



# LURKER ZOMBIES

Are you afraid of the dark? I am.  
Because now the monsters are real.

This expansion provides rules and materials for adding Lurker Zombies to Zombicide. It is designed for use in conjunction with the *Darkness* module rules and materials. To play as intended, you will need: 6 Lurker Spawn Cards, 6 Lurker Surprise Cards, 9+ Lurker Zombie miniatures, and the material from *Darkness* (16-20 Darkness tokens, Light Beam tokens, equipment cards, etc).

Note: it is possible to play without *Darkness* (see section #3 for details). Standard Lurker rules that involve Darkness mechanics are marked with this icon: ⚡

## #1 LURKER ZOMBIE RULES

*Lurker Zombies are shy and careful. They hide inertly in the shadows until they are disturbed by the unwary survivor. Once roused they appear out of nowhere in the blink of an eye, ready to attack.*

### SETUP

- 1- Place Darkness tokens on interior spaces to designate them as **Dark Zones** ⚡. Lurkers will only spawn in these locations. (See *Darkness* rules for guidelines on choosing Dark Zones).
- 2- Shuffle the Lurker Spawn cards into the Zombie Spawn



deck, and shuffle the Lurker Surprise (Aaahh!) cards into the Search Deck.

## LURKER SPAWNING

When a Lurker Spawn card is drawn, the indicated number of Lurker Zombies will spawn in the Dark Zone ⚡ with the most survivor(s) in it. If multiple zones qualify, the players choose in which zone the Lurkers will spawn.

- If there are not enough Lurker models to resolve a spawn, all active Lurkers get an immediate Extra Activation.
- If a Lurker Spawn card is drawn and there are no Survivors in Dark Zones ⚡, ignore it and shuffle it back into the deck. Phew!



**NOTE: Lurker Zombie STL files for 3D printing are included with this rule set. If you do not have access to a 3D printer, you can designate Crawlers or other zombies to represent Lurkers.**

## STARTLED STATE

Survivors sharing zones with newly spawned Lurkers at the start of the player phase are **Startled**, and lose their next Action (even if all the Lurkers have already been removed). Startled effects do not stack. If you choose, you may lay your Survivor down to indicate they are in the Startled state.

It's terrifying when a Lurker suddenly lunges at you from the darkness! You might lose a step or two as you recover from the fright.

## LURKER SURPRISE CARDS

A few Lurker Surprise cards are hidden in the Search Deck. They have the same rules as standard Aaahh! cards, but spawn Lurkers and follow these additional rules:

- When a Lurker Surprise card is drawn, the Startled game effect applies as usual.
- If a Lurker Surprise card is drawn in a non-Dark Zone, ignore it and shuffle it back into the deck.

## LURKER ZOMBIES

Lurkers have the same base stats and rules as ordinary Walkers, except:

- Lurkers only spawn in Dark Zones ⚡.
- Lurker spawns trigger the Startled state for Survivors sharing their zone.
- Lurkers cannot leave Dark Zones ⚡ except to adjacent Dark Zones.
- Lurkers cannot trace Lines of Sight into or past non-Dark Zones ⚡.
- Lurkers sharing a zone with a Light Beam ⚡ will not attack, but all other game effects apply.
- Lurkers share the same Targeting Priority as Crawlers.

# LURKER ZOMBIES



## #2 LURKERS AT NIGHT

For an additional challenge, you can play Lurkers with the optional Night Mode rules from the *Darkness* module. The following rules apply:

- Lurker movement restrictions to not apply at night ⚡.
- If a Lurker Zombie is ever caught in a non-Dark Zone (like at the arrival of Day), it will use all its activations to move to the nearest Dark Zone ⚡.

## #3 NO DARKNESS RULES

It is easy to use Lurkers in your game without using *Darkness* rules (if you wish). During mission setup, place some type of unused tokens on the interior zones as if they were Darkness tokens, however these tokens will have no other effect than to designate possible Lurker spawn locations. In addition, the following rule changes are necessary:

- Replace all instances in the rules of “Dark Zone”, marked with the ⚡ icon, with “designated Lurker Zone”.
- Ignore the Light Beam rules.
- Ignore the At Night rules.



# #4 TARGETING PRIORITY ORDER

This extended Targeting Priority Order chart includes *Season 3: Rue Morgue*, 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.

