

The files found here are intended to be used to upgrade "Classic" Zombicide to 2.0 or 2nd Edition.

Each folder contains the following:

1. Files that upgrades the Rules and Missions from the previous edition to the new edition.
2. Files that you can print off on sticker or label paper to update your classic tiles to the new format (Dark Zones, Epic Weapon Crates & Objective placement).
3. Files that you can use to print classic Equipment decks to the new updated format (more details on that below).
4. Campaign sheets for each season if you choose to play the mission using the campaign rules found in Fort Hendrix, Rio Z Jeneiro or Washington ZC.

The Equipment deck files come in two formats:

1. The first format is on Letter size paper (should still work on A4) and is intended to print multiple cards per page that you will need to cut, fold, glue and trim yourself. There are instructions on how many times per page you should print them off to get a full deck. If you choose to also use a radius cutter I use the 4mm size for the corners.
2. The second format are individual .PNG files at 47.35mm x 69.35mm (this size has bleed) that you can upload to a card printing service site. I have used <https://www.makeplayingcards.com> before with excellent results. You will have to manually upload each file to an online system.

Printing instructions and notes:

The number one thing to remember when printing all of the above files is to make sure you or your printer, print them off at "100%" scale or to make sure "Fit to Page" is turned OFF. Also all files are high resolution and are in CMYK format. These files are intended for print, not web use.

NOTE: You DO NOT need to print these equipment decks to play any of these missions. The equipment decks found in any of the 2nd Edition box sets will work, these are only intended to be used if you like the variety of equipment.

Designer notes:

Rules and Missions

I did the best I could at making sure old rules were covered under the new rules before making any changes. Most of the changes to the rules themselves are very minor. In most cases the changes are simply new terminology. When it came to changing the Missions I tried to keep with the same objectives and maintain the idea of the Mission. Most changes to the Mission included terminology, Objective and Epic Weapon Crate placement and some simplifications if needed. Players familiar with Tent rules from Season 3 will notice the biggest change in the rules, for more on the reasoning behind that please read below.

New Tiles and Zones

When creating the images for the new updated Zones, I looked at the proportion of Dark Zones on the 2.0 tiles cross referenced by the number of Room Zone and an over all number of Dark Zones for all 18 tiles. With this data I matched this up with the Season 2, Season 3, Toxic City Mall and Angry Neighbor tiles. The next priority was to look at all the Missions and how and where Objectives were placed.

Once I determined where Objectives were placed in the majority of Missions per Season, that is where I placed Objectives. In some cases this matched up perfectly with old Missions, in some case it did not so required some adjusting. The last thing I took into account was the likelihood of stepping on to an "Unchecked" tile for the Season 3 Missions. This turned out to be very difficult and there are a couple of Missions where this is unavoidable. The main danger with this is even when pulling Spawn cards at the Blue Adrenaline level, it is possible to pull a Walker Rush of 3, 4 or 6 Zombies, which would of course kill most Survivors. With this in mind, when playing these Missions, that will have to be taken into account by the players.

New Equipment

The majority of the Equipment cards only involved changing the background colors and updating terminology if the Equipment card had a special rule attached to it. The biggest changes involved turning Red Weapons into Epic Weapons. Here you will notice the biggest changes in combat characteristics. In the Classic edition, Red Weapons were intended to be used once a Survivor reached the Red Danger level, so their combat characteristics reflected this. In 2.0 you can obtain an Epic Weapon at the Blue Adrenaline level, so having combat characteristics that are that powerful would unbalance the game for the Survivors in a significant way.

The changes to the Advanced Weapon decks are to reflect the direction CMON went with Rio Z Jeneiro from their previous two campaigns. Simply put, they increased the difficulty to keep weapons (especially Epic Weapons) between campaigns.

Why no tokens?

The idea behind this effort assumes you, the player, already owns the previous Classic Zombicide box sets. These sets include all the tokens, tiles and miniatures needed to play with these upgrades. The only thing you need to purchase is the 2nd Edition Box set and the "Zombicide (2nd Edition): Complete Upgrade Kit". You will need the 2.0 box set for the Rule book, Spawn cards, tiles (used in Toxic City Mall and Angry Neighbors), and Epic Weapon Crate tokens (extra Zombies never hurt either). You will need the "Zombicide (2nd Edition): Complete Upgrade Kit" for Spawn cards and Survivor ID cards.

A finale note

I did all of this by myself, I do not have a team of editors so there may be a few mistakes. If you find any, in any of this material, I would be happy to receive the feedback. When it comes to the Missions, I have played through all of these both solo and with groups of players several times and they all work (although there are 2 or 3 that are very difficult). Also, I did not create any of this artwork, nor do I take credit for creating any rule, mission, equipment card, etc... all I did was take existing content and reformat it to look as close as possible to the most current version of Zombicide. I do not own any rights nor do I intend to receive any compensation for these files. These are for my own personal use.

If anyone actually uses any of these files I hope you enjoy them as much as I do, happy gaming.