CMON

RULES & MISSIONS

Time Infection!

CHAPTERS

ZOMBICIDE

#01 INTRODUCTION

Welcome!

Online, I have encountered many people asking for custom material that uses different Zombicide themes together. This has always interested me, so I decided to not just talk about it, but actually do the work.

This document will contain general rules on how to mix the different Zombicide themes together. But it will contain missions with the different themes aswell.

What interests me most of this merging of themes, is the fact that you can use each versions individual elements in other themes. For example, using magic and armor in second edition to defeat shooters. Or using uzzi's deep inside fantasy dungeons.

But of course, we can go even deeper. How about if we use barricades and breakers in second editon? Or western survivors, surviving in the Night of the Living Dead universe, with romero mode and relatives?

Let's see how far we get with the following rules!

#02 HOW TO USE THIS GUIDE

This manual is written to help you combine themes without having to think how certain features of each theme will work together. You already have all the rules for each theme, so we don't need to add all the rules here. What we do include are basic summarizations of important concepts and how we think we could handle those when we are playing with multiple themes. These rules always focus on the concepts that are shared among these themes, to keep it easier to manage.

At the end of the document we will also feature some quests/ missions that feature multiple themes. But these rules should offer you much to think about!

Currently this ruleset includes:
Marvel Zombies: X-Men Resistance
Zombicide Black Plague
Zombicide Invader
Zombicide Night of the Living Dead
Zombicide Second Edition
Zombicide Undead or Alive
Zombicide White Death

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#03 BASIC RULES

In our opinion we should use the basic ruleset for the theme of the tile that the survivor is located on. For example on a black plague tile, the doors will not open automatically, the weapon roll must be done. Even when performing the action with a Night of the Living Dead survivor.

When drawing spawn cards, you will draw from the appropriate deck for the theme the spawn point is located on. A spawn point located on a Black Plague tile will be drawn from the Black Plague spawn deck. But a spawn point on a Fort Hendrix tile, will be drawn from the Fort Hendrix spawn deck. There are exceptions, because some missions might have different theme spawn points on them. In that case you spawn from the theme's spawn deck from which the spawn point originates.

Any spawned zombies will follow the generic movement rules discussed in this guide. So it doesn't matter on what theme tiles the zombies are, they will always go to the survivors in line of sight with the most noise.

The themes that are active will blend into the other themes. For example, on Black Plague tiles, the Second Edition walkers might suddenly add shooter zombies if the appropriate card is drawn in the Fort Hendrix spawn deck.

Zombies will always go after the most survivors they can see. This means that if they see three survivors through the magical time portal, they will enter the portal to chase them. Thereby they will start to use the rules of the setting they are entering.

When multiple themes are combined, we will add a portal token in between them. As Well as a black separation token, to signify that the tiles between themes are separated. More on this up ahead.

Of course, feel free to do it differently. And if there is a doubt, consult the specific themes manual and decide on your version of handling that situation. But if the rules in this guide do not apply, then the theme of the tile in question will take precedent.

ZOMBIE ATTACKS

All themes determine that all the hits in one zone can be divided by the players choice in any way they would like. So if KO rules are used, in the case of 6 zombie hits in one zone, the players can choose to land them all on one player. Thereby killing that player, but saving any others in that zone. Or they can divide them equally among those present in this zone.

THE TARGET PRIORITY ORDER

To make the themes consistent with each other, we have chosen to make all the other theme's priority's override the Black Plague version. All fatty's will go before any walker. No matter the type (SE, BP, Breaker, Relative, etc).

To make this easier to remember, we added a big overview on the last page of this ruleset document. That way you can always very easily check back what the specific order was. We added all the zombie types of the supported Zombicide themes to this overview.

ZOMBIE MOVEMENT

We have compared the different rulesets for each theme and movement is mostly the same. The zombies always go for the most survivors in sight (or the survivors in sight with the most noise), and if there are no survivors in sight, they will go for the shortest path to the most noise.

The only real difference here is that Black Plague will add extra zombies when there are two equal paths and an uneven amount of zombies in that zone. But since we are already adding so much new content in this combined mix, we will simply rule that we do not add extra zombies on splits. You are, ofcourse, free to add extra zombies on uneven splits. Even to the other themed zombies, if you'd like.

X-Men Resistance zombies will always go to the closest target, and White Death zombies will only target survivors they can reach.

DOORS ACROSS THE THEMES

The different themes handle doors slightly differently. To make things simple, and to keep a certain theme's thematic atmosphere, we will handle the doors as the theme rules for the tile they are located on dictate. Certain zombie types are able to open a door. Xeno's or breakers can open any door. If they do, then spawning will still occur behind it. Please see the below summary for quick reference.

- *Black Plague tiles*: Doors can be opened with appropriate weapons or always by super heroes. With weapons, only when an attack roll is succesfull. This counts both for Second Edition and for Black Plague weapons. Any theme's weapon without a door opening symbol, cannot be used to open doors. When a breaker or xeno breaks a door, then all rooms behind it will spawn immediately at the current danger level.
- *Invader tiles*: The doors in the Invader setting can be opened and closed by a free action by any theme's survivor, once a turn. Xeno's and breakers can all break doors in the breaker phase.
- *Night of the Living Dead tiles*: Any survivor from any setting will be able to open and close any door on this tileset. Xeno's and breakers can all break doors in the breaker phase.
- *Second edition tiles*: Doors can be opened with appropriate weapons and always by Super Heroes. Any theme's weapon without a door opening symbol, cannot be used to open doors. When a breaker or xeno breaks a door, then all dark rooms behind it will spawn immediately at the current danger level.
- *Undead or Alive tiles*: This setting has no doors.
- *X-Men Resistance*: Doors can be opened with appropriate weapons or by Super Heroes. Any theme's weapon without a door opening symbol, cannot be used to open doors. When a breaker or xeno breaks a door, then all rooms behind it with the spawn symbol will spawn immediately at the current danger level.

Certain exceptions to this concept are:
- Xeno's and breakers can break doors in any setting. Except for the quest specific doors, including special coloured doors.
- The super heroes are stronger then normal survivors and can easily break open any door without a weapon.

🔴 FRIENDLY FIRE

All the supported themesets use the friendly fire mechanic. So any ranged action taken on a zone with allies, will lead to any missed attacks automatically hitting an ally. Ofcourse, this is not a problem with melee actions, or when certain skills prevent this effect, like for example "Sniper". These skills will function for any ranged effect, not just the version for the theme of the survivor. The only exception are the super hero's, they do not trigger, but do suffer friendly fire.

🔴 LOOSE CONDITION: ANY SURVIVOR DIES

In any setting in this ruleset, except for Black Plague, the players lose when one survivor dies. To keep this simple, we will always loose when any survivor dies. Unless you use the KO rules detailed in the Second Edition section. But these are for campaign play, officially.

🔴 TORCHES AND FLASHLIGHTS

The Black Plague torches will function exactly the same as the Second Edition flashlights, in regards to finding two items when searching. It does not matter which theme's tile the survivor is on at that moment.

🔴 MOLOTOVS AND DRAGON BILE

The Black Plague dragon bile will function exactly the same as a molotov (or any other kill-all-in-a-zone items) in regards to killing everything in the zone, and doing damage 3 (for Abomination killing). The only difference is that for dragon bile an extra action is required to first drop the dragon bile and then a torch (except for White Death).

🔴 DEALING WITH EXTRA ACTIVATIONS

Most themes have extra activation cards. These are an integral part of Zombicide and provide much of the tension. Without these, the game becomes very predictable. In this ruleset we will advise to always play extra activations for all zombies of that certain type. So a walker activation card will activate all walkers of any theme currently in play. For example, both Undead or Alive walkers, and Black Plague walkers will activate if any extra walker activation card is drawn. Xeno's do not count.

🔴 SEARCHING ACROSS THEMES

Searching is limited to the themeset the survivor is on. When searching on a Black Plague tile, the survivor will pick from the BP item deck. But when crossing into, for example second edition tiles, the survivors will be picking cards from the second edition item deck and on a Invader tile, the survivor will draw from the Invader item deck.

🔴 DEALING WITH BP DOUBLE SPAWNS

Double Spawn cards are a very unpredictable and fun part of Black Plague. It shuffles the zombies around more randomly then expected. So we advise to use double spawns in your play sessions and even to take into account other theme spawn points aswell. In the following example, if the Black Plague spawn point pulls a double spawn card, the Second Edition spawn point will pull two cards.
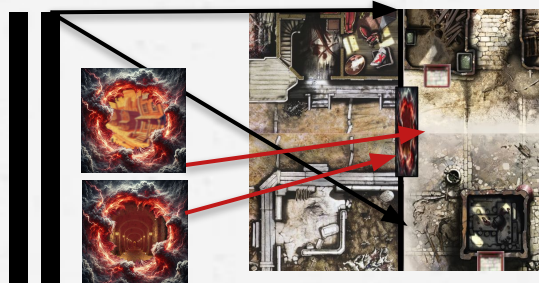
#04 USING THE PORTALS

The portals have been magically opened. Anyone can see and move through them easily. Zombies will use their sound and sight to see and hear through the portal.

To effectively use portals in the missions/ quests, you should use the provided portal tokens. This makes it easier to see where the portal is and makes the mission more engaging.

🔴 PORTAL SEPARATION TOKENS

The two different theme tilesets are fully separate from each other. But this ruleset features a few tokens to allow the themes to have a passage between them. The portal token is used to signify a passage between the different tilesets. It can be viewed through as normal. Zombies and survivors alike will always see and move through it as normal. When moving through the portal, the actor will spend a normal move action to the zone behind the portal. The separation token is just a barrier signifying that the other parts of the tile are separated from the different theme's tiles and are not accessible.
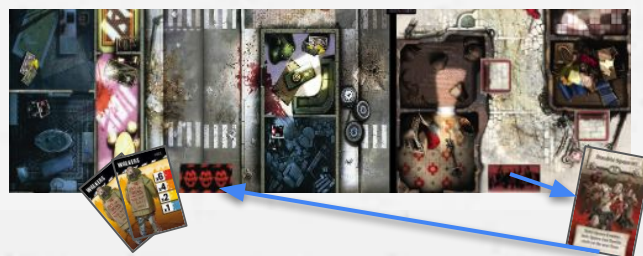
This ruleset comes with a portal token for each theme, and black bars that you can use to divide the themes as a sort of time wall.

You will lay the black bars above and below the portal. On both sides of the themes. Then place the portal to the appropriate theme on the correct place. So the city portal will go towards the Undead or Alive portal, and the dungeon one to the Black Plague theme, the space ship one to the Invader theme, etc.

🔴 THE PORTAL: WAGONS, CARS AND BOTS

The portal is large enough to even drive through with a car, to let an Invader bot through, or to move the wagon through. So have fun with those special theme mechanics!

#06 PLAY SPECIFICS

Combining the multiple themes of Zombicide is much easier then it looks. Just set up both versions next to each other, complete with everything that theme needs. Set up an item deck and spawn deck for each theme separately. Add spawn points for each theme. Then add any other things you need to run those themes in a mission. Just be prepared to use lots of room on the table!

This chapter will have some short examples of certain gameplay elements to help you get started more quickly.

SPAWNING

Every theme will have at least it's own spawn points, maybe also some of the other theme(s). We will designate one spawn point as the first and will rotate through the spawn points one by one in clock wise order.

In the following example, the first spawn point to spawn is the lower middle Second Edition spawn point, then the left one and lastly the right Night of the Living Dead spawn zone. Spawn zone 1 & 2 will pick spawn cards from the Second Edition spawn deck and spawn point 3 will pick from the Night of the Living Dead spawn deck.
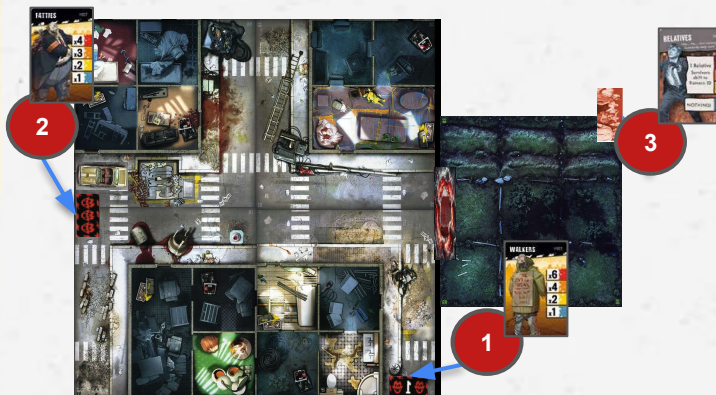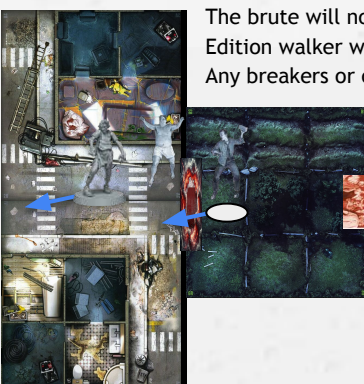
Spawn zone 1 will place 1 walker. Spawn zone 2 will place a brute. Spawn point 3 would place a relative if the survivor was yellow or higher. If any survivors are inside the Night of the Living Dead theme, then the romero mode may activate.

EXTRA ACTIVATIONS

Most themes have spawn cards with extra activations. If one of them is pulled, then all similar types across all the themes that are being used will activate.

For example, in this example a Second Edition "Extra Activation" card is pulled. The breaker will activate and will step through the portal. The brute will not move, but the Second Edition walker will move once aswell. Any breakers or other special zombies will perform their special action instead of the normal move/ attack, unless ofcourse the conditions do not apply.

SURVIVOR DASHOARDS

For each survivor, you will take the default dashboard of their theme. But ofcourse this is not obligated. This is usually easier because of the ID card size and the sort of equipment they can find in their theme zones.

> Every theme has the survivor skills.

> The health levels vary per theme, but they all have them.

> Every theme has the experience/ adrenaline bar.
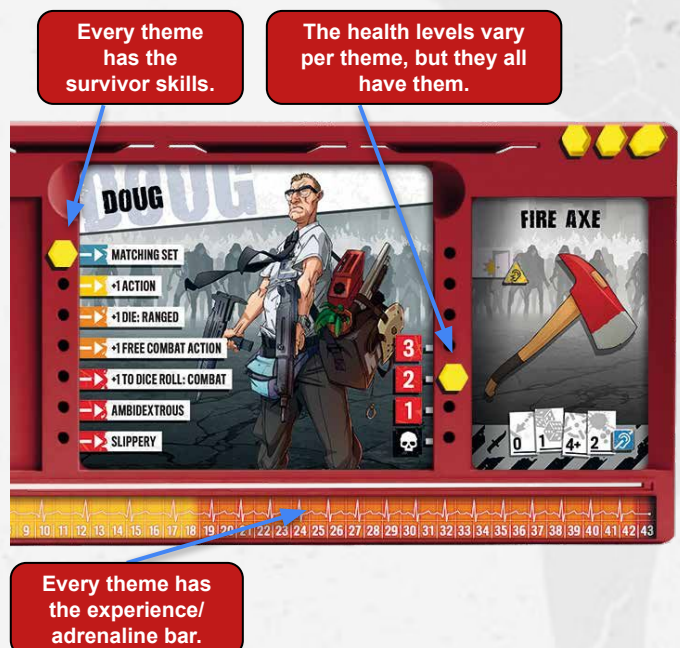
Zombicide Invader has the battery cards that you put behind the other card when you insert the battery in another item. This does not fit on the other dashboards, but you can lay the item with the battery next to the dashboard. Ofcourse keep in mind that this item still takes a slot.

Every theme has a different amount of cards that they can hold in their backpack. We will keep this limit per theme the same. This because the survivors are build/ educated and dressed differently. This is just a benefit or drawback that a specific survivor has. You are ofcourse free to handle this differently.

● BALANCING THE TEAM

The different Zombicide themes are relatively close to each other when you compare the rules. However there are subtle differences that do lead up to a power difference. I don't want to talk too much about the differences, because the whole point of this document is to mix everything together and enjoy the differences in play. But we will detail a little bit about each theme and its power level here.

Marvel Zombies: X-Men Resistance
The most powerful survivors are heroes. They are able to use power to boost their attack, they can use bystanders, they can use traits, they can scale the White Death walls without stairs or rope ladders, they can open doors without weapons, they can use concentrated fire, they have strong skills, etc. When mixing in super heroes, be aware that they will fastly outscale the other survivors! Some missions might be more fun when using super heroes if you use less survivors then the mission requires.

Zombicide Black Plague
The power level here is general. The survivors have good skills and three health levels.

Zombicide Invader
The power level here is higher. The survivors have good skills and usually two or three health levels depending on their class. Survivors with more then three health are higher in power level. But concentrated fire adds a lot of power. This is ofcourse, if you use concentrated fire in other themes.

Zombicide Night of the Living Dead
These survivors are usually slightly weaker in skills. But they have three health levels, like most other themes. When used, the relatives do make them much weaker.

Zombicide Second Edition
The power level here is general. The survivors have good skills and three health levels.

Zombicide Undead or Alive
The power level here is a little higher. The survivors have good skills and two or three health levels depending on the class. But this version adds the class skills. Which can be a massive difference in playing certain missions. Especially with the unlimited searching or the use of Vade Retro.

Zombicide White Death
The power level here is general. These survivors have good skills and three health levels. If you use the "chi" rules, then the power level rises higher.

● NOISE/ MOVEMENT ACROSS THE THEMES

Most Zombicide versions use noise to allow the Zombies to find the survivors. But not all versions do. Here we describe movement across the multiple Zombicide themes. Feel free to use the official rules of each theme when your survivors reach their tiles, if you want to! This is purely to simplify play.

Each Zombie favors the most Survivors Line of Sight. If not, then the most noisiest Zone on the board. They choose the shortest path. If several paths exist with the same length, split Zombies in equal groups and by type (uneven Zombie's go with the player's choosing).

To increase the difficulty you are allowed to use Black Plague's splitting rules and add a zombie for any odd zombie in the split, if you want.

If the White Death wall is on the board, then the Zombies will always move towards the survivors they can reach. Even survivors they cannot see, while they do see survivors on the wall. If they cannot reach them, they will move elsewhere. There is no fun when the zombies are all hoarding next to the wall.

Marvel Zombies: X-Men Resistance
Zombies always move to the closest survivor (in and out of sight).

Zombicide Invader
Xeno's choose the shortest path to a survivor, they ignore closed doors. Spoiler Abominations place a Mold token in inside Zones where they travel. Also on non Invader tiles!

Zombicide Night of the Living Dead
Zombies choose the shortest path, ignoring closed doors. This because their breakers can open the doors and windows.
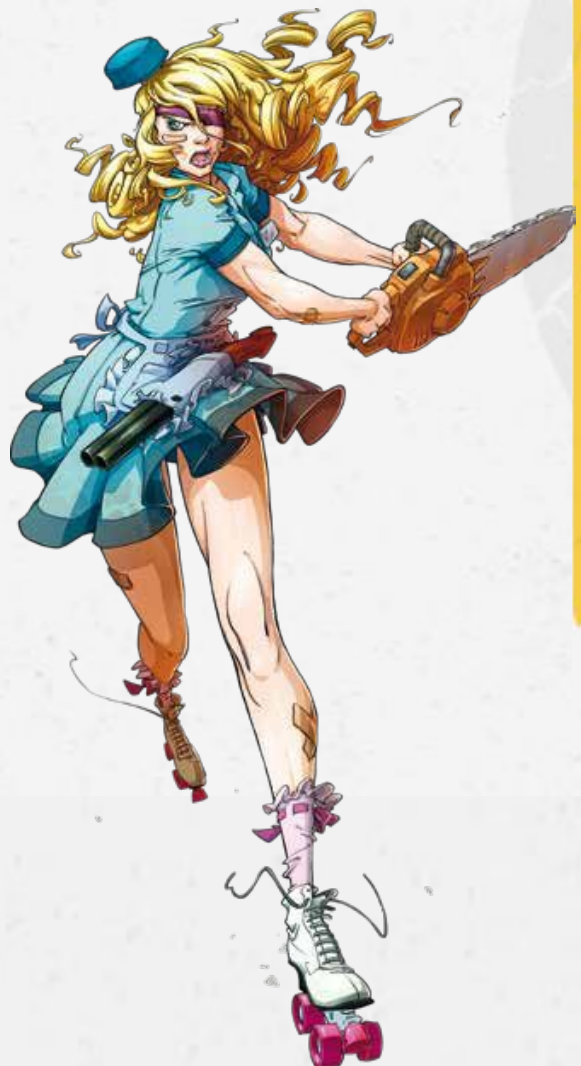
KEEPING THOSE MINIS SEPARATE

So you've started playing multiple themes together. Nice! Finally we can use all our cool stuff together! But... Now the miniatures are blending together. Getting them all sorted back into their proper box could be a hassle.

Luckily we can use some small tricks to make this process easier. One easy distinction is that Black Plague miniatures have a smaller underside. Compared to Second Edition, it is a lot smaller. Besides that, the miniatures usually look a distinct style. We will post examples of miniatures here, so you can more easily find back which belong to which set.

Ofcourse there are multiple extra sets to be added. But this document would become too large to add all of those.

ZOMBICIDE

ZOMBICIDE WHITE DEATH

Walkers

Runners

Defiler Necromancer

Brutes

Khan Abomination

ZOMBICIDE UNDEAD OR ALIVE

40 Walkers

Runners

Brutes

Bowler Hat Abomination

ZOMBICIDE BLACK PLAGUE

walkers

Fatties   Runners

Abomination   Necromancer

ZOMBICIDE 2ND EDITION

Zombies

Walkers   Fatties

Runners   Abominations

Ghouls

Walkers

Breakers

Fatties

Relatives

MARVEL ZOMBIES

X-MEN RESISTANCE

ZOMBICIDE INVADER

XENO MINIATURES

Spoiler Abomination

Workers

Hunters

Tanks

SECOND EDITION (MODERN)

Second Edition is the improved version of the classic modern setting of Zombicide. It features our time and setting with all its possibilities.

Second Edition is very easy to integrate in most other themes, since the theme already allows most of the functionalities available in other themes.

DEALING WITH SHOOTERS

Since shooters are soldiers, shooters will only spawn from second edition zombies, not from other theme zombies. However, they will walk into magical portals if necessary. Meaning that if a Fort Hendrix card is pulled that allows shooters to shoot; then all shooters will shoot. Even those located in other themes!

The shooter placement rules are only In effect on zones with second edition Zombies. So no shooters will be Placed on zones with that only feature Black Plague zombies!

Note, any theme specific bonus, like for example armor, will still be able to stop these hits if the survivor is lucky.

In the following example, a Fort Hendrix shooter followed the survivor into a Black Plague themed tile. This means that the Fort Hendrix shooter rules still apply. Even if the survivors are no Second Edition survivors and/ or are located on a different theme's tile.
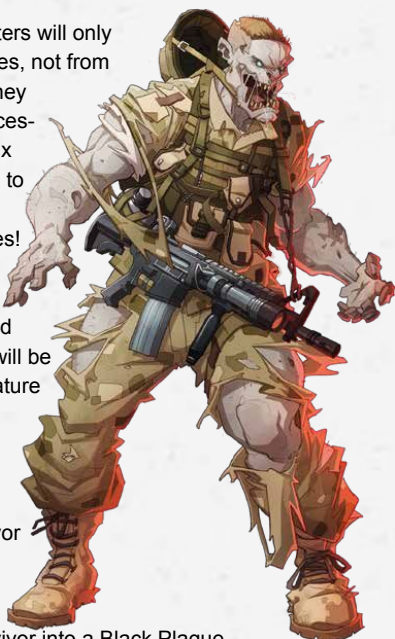
DEALING WITH CARS

Cars are simple machines, they run anywhere they are located. Therefore if the quest and/ or mission allows cars, they can be driven into the portal and back again. The only restriction is that only "Night of the Living Dead", "Invader" and "Second Edition" survivors can actually perform car actions. Any other themed survivor is welcome to use an action to enter or exit a car, or to change seats. But not driving the car, due to it being a lengthy process to learn how to do so.

KO RULES

Classic Zombicide games are lost whenever a Survivor is eliminated. Unless you are using the KO rules from Second Edition campaign sets. The KO rules provide some extra time to save a fallen comrade before they die for good. A Survivor losing their last Health point is considered KO-ed (BUT NOT DEAD).

The Survivor is now considered an Objective token until the End Phase of the subsequent Game Round (not the current one). They can be taken by another Survivor using a Take An Objective Action. If they are not taken by the deadline, well… they're dead.
If the KO-ed Survivor is taken, place their miniature on their own Dashboard. The KO-ed Survivor is not dead, but cannot be played until the next Mission.

GOING ALL-OUT

The Second Edition campaigns feature a "going all-out" feature. When you "go all-out", you throw extra all-out dice in addition to your normal weapon dice. If any all-out die rolls a 1 (and only the 1 on an all-out die counts), then the attack is handled and the weapon is discarded as broken.

To use all-out rules in other settings, you simply follow the following rules:
- *Starting weapons*: Add one all-out die to the "to-hit" dicepool.
- *Normal weapons*: Add two all-out die to the "to-hit" dicepool.
- *special weapons/ Vault weapons*: Add three all-out die to the "to-hit" dicepool.

THE CLOCK AND NIGHT RULES

The Second Edition campaigns feature night rules. You can use this feature in other settings aswell. To make it easier, let's assume that the different tilesets are all currently on the same time.

Representing hours and the cycle of night and day, the Clock acts as the First Player token. Some chosen Mission's description details the Clock's starting hour. If not, then use 12 AM as the first time. From then on, the Clock is moved forward 1 hour during each End Phase, right before passing it to the next First Player.
Classic rules apply during daytime (from 7am to 6pm).
Night rules apply during nighttime (from 7pm to 6am).

NIGHT RULES

During the night the following rules apply:
- Lines of Sight for Zombies are limited to Range 0.
- Lines of Sight for Survivors are limited to Range 0-1.
- Ranged Attacks have Accuracy 6 (rolling 6 is required to hit). Game effects altering the Accuracy still apply (like +1 to dice roll: Ranged, for example). Automatic success, like throwing a Molotov or Dragon Bile, also still apply.

● LIGHT SOURCES

Flashlights have the Light Source keyword, and may be used to illuminate Zones during nighttime. These rules have no effect during daytime.

A Flashlight is turned ON under these circumstances.
- The Survivor spends 1 Action to turn the Flashlight on.
- The Survivor performs a Search Action and chooses to use their Flashlight.
- The Survivor declares a Ranged Action at Range 0-1 and chooses to use their Flashlight. A Light Beam token is set before the Ranged Action is resolved.
Put a Light Beam token straddling 2 Zones: the Survivor's Zone and another adjacent Zone (no diagonals). The token follows the Survivor whenever they Move and is orientated in the direction of your choosing, for free, with each Action.
In case of a Ranged Action at Range 0-1, the other Zone covered by the token is automatically the target Zone.

A Flashlight is turned OFF under these circumstances.
- The Survivor spends 1 Action to turn the Flashlight off.
- The Survivor Trades or discards the Flashlight they used to illuminate the Zones.
Remove the Light Beam token the Survivor created.

Other themes may feature items that provide light, for example the Black Plague torches. When a survivor is carrying such an item, like the torch, they are considered to always have the light source on at all times.

Zones illuminated by Light Sources are subject to the following rules:
- Actors may trace Lines of Sight to them normally.
- Ranged Actions aimed at the Zone are no longer affected by nighttime Accuracy penalties.

Right before the Zombie Phase, any Zombie having a line of sight on 1 or more Light Sources immediately performs an extra Activation. Then the classic Zombie Phase is played normally. Each Zombie can only get a single extra activation per game round due to light sources. Keep in mind that light sources can be seen from very far, as actors may trace line of sight.

BLACK PLAGUE (FANTASY)

Black Plague is the basic fantasy theme core box. The setting hosts a standard fantasy setting. The survivors are humans and other fantasy creatures that survive in an age long past. One where there are no modern comforts. No modern weapons. But with magic and armor.

DEALING WITH MAGIC

The fantasy theme assumes that anyone can pick up and use the magical spells and equipment. This therefore leads me to conclude that most other theme survivors can do so aswell.

Theme	Magic Use
Second Edition	Can cast spells
Undead or Alive	Can cast spells
Night of the Living Dead	Can cast spells
Invader	Only civilians can cast spells, because of the restricting armor the soldiers use
X-Men Resistance	Can cast spells

DEALING WITH ARMOR

Armor is something specific for the fantasy setting. But why would other theme survivors not be able to wear this? So I Concluded that any survivor can wear armor, except for Zombicide Invader solder class survivors. Since they already wear armor.

Theme	Magic Use
Second Edition	Can wear armor
Undead or Alive	Can wear armor
Night of the Living Dead	Can wear armor
Invader	Only civilians can wear armor, but they need to put it in their backpack when they leave the air lock for the sci-fi outside.
X-Men Resistance	Can wear armor

DEALING WITH NECROMANCERS

The necromancers are an exclusive element to Black Plague. No other themes, as of yet, features these enemies. This means they only spawn from the Black Plague spawn points. However, once they have spawned, they can exit the map through the closest spawn point, even non Black Plague ones. They are all too happy to explore the other times and cause mayhem.

The following example shows a necromancer. He has spawned at a Black Plague spawn point and calculates the closest route to another spawn point. In this case, he chooses for the Second Edition spawn point, because that is a route of 5 moves, versus a route of 6 moves for the Black Plague spawn point.

When a necromancer is defeated, the players can also choose a spawn point from the other theme tiles to remove. This effect is not limited to the Black Plague tiles.

As an optional rule, the time Portal was summoned by the necromancers, therefore they will always search for the nearest spawns point in the alternate theme. They have created the portals with a reason, after all. For some missions in this ruleset it is quite hard to manage the necromancers when the survivors are in the alternate theme when the necromancer arrives.

Time Infection!

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WHITE DEATH (FANTASY)

White Death is the second core box after Black Plague. Here the survivors have reached Wintergrad, a city surrounded with large walls. But even this magnificent city is being overrun with the horde of the Undead.
White Death is easy to integrate with the other Zombicide themes.

DEALING WITH THE WALL

The White Death wall works exactly the same across all zombicide themes, except that we assume that X-Men Super Hero's and Zombie Heroes are strong enough (or have flight powers) that allow them to use a move action to climb or descend the wall.
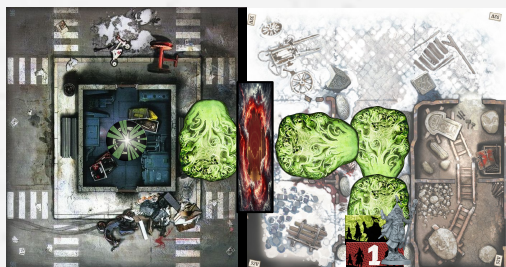
DEALING WITH THE BEACON

The beacon is a specific White Death mechanic. We decided that only the Deviler White Death Necromancer goes towards the Beacon. Any other Necromancer (Black Plague or otherwise), will act as normal.

DEALING WITH CORRUPTION

The corruption works as normal within White Death. However if for some reason a beacon is carried across the tiles to a different Zombicide theme, then the corruption will move towards and through the time portal to continue its path towards the beacon.

DEALING WITH THE CAULDRON

The cauldron is an easy way to destroy a large group of enemies. Even though Super Heroes or Zombie Heroes would probably easily turn over this cauldron, we will assume it takes three actions just like normal. This is more a balance issue. It would become too easy to do too much damage, too quickly.

DEALING WITH FREEZE

Freeze is a new White Death mechanic. We will assume that freeze works exactly the same, no matter which Zombie is being hit.

Here is the skill in reference when you use it on survivors from other themes:

Freeze: [Action type] Whenever the Survivor performs an Action of the indicated type (Combat, Magic, Melee, or Ranged), place a Freeze token in the targeted Zone (whether the Action succeeds or not).

The Zombies skip their entire Activation (even if they have several Actions, like Runners).
- A Zone may only contain a single Freeze token at any time. Additional tokens are lost.
- A Freeze token is removed whenever there are no Zombies in its Zone.
- Under the influence of a Freeze token, a Defiler Necromancer cannot move the Zombie Spawn token it came from.
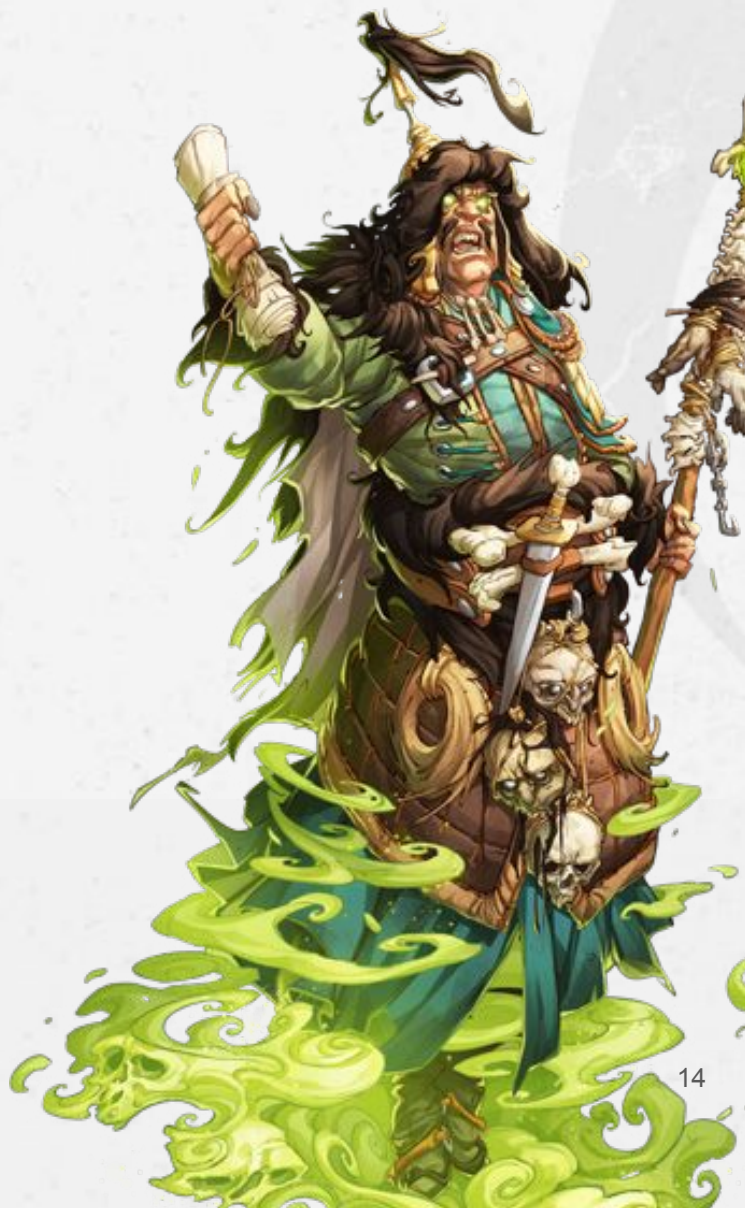
✷ DEALING WITH THE GUARDS

The Guards are an integral part of Wintergrad. They will never exit their city, so they will not move into any other Zombicide theme or Time Portal no matter what.

The Guards listen to all survivors, no matter what Zombicide theme they are from.

Any survivor can learn a guard skill. Use the "Guard Skill" cards if your survivor does not already have a Guard Skill.

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#10 Undead or Alive (Western)

BAMBAMBAM!! Undead or Alive is the western theme of Zombicide. It features spawning corpse piles, gun shooting survivors and...... a train.

● DEALING WITH HOLY WATER

Any survivor can use holy water, the problem here lies in what does it do in other themes? Since western doesnt use holy water much besides the corpse piles and mobile spawn points, which do not exist in other themes, we will only use holy water on the western tiles. It would mess up the mission mechanics too much to do otherwise. All survivors across all the themes can use holy water on UoA tiles.

When there are mobile spawn points in certain themes, misssions or quests, then holy water allows to relocate them to the starting spawn point aswell.

● DEALING WITH VADE RETRO

Vade Retro is a strictly western feature. However it functions somewhat like "shove", which exists in all themes as far as I know. Therefore, I concluded that any theme can use this feature. The only restriction is that the survivor needs the appropriate skill on his/ her ID card, and there may only be two active Vade Retro's active at the same time on the map. Simply add the skill to your other theme survivor and you are good to go.

Here is the skill in reference when you use it on survivors from other themes:

Vade Retro (V.R.). Once per Turn, the Survivor may spend 1 Action to place a Vade Retro token in a Zone within Line of Sight and containing Zombies. As soon as Zombies in the targeted Zone activate, all Vade Retro tokens in the Zone are removed and Zombies in the targeted Zone lose their whole Activation (Runners, for example, won't perform their 2 Actions). Once a group of Zombies have lost their Activation, other Zombies subsequently entering the Zone are unaffected.

Vade Retro tokens are exclusive to Undead or Alive, but we added some custom ones in the token document for this ruleset. These tokens are automatically removed whenever there are no Zombies in their Zone.

● DEALING WITH THE GUN AND WAGON

The gun and the wagon function in other Zombicide editions exactly like they do in Undead or Alive. They can be taken through the portal, if the necessary movement actions are taken and the mission allows such movement.

● DEALING WITH ABOMINATION SPAWNS

Only the Undead or Alive abomination results in spawns on the Abomination Spawn Zone.

As an optional rule, we can decide to activate the abomination spawn point whenever an abomination from any theme is on the board.

#11 Night of the Living Dead (Older time)

The Night of the Living Dead is centered on modern reality, but in a past setting. It focusses more on the dramatic effect of meeting your own family as a zombie then on a zombie killer bad-ass setting.

DEALING WITH BARRICADES

Any survivor of any theme can handle barricades just like the Night of the Living Dead rules dictate. If you like, you can use the barricades in other themes aswell. However, you will need to think of a mechanic on how to find these wooden components, usually through objectives. But more importantly, how to deal with the changing mechanics of the mission/ tileset. Since barricades close sections of the map, the mission will proceed very differently.

Any xeno and/ or abomination can break Night of the Living Dead barricades, just like breakers do.
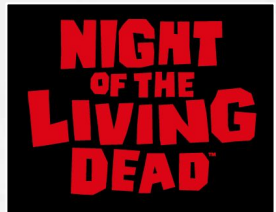
DEALING WITH RELATIVES

Relatives are meant to frighten your survivors into Romero mode. But unless you make new survivor cards for your survivors, you will not be able to do so with your other theme survivors. When a relative enters the tiles within the current theme, any survivor that resides in this theme at this time, will loose access to their highest skill until all relatives are defeated.

You can use the custom Romero mode tokens to place these over your highest skill, until the relatives are defeated.

As an example, if a relative turns up in the theme Doug is in, his last unlocked skill will not be available for him to play with.

Here his latest skill (blue) is blocked until the relative is killed. If he had his orange skill unlocked, then it would have looked like this:
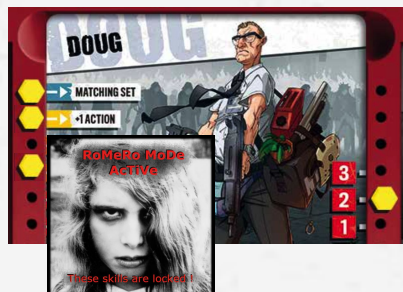
DEALING WITH NTLD CARDS

When you play with multiple themes, you might want to think about removing some of the cards from the NotL decks. This because it does slow down the play a lot.
- Spawn deck: Remove 2 Karen cards
- House item deck: Remove 2 Karen cards, Remove 2 scopes.

#12 INVADER (SCIENCE FICTION)

Zombicide: Invader is the science fiction theme for Zombicide. It features a space station, a distant planet, exo suits and mechanical bots.

Invader is slightly more difficult to mix, since it has certain item slots that are not featured in other themes.

DEALING WITH CONCENTRATED FIRE

Any survivor can use Invader weapons. But they will have to abide by the Invader rules, for example that an attached power cell is needed before the weapon can be used.

Regarding concentrated fire. Anyone using Invader weaponry can use concentrated fire. When a survivor misses, then you apply the base weapon damage as friendly fire, not the total dice.

DEALING WITH MOLD

The mold functionality will function exactly the same across all the themes. When the Invader abomination enters any other theme through the portal, it will leave mold everywhere it goes. Destroying any doors/ walls/ anything in each of those zones. Keep very mindfull of any objectives for each mission, because when an objective is destroyed the mission might have failed!

When extra xeno's are spawned in all the mold zones, they will also arrive in the mold zones in the other themes. Molds can also be connected through the portal!

DEALING WITH SOLDIERS

Soldiers can only search in security rooms. There are no security zones in other themes. We will assume the search restriction is because of their armor. Therefore we allow the soldiers to search, but we introduce a mechanic to limit it for them. For every search action, the player rolls a die and if the die rolls 4+, then the search was succesful. Otherwise it was not and the survivor cannot draw a card from an item deck. A failed search still counts as a search action, although failed! So the survivor cannot search more for this turn.

DEALING WITH BOTS

Any survivor that gains the bot control remote will be able to handle the bots. The bots can also be taken through the portal, if the necessary requirements are in place and the mission allows. The bots will always respond, even when the survivor is in another theme.

#13 X-MEN RESISTANCE (HEROES)

X-Men Resistance is a modern theme version, but now in the world of Marvel Zombies. A zombie apocalypse with super heroes!

X-men Resistance is relatively easy to mix, however we need to lay some ground rules on dealing with certain special aspects.

DEALING WITH TOUGHNESS

Toughness is a large part of Marvel Zombies. Especially since lots of zombie heroes have a toughness higher then 3, this will mean that we either include concentrated fire when we add x-men resistance to our games, or we can only defeat these heroes with molotovs/ dragon fire. I would advise (in this case) to add concentrated fire to all the other themes. But you can choose for molotov aswell.

DEALING WITH TRAITS

Super heroes are extra powerful. To simulate those special heroic abilities, we use the trait cards. But normal survivors do not have such powers. That's why we normally limit the trait cards to super hero survivors. But, you could decide to rule that other theme survivors can also pull trait cards. You will just have to use the power rules for normal heroes if you do.

DEALING WITH POWER

Super heroes are meant to be stronger then normal humans. But if you want your other survivors to match up, you could add a manual power tracker to normal survivors from other themes. Print the tokens provided for this purpose. Each turn at the beginning, each of these power tokens can raise one level, just like the xmen resistance rules detail. But to a maximum of 4.

DEALING WITH BYSTANDERS

Bystanders are a rule for X-men resistance. The process for bystanders remains as it is, however if any other survivor works with a custom power token and/ or traits they suffer the same effects as the super heroes. If a non hero survivor takes up a bystander, they receive the bonus associated. If the bonus is applicable to that survivor.

DEALING WITH FRIENDLY FIRE

Super heroes are innately much more powerful, therefore they do not suffer from friendly fire. The friendly fire rule allows super heroes to not attack other survivors on misses. But once any other survivor starts using the power token and/ or hero trait cards, they will also not hit other survivors upon misses.

DEALING WITH ITEMS

Items are an integral part of every Zombicide theme except for Marvel Zombies. A hero can pick up and use equipment as normal. Heroes can also carry a maximum of three equipment cards next to their dashboard. But often times their inner powers are stronger.

The necromancers of the Black Circle have long studied the forbidden arts, but it was the Arch-Lich Malakar who first dared to breach the veil of time itself. In the depths of his obsidian tower, he and his acolytes wove a ritual so potent that it cracked the barriers between ages. A great portal shimmered into existence, revealing glimpses of distant epochs—chaos-stricken modern streets, dust-choked western plains, and the sterile corridors of an off-world colony bathed in the eerie glow of distant stars.

Each time period had suffered its own apocalypse: the modern world, a plague of the undead that tore civilization asunder; the western frontier, where a necrotic curse spread through the lawless land; the space colony, where a domicile alien species turned ravenous and hunted future humanity.

By linking these disasters together, he sought to channel their death and despair, feeding his own dark power until he became a god of undeath.

The necromancers created separate portals to each of the time periods. To ensure the portals remained open, Malakar and his followers left artifacts imbued with necrotic energy in each world. Blackened skulls wreathed in arcane fire, engraved obsidian tablets pulsing with unholy power, and iron-bound tomes that whispered in forgotten tongues. These anchors kept the rifts stable, allowing hordes of undead to spill between times, infecting one world after another.

In the modern era, desperate survivors battled through crumbling skyscrapers, scavenging ancient texts to decipher the mystery of the portal. In the western frontier, gunslingers and wandering priests rode through ghost towns, fighting the risen dead with bullets and holy scripture. On the distant space colony, armored marines and rogue scientists unearthed the cursed relics, their plasma rifles barely holding back the tide of grotesque abominations.

Time Infection!

#12 TIME WALKERS

A rare and terrifying anomaly, the Time-Warped Zombie is an undead zombie or abomination that phases in and out of time, making it difficult to land a decisive blow. These creatures are the result of necromantic rituals that have fractured time itself, causing them to exist in multiple eras simultaneously.

Due to their unstable nature, attacks against a Time-Warped Zombie must strike at just the right moment in its temporal shift. This means survivors must land an extra success to fully take them down, representing the difficulty of hitting them when they are fully present in the current timeline. Whether by ranged, magic or melee, only well-placed attacks can truly put an end to these time-shifting horrors. With an Time-warped Zombie Abomination, this means the player must roll a die and scrore at least a 3 to allow the molotov to kill it.

Including these zombies is optional. When you choose to include them, you will roll a die at the start of each zombie phase for each time circle token on the mission maps. And if the result is 3 or higher, you will pull a time zombie card for that circle. The time Zombie will appear in the zone next to the circle in one of the themes where survivors are present. If survivors are in both themes, then the players choose on which side the time zombie appears.

Be careful, Time Zombies use the same miniatures, so keep watch for extra activations!
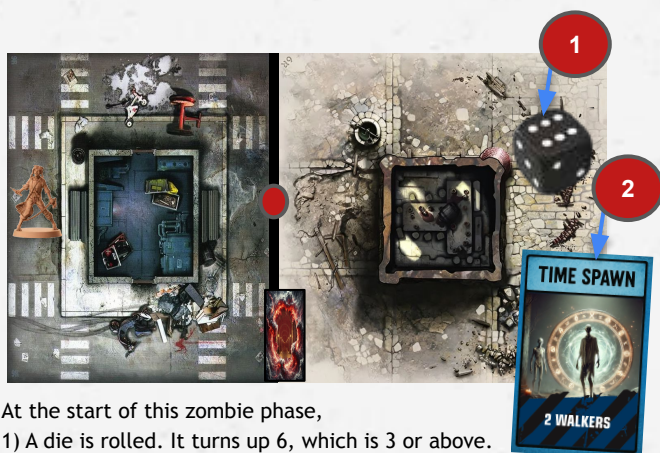
At the start of this zombie phase,
1) A die is rolled. It turns up 6, which is 3 or above.
2) A card is pulled from the Time Spawn deck. a "2 Walkers" card is pulled.
3) The players place 2 walker miniatures at the red circle with a portal token under them. Since the players are on the modern side of the themes, the Time zombies are placed on the modern side of the red circle.
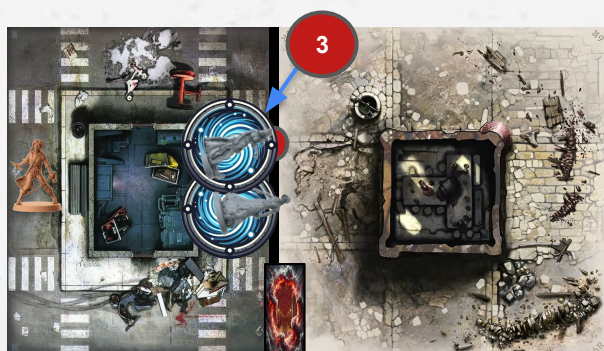
Note: To differentiate these zombies, we use the specific custom tokens. However, you could also choose to use specific miniatures instead of these tokens.

T101 - INVESTIGATING THE TIME RIFT

Medium / 6 Survivors / 60 minutes

The first portal leads to a medieval time period. We have seen survivors across the portal and we need the strength of numbers. So we need to find those survivors, investigate the mysterious chambers and start our quest to end this necromancer threat.

Material needed: **Zombicide: 2nd Edition, Zombicide: Black Plague**

Tiles needed: **SE: 5R, 6V, 8V, 9R**
   BP: 2R, 3V, 6R, 7R

OBJECTIVES

Accomplish the objectives in order to win the scenario.

1- Find all the survivors. Meet up with the medieval survivors.

2- Pick up all the objectives. Investigate all the mysterious chambers for a clue.

3- Exit with all survivors through the exit. We need to regroup and prepare to investigate the next magical portal.

SPECIAL RULES

- **Setup.**
- Place the two different themes as indicated.
- Place a Vault artifact randomly in each BP Vault.
- Place 3 Second Edition survivors on the SE player starting point.
- Place 3 Black Plague survivors on the BP player starting point.

- **Investigation.**
- Each objective (BP & SE) earns 5 AP to the survivor that picks it up.

8V	9R	6R	7R
6V	5R	2R	3V

Survivor Starting Zone

Spawn Zones

4x Pimpweapon Crates

4x Objectives

Portal Token

Time spawn *(optional)*

Player starting area

2 Objectives

Vault doors

Doors

Spawn Zone

Exit point
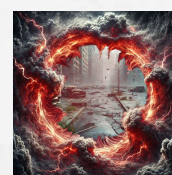
Portal Token

T102 - BACK TO THE WILD WILD WEST

Medium / 6 Survivors / 60 minutes

> *The investigation was a success. We found several clues to where these items are located. We have travelled to another portal, one near one of these artifacts. This portal leads to the old wild west. We met up with some locals to help us. Now how about destroying that foul thing!?*

Material needed: **Zombicide: Black Plague,**
Zombicide: Undead or Alive

Tiles needed: **BP: 9V, 1V, 6R, 5R**
UA: 5R, 4R, 9V, 1R

OBJECTIVES

Accomplish the objectives in order to win the scenario.

1- Find the green key. Find the green key to open the temple.

2- Destroy the magical artifact. Pick up the objective in the grey vault to destroy the magical artifact.

3- Exit with all survivors through the exit. The portal is closing and a horde of undead is coming. Exit to safety with all the survivors through the portal and through the exit in the old west.
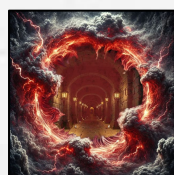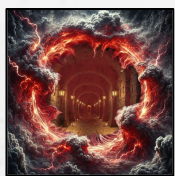
SPECIAL RULES

• Setup.
- Place the two different themes as indicated.
- Place a Vault artifact randomly in the BP Vault.
- Place one red objective in the vault.
- Shuffle the green objective into the red and place them randomly.
- Place six survivors (western, Black Plague or both) on the player starting point.
- Each red objective on the BP tiles, earns the survivor that picks it up 5 experience.
- There are no objectives on the Undead or Alive tiles. Instead, picking these up earns the survivor a bounty weapon.

5R	4R	9V	1V
9V	1R	6R	5R

Portal Token

Time spawn *(optional)*

Waggon with Gattling Gun   **Spawn Zones**

EXIT Exit Zone

Player starting area   **Green door**   **Objectives**

Vault door   **Doors**

Spawn Zone   **EXIT** Exit point
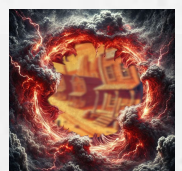
Portal Token

T103 - AN UNKNOWN WORLD AWAITS!

Medium / 6 Survivors / 90 minutes

> *Then a portal opened to an unknown time and place. When we crossed into it, we were blown away by the marvels! The weapons that became available and the technology present! Wow!*
>
> *We need to locate the artifact on this remote place, while the zombie horde is following us to stop us. Let's make use of this new technology while we are there!*
>
> *First we need to reach the strange building in that strange world! But we must hurry, somehow there is no oxygen there!*

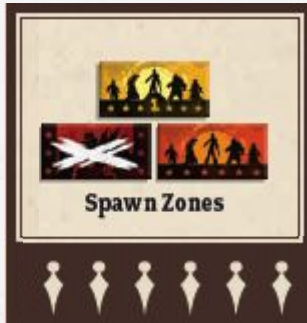Material needed: **Zombicide: Undead or Alive, Zombicide: Invader**

Tiles needed: **UoA: 1R, 2V**
Invader: 3V, 4R, 5V, 6R

Portal Token

Time spawn
(optional)

Spawn Zones

🔴 OBJECTIVES
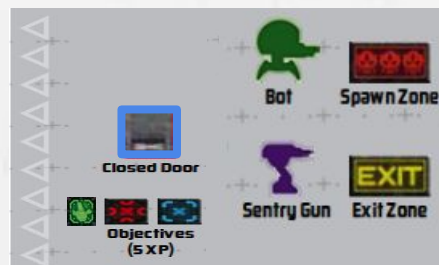
Accomplish the objectives in order to win the scenario.
1- Reach the strange building. Make sure not to end in the outside areas for lack of oxygen!
2- Destroy the magical artifact. Find all the objectives.
4- Find the door key. Find the blue objective to open the blue door.
5- Exit the building. Exit the mission through the blue door.

🔴 SPECIAL RULES

• Setup.
- Place the two different themes as indicated.
- Place six survivors (Undead or Alive, Invader or both) on the player starting point.
- Place the Blue, Green and the Purple Objectives randomly among the Red Objectives, facedown, in the Invader theme.
- Any survivor with the green objective can remotely control the bot.
- Any survivor with the purple objective can remotely control the sentry gun.
- Every objective grants the survivor that picks it up 5 adrenalin.
- The outside areas on the Invader tiles have no oxygen. This means that any survivor staying there longer then the player's turn, will die.
- When all objectives has been picked up, the artifact has been destroyed.
- The players can only exit the mission by opening the blue door.

1R	2V
6R	4R
5V	3V

Bot   **Spawn Zone**

Closed Door

Objectives (5 XP)   **Sentry Gun**   **Exit Zone**

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T104 - ESCAPE BACK TO MODERN REALITY

Medium / 6 Survivors / 60 minutes

We have gotten adjusted to this strange world and environment. But even here some kind of zombie like creatures are trying to hunt us. Luckily this time period has lots of good weaponry. We also found some allies from this world, who are now helping us.
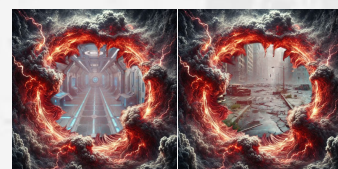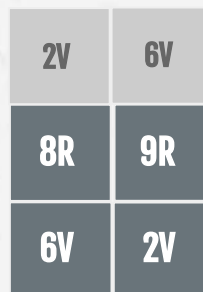
Now we need to destroy the artifact in this world, to sever the connection between all these worlds. And we need to exit quickly, or be stuck here for ever.

Material needed: **Zombicide: Invader, Zombicide: Second Edition**

Tiles needed: **IN: 2V, 6V, 8R, 9R**
                    SE: 2V, 6R

⬢ OBJECTIVES

Accomplish the objectives in order to win the scenario.

1- Destroy the magical artifact. Pick up the blue objective to destroy the magical artifact.

3- Exit with all survivors through the exit. The portal is closing and a horde of undead is coming. Exit to safety with all the survivors through the portal and through the exit in the old west.

⬢ SPECIAL RULES

• Setup.

- Place the two different themes as indicated.
- Place six survivors (Invader, Second Edition or both) on the player starting point.
- Place the Blue, Green and the Purple Objectives randomly among the Red Objectives, facedown, in the Invader theme.
- Any survivor with the green objective can remotely control the bot.
- Any survivor with the purple objective can remotely control the sentry gun.
- Every objective grants the survivor that picks it up 5 adrenalin.
- The outside areas on the Invader tiles have no oxygen. This means that any survivor staying there longer then the player's turn, will die.
- In their first turn, each survivor may pick three random equipment cards and discard any they want.

Portal Tokens

Time spawn
(optional)

Bot   Spawn Zone

Sentry Gun

Objectives
(5 XP)

Survivor
Starting Zone   Spawn Zones

2x

Pimpweapon
Crates

TI05 - THE LONE CABIN

Medium / 6 Survivors / 90 minutes

Someone told us that there is an ancient artifact hidden in a cabin in the past. We need to travel there and destroy the item. Meanwhile, the horde is following us and tries to overwhelm us. Maybe we should barricade ourselves in, and get back our strength before we fight back?

Material needed: **Zombicide: Night of the Living Dead, Zombicide: Second Edition**

Tiles needed: **SE: 5R, 6V, 8V, 9R**
BP: 2R, 3V, 6R, 7R

⬢ OBJECTIVES

Accomplish the objectives in order to win the scenario.
1- Find the car keys. Explore the area and find the keys.
2- Travel to the cabin with the car. Enter the car and drive through the portal, towards the cabin.
3- Reach orange with all survivors. We have been fighting endlessly, we need some rest!
4- Clear the cabin of all zombies and barricade it. To rest up, we need to clear the cabin of all zombies and barricade it totally. So that we can rest up for the night. Get back our strength.
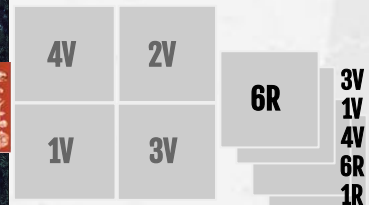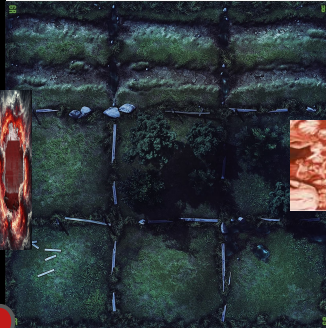
⬢ SPECIAL RULES

• Setup.
- Place the two different themes as indicated.
- Place six survivors (Second Edition, Night of the Living Dead or both) on the player starting point.
- Place a green objective randomly among the red in the Second Edition theme. The survivor that finds the green objective, can use the car.
- Every objective grants the survivor that picks it up 5 adrenalin.
- All survivors start in Zombicide mode. When a relative appears, all survivors, inside that theme, switch to Romero mode.

• Time Travel.
- As soon as a Survivor moves initially onto tile 6R, set tile 3V right next to it, in any way you want, as to extend the road. The board doesn't have to be linear.
- From then on, any tile is removed from the board as soon as there is no Survivor on it during an End Phase. Any remaining Ghouls on these tiles are removed as well (no XP is gained). This rule doesn't apply if it would separate the Survivors by disrupting the board. Spawn points on tiles discarded are removed.
- Everytime a new tile is placed, the player points at each zone on the tile and rolls a die. If the die results in 3 or higher, the player pulls a spawn card for that zone.
- Repeat the process by expanding the board in the following order: 3V, 1V, 4V, 6R and finally, 1R. As soon as a survivor enters tile 1R, then set up the map as shown on the next page.

Time spawn *(optional)*

Survivor Starting Zone

Spawn Zones

Key-less car

4x Pimpweapon Crates

4x Objectives

3R	1R	6R
2R	4R	

- When tile 6R is entered for the first time, spawn once from all spawn points.
- Equipment stashes. The Melee and Ranged Equipment decks can only be Searched in the designated Zones.

TI06 - BACK TO THE FUTURE

Medium / 6 Survivors / 90 minutes

We spend a while here in this old time. Hunted by the horde. However we found the artifacts location. Its in a cabin next to an old cemetery. We have to explore the cabin, destroy the artifact and then run through the portal nearby before the portal closes.

Through the portal we saw a mansion, that should be a safe place to stay for a while!

Material needed: **Zombicide: Night of the Living Dead, Marvel Zombies: X-Men Resistance**

Tiles needed: **XM: 13R, 14R, 17R, 18R**
ND: 2R, 3R, 4V, 6V

🔴 OBJECTIVES

Accomplish the objectives in order to win the scenario.
1- Destroy the artifact. Find the green objective.
2- Clear the Mansion. Clear all zombies from the mansion.
3- Barricade the Mansion. When all zombies are cleared, one action can be spend to barricade the Mansion.

🔴 SPECIAL RULES

• Setup.

- Place the two different themes as indicated.
- Place an item deck from any modern theme, from which the survivors can search for items in the Marvel Zombies: X-men theme.
- Remove all Super-Heroe cards from the spawn deck for this mission.
- Place six survivors (Second Edition, Night of the Living Dead or both) on the player starting point.
- Place a green objective randomly among the red from the X-Men Resistance theme. The survivor that finds the green objective, destroyed the artifact.
- Every objective grants the survivor that picks it up 5 adrenalin.
- All survivors start in Zombicide mode. When a relative appears, all survivors, inside that theme, switch to Romero mode.
- Once all survivors are inside the Mansion, the spawn point stops spawning.
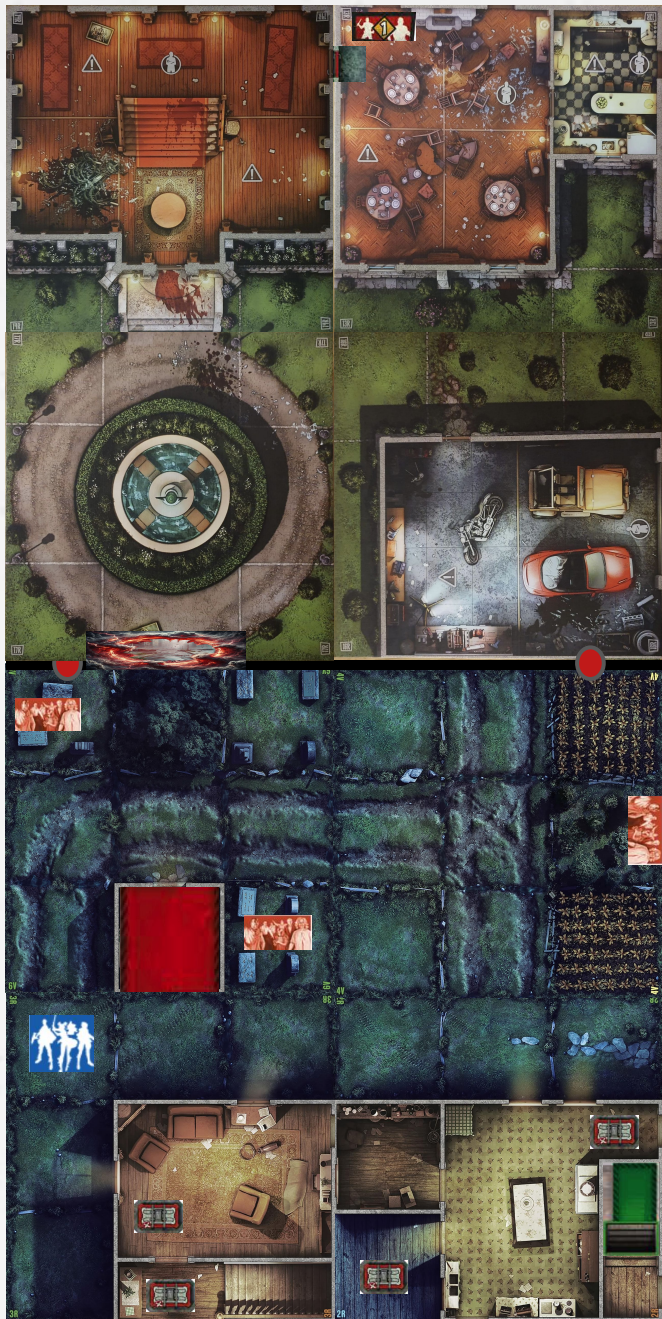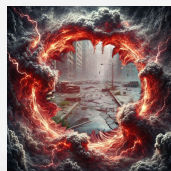

Survivor Starting Zone	Spawn Zones
4x Objectives	Item deck

Time spawn *(optional)*

14R	13R
17R	18R
6V	4V
3R	2R

T107 - TO WINTERGRAD!

Medium / 6 Survivors / 120 minutes

We rested in the huge mansion. But it is time to go back to our mission. We need to destroy the artifact to end this time craziness. A portal is near the back exit of this mansion, that means that the artifact is likely in this mansion. We need to destroy it!

Material needed: **Marvel Zombies: X-Men Resistance, Zombicide: White Death**
Tiles needed: **XM: 13R, 15R, 16V, 18R**
WD: 27R, 28R, 29R, 30V, 32V, 34V

OBJECTIVES

Accomplish the objectives in order to win the scenario.
1- Destroy the magical artifact. Pick up the green objective to destroy the magical artifact.
2- Through the portal. Enter the portal.
3- Find a way into the ancient city. The city is blocked by a wall. Find a way into the city.
4- Safe the protection sphere. The beacon represents an artifact that protects the city. Reach the beacon before the corruption to win the mission.

SPECIAL RULES

• Setup.
- Place the two different themes as indicated.
- Remove all Super-Heroe cards from the spawn deck for this mission.
- Place an item deck from any modern theme, from which the survivors can search for items in the Marvel Zombies: X-men theme.
- Place 12 guards as shown on the map.
- Place six survivors (Second Edition, Night of the Living Dead or both) on the player starting point.
- Place a green and blue objective randomly among the red from the X-Men Resistance theme. The survivor that finds the green objective, destroyed the artifact. The survivor that finds the blue objective may place a ladder token next to his dashboard.
- Every objective grants the survivor that picks it up 5 adrenalin.
- Once the survivors are in front of the wall, they may try to throw the ladder upwards over the all. Spend two actions and roll a dice. With a 6 rolled, the survivor may place the ladder token over the wall and any survivor can climb upwards. Skills like "Super Strength" give a +1 to the dice roll.

15R	16V
18R	13R
28R	29R
27R	30V
34V	32V

Legend:
- Survivor Starting Zone
- Spawn Zones — 2x Pimpweapon Crates
- Wall ladder
- 6x Objectives
- The beacon
- Item deck

Portal Tokens

🔴 **Time spawn** *(optional)*

ZOMBICIDE
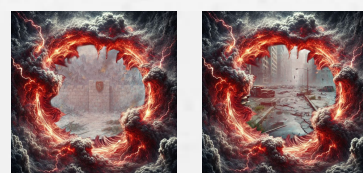
TI08 - TOWARDS THE CONFRONTATION

Hard / 6 Survivors / 90 minutes

We discovered that the protection sphere can stop the apocalypse. At least the time portals messing up all the different time periods. We need to break the item. But it will only work if the artifact is destroyed in the modern time period.

We need to carry the artifact into the modern time, and destroy it! Before the hordes of all the different time periods overwhelm us!

Material needed: **Zombicide: Black Plague,**
Zombicide: Invader,
Zombicide: Second Edition,
Zombicide: White Death,
Zombicide: Undead or Alive

Tiles needed: **See next page.**

OBJECTIVES

Accomplish the objectives in order to win the scenario.

1- Take the Protection Sphere.

2- Enter the modern time. Walk through the portal to the Second Edition tiles.

3- Find a way to destroy the Protection Sphere. Pick up the objectives until the blue and green objective are found.

Then:

4- Destroy the Protection Sphere. The survivor with the blue and green objectives must stand in one zone in the Second Edition tiles. Then one of the survivors can spend an action to destroy the artifact. Once it is destroyed, the portals close and the mission is completed successfully.
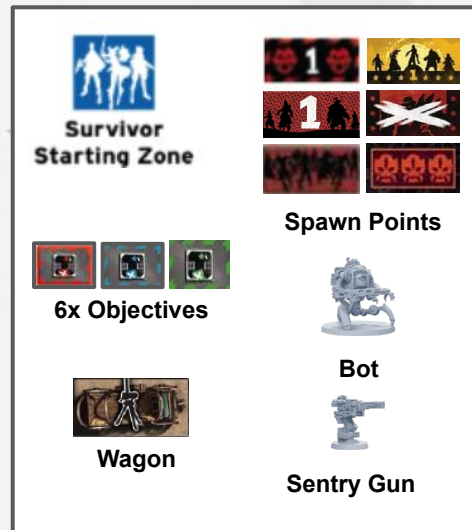
Portal Tokens

SPECIAL RULES

• Setup.

- Place the different themes as indicated.

- Spend an action to pickup the Protection Sphere. The survivor is now carrying the Beacon, and all corruption will follow this survivor.

- Place six survivors (Black Plague, Invader, Second Edition, White Death, Undead or Alive) on the player starting point.

- Place a blue and a green objective randomly among the red objectives from the Second Edition theme. Place these objectives on the shown locations.

- Every objective grants the survivor that picks it up 5 adrenalin.

- The wagon and bots are usable as normal.

Survivor Starting Zone

Spawn Points

6x Objectives

Bot

Wagon

Sentry Gun

Time spawn
(optional)

32V 34V

9R 6R

4R 8R

6R

5R

6R

9V
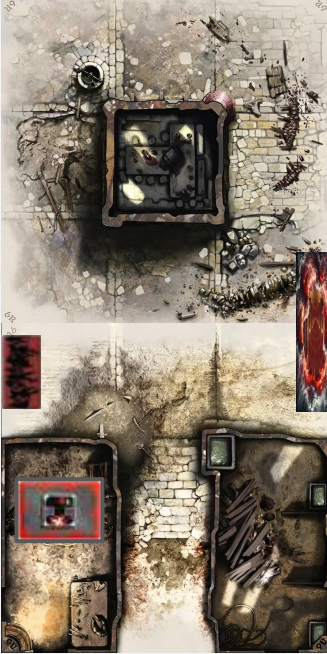
1V 4V

Thank you for reading this document!

Firstly, my thanks to the CMON teams for putting together this awesome game! It is such an open system that allows so much flexibility!

I created this document because it looked like fun, but also because I want to share my creativity with the other Zombicide lovers out there.

Please have fun with this document and always adjust the rules in the way you think makes the game the most fun for your table.

Randy Vriens

Time Infection!
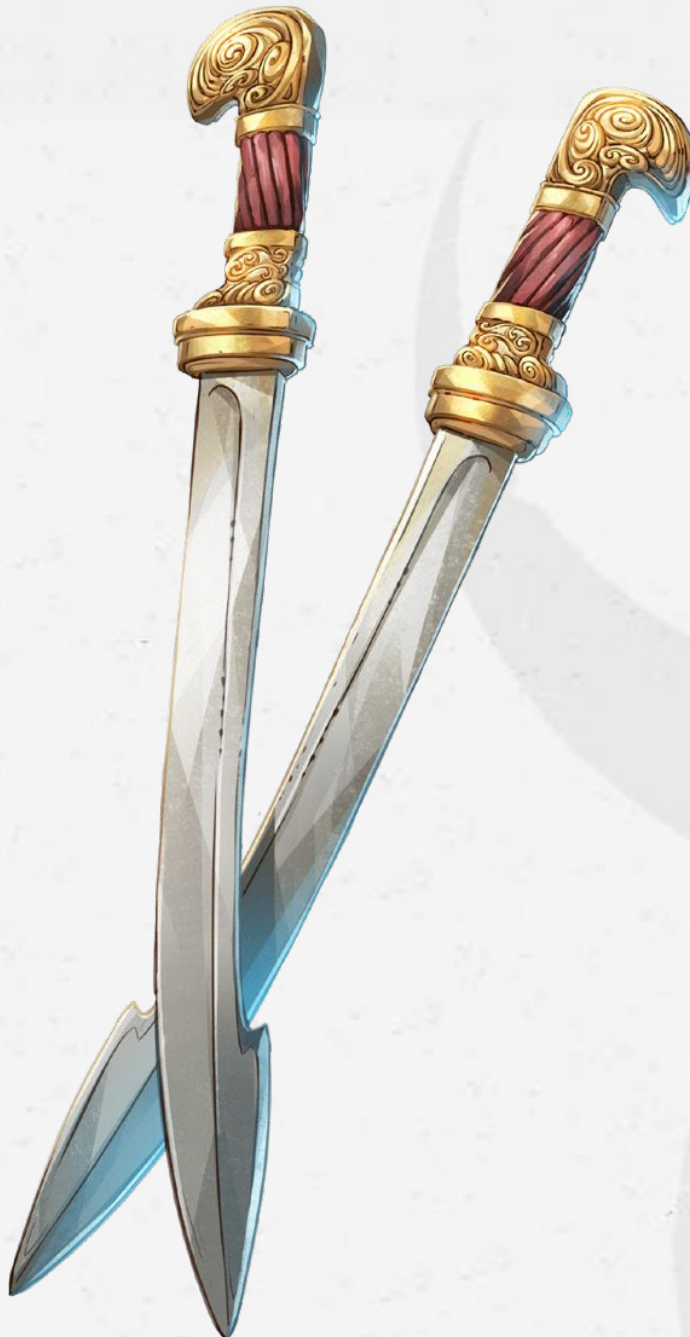
These are the main differences between the supported Zombicide themes.

Difference	Black Plague	White Death	Undead or Alive	Night of the Living Dead	Second Edition	X-Men Resistance	Invader
Armor	**Used**	**Used**	Not Used	Not Used	Not Used	Not Used	**Used**
Balconies	Not Used	Not Used	**Used**	Not Used	Not Used	Not Used	Not Used
Barricades	Not Used	Not Used	Not Used	**Used**	Not Used	Not Used	Not Used
Bystanders	Not Used	Not Used	Not Used	Not Used	Not Used	**Used**	Not Used
Cars	Not Used	Not Used	Not Used	**Used**	**Used**	Not Used	Not Used
Concentrated Fire	Not Used	Not Used	Not Used	Not Used	Not Used	**Used**	**Used**
Doors	**Yes**	Not used	Not used	**Yes, can be closed by survivors**	**Yes**	**Yes and windows**	**Yes, only survivors open/ close them**
Friendly Fire	Ranged/ Magic misses hit allies	Ranged/ Magic misses hit allies	Ranged misses hit allies	Ranged misses hit allies	Ranged misses hit allies	**No Friendly Fire**	Ranged misses hit allies
Magic	**Used**	**Used**	Not Used	Not Used	Not Used	Not Used	Not Used
Mold/ Abomination leaves mold	Not Used	Not Used	Not Used	Not Used	Not Used	Not Used	**Used**
Corruption	Not Used	**Used**	Not Used	Not Used	Not Used	Not Used	Not Used
Run out of mini's	Type	**Abomination**	**Abomination**	Type	Type	Type	**Abomination**
Spawn Points	3+ and Necromancer	3+ and Deviler/ Necromancer	3+ and corpse/ abomination	3	3-4	3+ and coloured	3+ and mold
Spawn in Buildings	**Spawn in every room, on open door**	No	**Only active corpse pile, building entered**	No	**Only in dark rooms, on open door**	**Only on spawn icons, on open door**	No
Special items	Not used	**Cauldrons/ Rope ladder**	**Wagon / Gattling Gun**	Not used	Not used	**Sentinel Hand**	**Sentry gun/ Bot**
Special Skills	None	**Freeze**	**Vade Retro**	None	None	**Power / Traits**	**Barricades**
Survivor loose conditions	**Loose when all survivors die**	Loose when any survivor dies	Loose when any survivor dies	Loose when any survivor dies	Loose when any survivor dies	Loose when any survivor dies	Loose when any survivor dies
Vaults	**Used**	Not used	Not used	Not used	Not used	Not used	Not used
The Wall	Not used	**Used**	Not used	Not used	Not used	Not used	Not used

01 - PLAYER PHASE

First player activates all of their Survivors, in any order. Then the next player. Each Survivor has 3 Actions to spend.

X-Men: Raise power by 1 to a maximum of 4.

• **ATTACH/ DETACH EQUIPMENT (Invader)**

• **BARRICADE ACTION (NotL):** - Build Barricade, if scene allows it, place 1 closed barricade on open passageway. - Open Barricade, using equipped weapon with a Barricade Opening symbol. - Close a Barricade.

• **CAR ACTIONS (SE, NotL, X-Men, Inv. cars/ survivors):** - Get In or Out of Car. - Change Seats in Car: Survivor becomes driver or passenger. - Drive a Car: Move the Car 1 or 2 exterior Zones. Perform Car Attack in each Zone with Ghouls that car enters. Only SE, NotL, X-men and Invader survivors.

• **CAULDRON (WD):** uses 3 Actions: - Move Cauldron. - Pour Cauldron to adjacent street Zone. All Actors in Zone eliminated.

• **COMBAT ACTION:** - Melee Action. - Ranged Action.
- *BP/WD:* Magic Action: Equipped Combat Spell required.
- X-Men: Always follow target priority, even with melee.

• **DO NOTHING:** All remaining Actions are lost.

• **DOOR ACTION (SE, NotL, Invader and X-Men):**
NotLD: Open/ close door in a Zone free of Zombies.
SE: Break open a door. Door icon needed/ hero for free. Spawn zombies on dark zones.
BP: Break open door on successful roll. Door icon needed/ hero for free. Spawn zombies in all rooms.
Invader: Open/ close door. Not mold zone, or door destroyed.
X-Men: Break open door. Door icon needed/ hero for free. Spawn zombies on dark zones.

• **ENCHANTMENT ACTION (BP/WD):** Equip Enchantment.

• **GAIN TRAIT (X-MEN):** Only once per Turn.

• **GUARD ACTION (WD):** - Move - Melee / Ranged - Move or pour Cauldron (3 ormore Guards)

• **MACHINE ACTIONS (Invader):** Corresponding skill or equipment is needed.
- Move: Bot only. - Melee Action. - Ranged Action.

• **MAKE NOISE:** Make noise to lure the zombies.

• **MOVE:** Move 1 Zone (spend extra Actions if there are Zombies in starting Zone).

• **POWER UP:** Gain 2 Power.

• **RESCUE BYSTANDER:** No Enemies. Fill your track.

• **REORGANIZE/TRADE:** Exchange Equipment with another Survivor standing in the same Zone.

• **SEARCH (ONCE PER TURN):** Interior Zone free of Zombies.
NotLD: Inside, survivors in Romero Mode draw a card from the House Equipment deck. Survivors in Zombicide Mode draw a card from the House, Ranged, or Melee Equipment decks (unless otherwise specified in your chosen Scene).
SE/ BP/ WD: Inside, draw a card from the appropriate deck.
Invader: Inside, draw a card from the equipment deck. Soldiers can only search in Security Rooms.
UoA: Inside, draw a card from the equipment deck. Townfolk can search more then once.

• **TAKE OR ACTIVATE AN OBJECTIVE** in Survivor's Zone.

02 - ZOMBIE PHASE

Step 1: Activation
All Zombies spend 1 action doing one of the following:

• **ZOMBIES ATTACK:** Zombies in the same Zone as at least 1 Survivor Attack them for 1 Damage.

• **BREAK BARRIER (NotLD,Invader):** Breaker Zombies, abominations or Xeno's who didn't Attack a Survivor will Open all NotLD Barricades and Doors, and Invader doors in their Zone. All zombies will break X-Men windows as action.

• **ZOMBIES WHO DIDN'T ATTACK:** Move once instead. Each Zombie favors most Survivors Line of Sight. If not, then the most noisiest Zone on the board. Choose shortest path. If several paths same length, split Zombies equal groups and by type (uneven Zombie go with player's choosing).
- *NotLD:* Zombie chooses shortest path, ignoring closed doors.
- *Invader:* Xeno chooses shortest path, ignoring closed doors. Spoiler Abominations place Mold token in inside Zones.
- *X-Men:* Zombies move to closest survivor (sight, out of sight).
- *WD:* Zombies only target survivors they can reach.

• **NECROMANCER (BP):** Necromancers attack when they are in the same Zone as a Survivor. Otherwise they move to the closest Spawn Point on the board (Theme does not matter).

Note: Runners get an extra Action at the end of the Zombie Phase.

Step 2: Spawn
Spawn zombies for the universal danger leven for each spawn point, from that theme's spawn deck.
WD: Deviler Corruption moves one zone towards the beacon.

Running out of miniatures:
- BP/ SE/ NotLD/ X-Men: The Zombie type activates.
- Invader/ UoA: Abomination spawns or activates.

BYSTANDERS: Are targeted like Super Heroes.
Are eliminated with 1 Wound.
• SACRIFICE: Player may discard their Bystander to ignore 1 Wound.
• COMBAT BYSTANDER: Ignore 1 Wound per 5+ rolled.
• DEVOURED: If a Bystander is eliminated, all Super Heroes lose 1 and 1 Heroic Trait.
• ACTIVATION: After Enemies, Move 1 Zone towards the closest Super Heroes (unless Enemies are present).

03 - END PHASE

- The next player receives the First Player token (play clockwise). Remove Vade Retro tokens.
- BP/ SE/ WD/ Invader: Remove all noise tokens.
- UoA: Flip, move noise token.

TARGETING PRIORITY ORDER

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

Targeting Priority	Name	Actions	Deals Damage	Damage to kill	Adrenaline/ Experience earned
1	(Zombie) Heroes	2	1*	Toughness	Equal to Toughness
2	Brute/ Abomination	1	1	2 / 3	1 / 5
	Tank / Spoiler Abomination		2 / 3	2 / 3	1 / 5
	Dragon/ NotLD: Fatty		Special / 2	Special / 2	1 / 1
3	Walker / Shooter	1	1	1	1
	Breaker / Relative				
	Worker / Rats / Crows				
4	Runner / Wolfs / Hunter	2	1	1	1
5	Necromancer	1	1	1	1

! Time Zombies are in each of these categories

* Card description can add damge