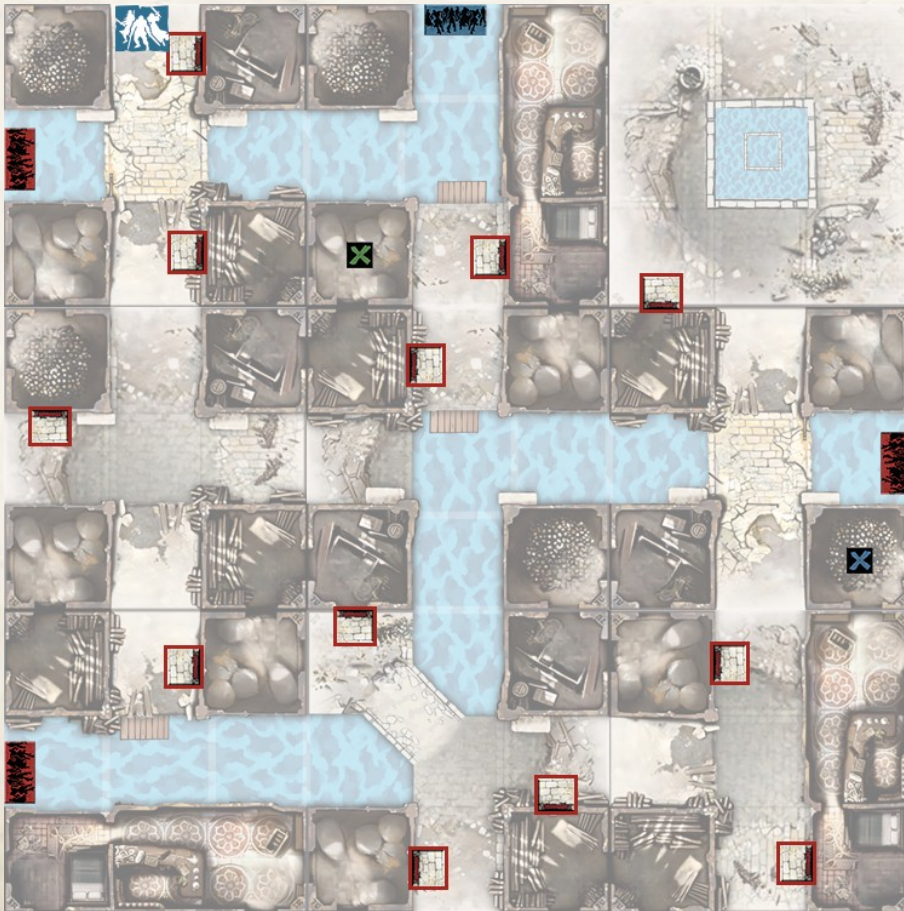
- Draw cards from the equipment deck until you have 6 weapons. These form the weapon storage. Re-shuffle all other cards back into the equipment deck.

### Objectives

- Raid the weapon storage (blue objective).
- Take all the weapons to our secret hideout (green objective).
- Make sure that no zombies are in our hideout.

### Special Rules

- A survivor standing on the blue objective may spend one action to draw one card from the weapon storage.
- A survivor standing on the green objective may spend one action to deposit or draw one card from the weapon storage in the hideout.



## Quest 5: Push Back!

**We need a priest! We tried everything without success so we have one last idea - take the priest to where the horde comes from and finish them off!**

### Setup

- Put the blue objective randomly among the red objectives, face down.

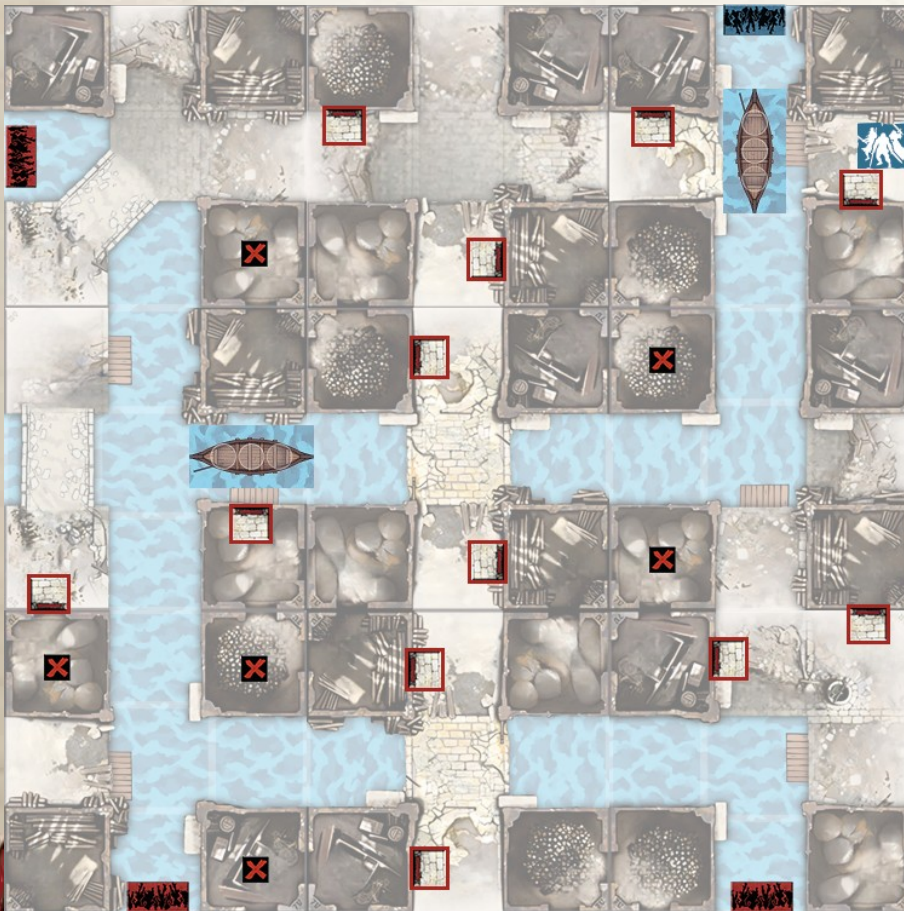
### Objectives

- Find the priest (blue objective).
- Close all spawn zones.
- Kill all zombies on the board.

### Special Rules

- Each Objective gives 5 experience points to the Survivor who takes it.
- If the blue objective was taken, activate the blue spawn zone

- If the player holding the blue objective is standing on a spawn zone and no zombies are in the same zone, remove the spawn zone.





## Sources

The components shown in this rulebook were created by using stuff from:

- 2-Minute Tabletop:

<https://2minutetabletop.com/>

- Zombicide Black Plague:

<https://www.zombicide.com/zombicide-mapeditor/>

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Created by Udo.