



# RAD ZOMBIES

## #1 RADIOACTIVE ZOMBIE RULES

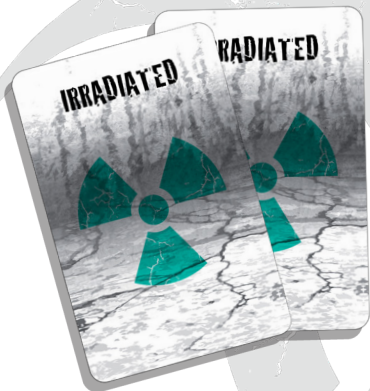
You thought radioactive zombies would glow? Oh trust me, if you see them glowing it's already too late. You get yourself cornered by rad zombies and you're better off letting them eat you. Sure, you can run, but you will never escape. You might survive a day or even a year, but either way you'd be doomed to a long agonizing death, and you'd probably take your closest friends with you. Take you and me, for example... By the way, do you happen to have a Geiger counter handy?

1- When a Rad Zombie occupies a zone, it becomes an irradiated **Hot Zone**. The radiation persists in that zone for one full round, even if all Rad Zombies have left or have been eliminated. Place a **Radiation Token** within a zone to designate it as a Hot Zone. Radiation Tokens are removed at the beginning of the next round's zombie phase.



2- Any survivor who shares a zone with a Rad Zombie, or who enters a Hot Zone, becomes irradiated and must pick up a **Rad Card**.





**3-** When a Rad Card is taken, it combines with an item in the survivor's inventory; the player may choose which. Place the Rad Card behind the chosen Equipment Card; that item is now permanently irradiated. If traded, its radiation effect will continue in its new carrier's inventory.

**4-** Rad Cards will slowly irradiate every item in the survivor's possession. Every turn a survivor begins with a Rad Card, they must add +1 Rad Card to their inventory. When a survivor runs out of radiation-free equipment, new Rad Cards must be placed in empty inventory slots. Rad Cards in empty inventory slots are considered Wounds. If a survivor has no inventory slots left in which to place a Rad Card, they must discard an irradiated item. The Rad Card that was combined with that item remains in the slot and is considered a Wound. Like Wounds, Rad Cards in empty inventory slots cannot be dropped. Equipment Cards cannot be added to slots that already contain a Rad Card.

**5-** Survivors may spend an Action Point to drop irradiated items. Irradiated survivors are not considered decontaminated until they have no Rad Cards left.

**Rad Cards** are not the same as Wound Cards and are only considered wounds with the usual penalties when they are occupying empty inventory slots.

**NOTE:** The following equipment items offer various forms of protection from radiation: **Radiation Suit, Lead Vest, Geiger Counter and Gas Mask.**

**6-** Any Standard Zombies sharing a Zone with a Rad Abomination at the end of the Zombies' Phase become Rad Zombies. Replace it with a Rad Zombie of the matching type or mark it with a Rad Token.

## #2 OPTIONAL RULES

### *UltraRad Mode:*

- 1-** Standard Zombies that enter a Hot Zone become irradiated. Exchange them for Rad Zombies.
- 2-** Hot Zones persist longer or are even permanent.
- 3-** When a survivor bearing a Rad Card begins their turn sharing a zone with other survivors, each of them also becomes irradiated and must pick up a Rad Card.
- 4-** Irradiated survivors cannot leave the board.

### *Campaign Mode:*

- 1-** Irradiated survivors who escape will either die or become Zombivors (your choice) before the next session. Roll once for each of the other survivors. On a roll of 1, the survivor begins the game with a Rad Card.

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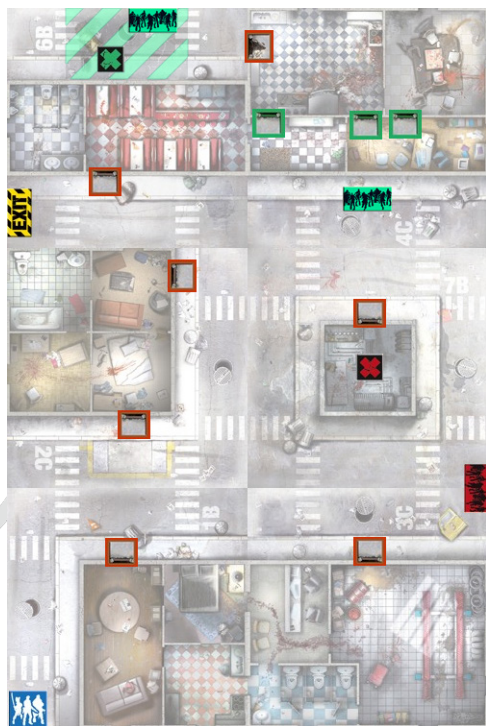
# M01 POSITIVELY GLOWING

HARD / 6 SURVIVORS / 90 MINUTES

There's some weird goo glowing in the alley behind the diner. It spilled onto all those zombies down in the sewer and now they're coming up hot. Radioactive hot! There's even more trapped inside the diner. If we don't do something soon we'll have to abandon the whole city. We're gonna get some concrete and bury that glowing radioactive gunk. Maybe that won't work, but either way we can't stick around to try anything else.

**Material needed:** Season 1, Rad Zombies.

**Tiles needed:** 1B, 2C, 3C, 4C, 6B, 7B.



## OBJECTIVES

Bury the source of the radiation and get out clean.

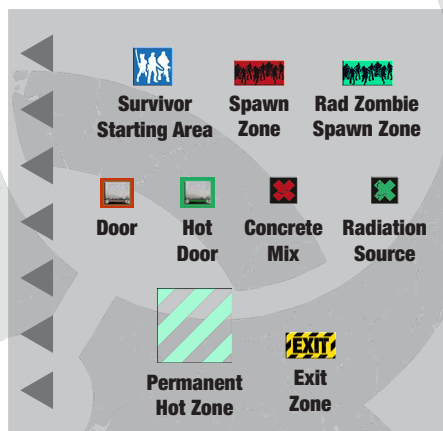
- 1 - Get the concrete mix (Red Objective) and carry it to the source (Green Objective).
- 2 - Spend an action to mix the concrete with water, bury the source and take the Green Objective.
- 3 - Reach the exit with all starting survivors (decontaminated).

## SPECIAL RULES

- Don't forget to bring water. Shuffle a Water card in with the starting equipment and then deal it to a random survivor.



6B	4C
2C	7B
1B	3C



- **Wear protection.** Shuffle the Rad Suit, Lead Vest, Geiger Counter, and Gas Mask equipment cards into the search deck.
- **Too hot to handle.** Opening Hot Doors will irradiate survivors without protective radiation-proof gear.

# #3 TARGETING PRIORITY ORDER

This extended Targeting Priority Order chart includes *Season 3: Rue Morgue*, official expansions, and custom zombie types.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER) / LOST ZOMBIVOR	-1	-5	-1
2	DRAGON (ANY KIND) / ZOMBIE GIANT	1	2	1
	TANK	1	3	5
3	MURDER OF CROWZ / SWARM OF BATZ	1	1	1
4	WALKER (ANY KIND) / SEEKER / BREAKER / RELATIVE SMOKER / SPITTER / GHOST	1	1	1
5	FATTY (ANY KIND) / GOVT. ENHANCED / PLAZM	1	2	1
	ABOMINATION (ANY KIND)	1	3+	5
6	RUNNER (ANY KIND) / ZOMBIE KID / HUNTER / SPECTRE	2	1	1
	JOCKEY / CHARGER	1	1/2	1/5
	WITCH	3	3	5
7	ZOMBIE DOG / ZOMBIE WOLF / ZOMBIE HYENA	3	1	1
	CRAWLER / LURKER / SWARM OF RATZ / TROOP OF MONKEYZ / ZOMBIE BABY	1	1	1
8	STRANGER / MICHAEL JACKSON	1	1	1/5

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

