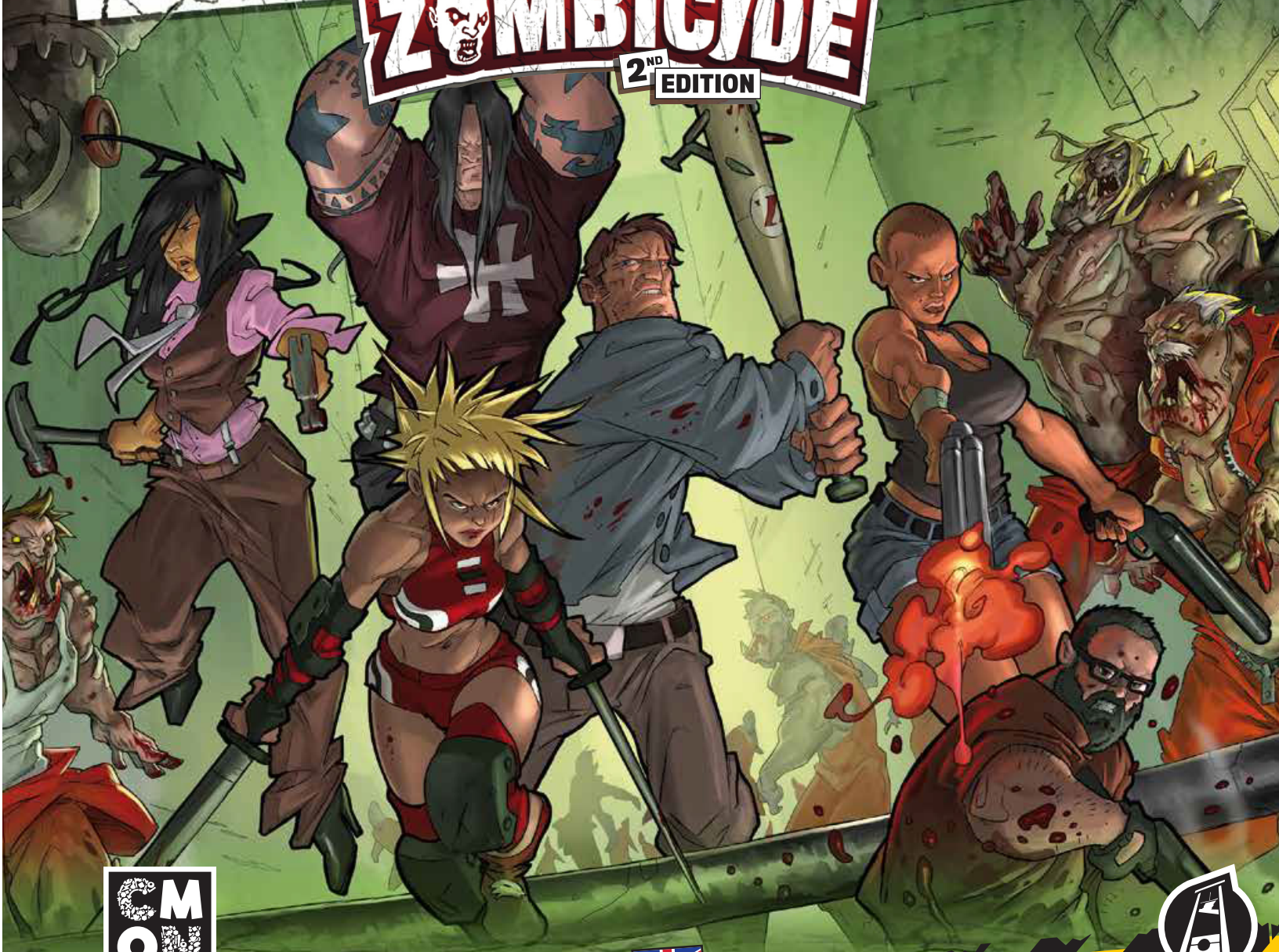


ZOMBICIDE SEASON 2

# PRISON OUTBREAK

**ZOMBICIDE**  
2<sup>ND</sup> EDITION



**RULES & MISSIONS**

# CHAPTERS

|                                       |    |
|---------------------------------------|----|
| • INTRODUCING PRISON OUTBREAK.....    | 3  |
| • COMPONENTS NEEDED.....              | 3  |
| • NEW ZOMBIES: BERSERKER ZOMBIES..... | 4  |
| • ZOMBIVORS.....                      | 6  |
| RESURRECTION MODE.....                | 6  |
| • NEW TILES: THE MALL & PARKING.....  | 7  |
| ALLEYS.....                           | 7  |
| CELLS.....                            | 7  |
| BARBWIRE FENCES.....                  | 8  |
| OBSERVATION TOWERS.....               | 8  |
| EXTRA ZONES.....                      | 8  |
| ROTATING SECURITY GATE.....           | 9  |
| SECURITY ZONES.....                   | 9  |
| • SKILLS.....                         | 9  |
| • MISSIONS.....                       | 10 |
| M00 - TUTORIAL: THE BREAK-IN.....     | 10 |
| M01 - THE BLUEPRINTS.....             | 11 |
| M02 - FINDING THE KEYS.....           | 13 |
| M03 - CONCRETE SAW.....               | 14 |
| M04 - THE WELDER.....                 | 16 |
| M05 - AN EASY MISSION.....            | 17 |
| M06 - RESCUE MISSION.....             | 18 |
| M07 - THE HAVEN.....                  | 19 |
| M08 - FOOOOOD!.....                   | 21 |
| M09 - ENDLESS CLEANING.....           | 22 |
| M10 - PRISON IS HELL.....             | 24 |
| M11 - RUN FOR IT!.....                | 26 |



# #01 INTRODUCING PRISON OUTBREAK

Zombies batter at the cell doors. They can hear us-see us-through the bars, and they're going into a frenzy over the fresh meat. I get sick thinking about what would happen if the doors opened, but worse, I imagine what their last human moments were like. Imagine being locked in an overcrowded cell and one of your cellmates turns into a zombie.

You'd like to play with Prison Outbreak? Unless stated otherwise in the Mission's briefing, add all Zombicide Expansion: Prison Outbreak Zombie cards (#099-108 and the Berserker Abomination card) to the Zombicide 2.0 Zombie Spawn deck.



# #02 COMPONENTS NEEDED

Prison Outbreak is an expansion for Zombicide: 2nd Edition. This book features new zombie types as well as new tile types with new ways to interact with them. New ways to spawn zombies, new skills and rules for barricades. This book also features missions to be played with these new rules.

To play these missions you will need the components from the original Zombicide Season 2 Prison Outbreak box set.



Prison Outbreak Expansion box is required to use this book

You will need the rules found in Zombicide 2nd Edition for any rules not covered in this book.



Prison Outbreak is an expansion to Zombicide: 2nd Edition.

For the updated Berserker Zombie spawn cards you will need the Complete Upgrade Kit.



Zombicide: 2nd Edition. Complete Upgrade Kit is required to use this book.

And finally you will need the Prison Outbreak tile sticker overlays. These are provided in a separate PDF. Print these files on label or stickerback paper and place over the existing Prison Outbreak tiles. This new artwork adds Objective and Epic Weapon Crates as well as **Dark Zones** to instruct you in where to spawn zombies.

## #03 NEW ZOMBIES: BERSERKER ZOMBIES

Maybe it's a mutation or something reflecting their inner nature, but inmates turned into zombies are hardened in a nightmarish way. They've grown scales all over their bodies and are impervious to ranged trauma. Any bullets their plating doesn't stop have little effect anyway. They can even lose a limb or two under heavy fire and keep on running toward you. We call them berserkers.

The best way to deal with these nightmares is face to face. The plates are arranged such that you can hit them in vulnerable spots relatively easily. A berserker never dies easily, though. The coup de grace must be dealt in the head. Only skull crushing or decapitation gets the job done once and for all.

Zombicide Prison Outbreak introduces Berserker Zombies.



Berserker Zombie cards are easily identified by the logo in the upper right, their background color, and the Berserker silhouettes at each Danger Level. Don't miss these features if you mix them with Zombie cards from other Zombicide boxes!

1 - Berserker Zombies are immune to Ranged weapon Damage, **except for weapons killing everything in their target Zone (such as a Molotov cocktail)** Unless otherwise stated, the only way to kill a Berserker Zombie is in Melee Combat.

2- Berserker Zombies exist in all types: Brutes, Runners, Walkers, etc. They have the same characteristics and get the same targeting priority level as their counterparts **but in Ranged Combat and Car Attacks, a Berserker Zombie of a given type is targeted after the Standard and Toxic Zombie (see Toxic City Mall) of the same type.** Players still choose the targets in Melee Combat.

**EXAMPLE:** Watts fires a Shotgun into a Zone where a Brute, a Berserker Brute, a Walker, and a Runner stand. He scores two hits with his first Ranged Combat Action. The Brute is removed, but the Berserker Brute is immune. Any subsequent shot is useless, as it would be absorbed by the Berserker Brute. So, the Berserker Brute protects both the Walker and the Runner!

Watts rushes into melee with his second Action. With his third Action, he swings his Chainsaw and scores two hits. Melee Combat allows the choosing of targets and the killing of Berserkers: Watts removes the Berserker Brute and the Runner. The Walker remains for Watts' team to pick off.

3- Berserker Zombies do not benefit from extra activation cards of other Zombie types.

4- Car attacks can kill Berserker Zombies.

5 - Berserker Zombies aren't turned into Toxic Zombies by the Toxic Abomination (see the Toxic City Mall expansion).



Zombicide Prison Outbreak features 4 types of Zombies. Most have a single Action to spend each time they activate. A Zombie is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. Its assailant then immediately earns the listed Adrenaline Points.



## BERSERKER WALKER

It stinks, it's nasty, and it's slow.

**Wounds dealt:** 1  
**To eliminate:** Damage 1  
**Adrenaline provided:** 1



## BERSERKER BRUTE

Big, bloated, and tough, these Zombies are hard to put down. Weapons dealing only 1 Damage can't hurt them... at all.

**Wounds dealt:** 1  
**To eliminate:** Damage 2  
**Adrenaline provided:** 1

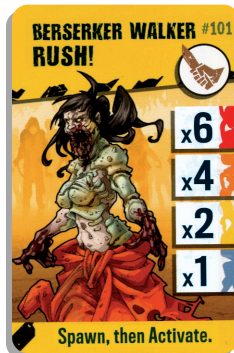


## BERSERKER RUNNER

Amped up for some reason, these guys move twice as fast as Walkers.

**Wounds dealt:** 1  
**To eliminate:** Damage 1  
**Adrenaline provided:** 1  
**Special Rules:** Runners have 2 Actions every time they are activated.

## ! ZOMBIE RUSH!



Some Zombie cards feature the Rush keyword. When drawing such a card, place the corresponding Zombie miniatures normally. Then, those Zombies immediately perform a free Activation!

## BERSERKER ABOMINATION

Mutated beyond recognition, the Abomination is the Survivors' worst nightmare. Only weapons dealing 3 Damage or more can kill this monster. A well-aimed Molotov will do the trick, as it kills everything in its target Zone.


**Wounds dealt:** 1  
**To eliminate:** Damage 3  
**Adrenaline provided:** 5  
**Special Rules:**

- **The Toxic Abomination has an additional game effect:** it moves up to two Zones instead of one
- **If there is no Abomination on the board,** draw a card from the Abomination deck. Then, place the corresponding Abomination in the Spawn Zone. Don't forget its special game effects.
- **If there is already an Abomination on the board,** it gets an extra Activation.



# #04 ZOMBIVORS

*These guys are infected but somehow managed to keep their free will. Most of them grow a strange sense of humor helping them to cope with an overwhelming urge for murder. Yes, we all agree they don't smell very nice, but their sheer resilience and willpower are awe-inspiring.*

Toxic City Mall introduces a new kind of Survivor: Zombie Survivors called "Zombivors". The Zombivors' status is indicated with  on the Survivors' Identity Card. All Survivor rules apply to them.

The killer feature about Zombivors is their incredible endurance: **a Zombivor is only eliminated by six wounds** (instead of three for a standard Survivor).

Zombivors are great tanks. There's a serious drawback, though (besides the foul breath): at Yellow Level, Zombivors don't gain the +1 Action Skill of standard Survivors. They're tougher but somewhat slower, and thus offer a whole different gaming experience. You'll see!



## RESURRECTION MODE

The Resurrection mode lets you begin the game with your favorite Survivors in their "standard" version and then switch them to their "Zombivor" version when things go awry. You read it right: if your Survivor gets eliminated, he comes back as a Zombie! You can also "play dead" and begin the game with a Zombivor.

The Resurrection mode is great for beginners, campaign-driven players, and super-heroic Missions.

**Resurrection mode:** When any standard Survivor gets their third Wound, lay down their miniature. Getting killed by a team member doesn't grant a resurrection. A standard Survivor can't receive more than three Wounds. If they receives more Wounds than needed to kill them, distribute these Wounds to other Survivors, or ignore them if nobody can take them. Ignore the downed Survivor for all game effects until their resurrection, as if they were removed from the board. At the beginning of any following Players' Phase, before the first player acts, resurrect the Survivor. Replace their downed miniature by their standing Zombivor miniature. Flip their Survivor Identity Card to its Zombivor version side. The new Zombivor immediately gains:

- Any remaining Equipment cards their standard version had. The inventory is reorganized for free.
  - As many Adrenaline points as the standard version had. Choosing new Skills is allowed.
- Ongoing game effects previously applied to the standard version no longer apply. Except for Resurrection, all rules affect Zombivors the same way they do Survivors.

**EXAMPLE:** Kim and Watts stand in a Zone with six Walkers.

Kim is unharmed, has 21 Adrenaline points and two Equipment cards: a Chainsaw and a Sub-MG.

Watts has a single Wound, 27 Adrenaline points, and four Equipment cards: a Katana, Plenty of Bullets, a Sniper Rifle, and some Water. An unexpected extra activation allows the four Walkers to attack, inflicting six wounds to share between Kim and Watts.

The first, second and third Wounds go to Kim. The player is eliminated, and her miniature is laid down in the Zone.

The fourth and fifth Wound lands on Watts. As Watts now has three Wounds and is eliminated, lays the miniature down. Watts keeps his remaining Equipment cards (Katana, Plenty of Bullets, Sniper Rifle and Water).

The sixth Wound is ignored, as there's no one left to harm.

At the beginning of the next Players' Phase, Kim and Watts's players decide to resurrect their fallen heroes. Zombivor Kim and Zombivor Watts are put in the Zone, replacing the laid down miniatures.

Both players lose their Yellow Extra Activation skill. The players can choose a new Orange level Skill if they choose.

# #05 NEW TILES: ALLEYS AND CELLS

We opened the prison door cautiously; we had no idea what was in there. Surprisingly, we found everything but zombies: filth, a foul stench, and above all, a grim silence filled the prison alleys. After a few steps, we turned on our lights, and Belle asked which way we needed to go to find the generator. To our surprise, her hushed words echoed through the darkness...and the darkness answered, with a horrible, blood-chilling wail.

## ALLEYS

The prison tiles feature indoor alleys. Indoor alleys count as street Zones for all purposes. Cars can be driven inside the indoor alleys, as long as they got in by an opened double door. Yes, cars can get in the prison!

This influences:

- **Lines of sight:** Lines of sight cover as many Zones as the line can go through before reaching a wall or the edge of the board.
- **Search:** You can't Search in a mall indoor alley.

Prison overpopulation was a concern for a long time before the zombie apocalypse, but none of us ever cared. After all, criminals brought this on themselves, didn't they? Well, we're paying for that disregard now.

## CELLS

Cells are separated by walls.

This influences:

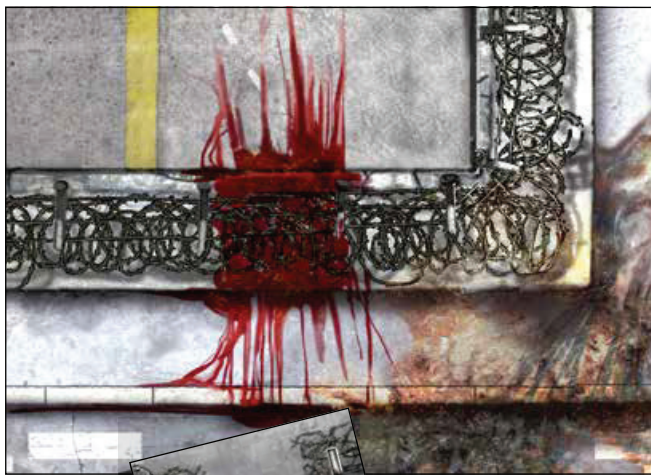
- **Movement:** You can only enter a cell through an opened door.
- **Lines of sight:** Cells are building Zones.
- **Search:** Cells can't be searched.
- **Zombie spawning:** Opening a cell's door generates a Zombie spawn in the cell if the cell is a **Dark Zone**. The same happens if the cell door is opened (or missing) when the route to the alley is opened. Locking down a cell then opening it again doesn't generate a Zombie spawn.



## BARBWIRE FENCES

Barbwire fences were invented for cattle ranches, but they have protected the world from prison inmates for decades. Now, they protect us from the outside world. Wait. Like cattle, indeed.

The best thing is, zombies will stop by the fence and groan until we shoot them. Too bad most of them are berserkers and are impervious to bullets. Like they evolved or mutated to avoid this grotesque fate. Ironic, isn't it?



"TORN BARBWIRE"  
TOKEN

### Here's how barbwire fences work:

- 1- Barbwire fences can't be crossed but don't block line of sight. They can be shot through.
- 2- Barbwire fences have a special effect on Zombie movement. Zombies still follow the shortest route to the noisiest Zone or visible Survivor, as if there was no barbwire fence. They pile up at the barbwire fence until a shorter path is defined or the fence is destroyed.
- 3- Abominations are strong enough to ignore a barbwire fence and can move through it, destroying it in the process. If an Abomination has to go through a barbwire fence, first put a "torn barbwire" token to link its starting and destination Zones. Survivors and Zombies can now cross the Zones. Then proceed with moving all Zombies (as the Zombies' route may be redefined by the fence's destruction).



## OBSERVATION TOWERS AND EXTRA ZONES

We were glad to discover an observation tower in the rear prison courtyard this morning. After some zombie cleaning, we could at last watch the surroundings, snipe zombie loners, and see the infected hordes coming from a distance. An unpleasant surprise was waiting for us at the top, though. A prison guard died here. The note in his hand explained he didn't have enough ammo to fight his way out. He didn't even spare the last bullet for himself. I guess he died from starvation. We avenged him, though, and we'll avenge him again soon.

### OBSERVATION TOWERS

Observation tower tokens allow Survivors to climb out of reach of common Zombies and cull the infected numbers by shooting in all directions. Beware, though, not to get surrounded!

#### Here's how Observation towers work:

- 1- Observation towers can only be accessed by ladders. Using a ladder is done in the same way as crossing an open door. A Zombie can never get in or spawn in an observation tower.
- 2- Observation tower Zones can be shot at normally. They don't have walls.
- 3- Survivors gain the +1 max Range Skill as long as they stand in an Observation tower.
- 4- An observation tower can't be Searched.

### EXTRA ZONES

On the reverse, observation towers feature extra Zones to put anywhere you need: in a larger Zone, at a crossroads, in a courtyard, outside a game board, as a rooftop, or a secret Zone. They share the same rules as building Zones and offer your games greater flexibility. Extra Zones do count as **Dark Zones**.

### "OBSERVATION TOWERS" TOKEN

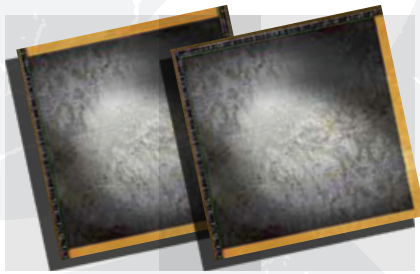


### "EXTRA ZONES" TOKEN



# ROTATING SECURITY GATE

VIP prisoners and supplies used to go through this rotating security gate before entering or exiting the prison. This is the most sophisticated door around and perhaps the most efficient. The thing is, someone locked it up with an Abomination inside. It's a clever trap, sure, but now...well, now we have an issue. At least, we have time to find a solution. Where did I see that concrete saw, again?



"ROTATING SECURITY GATE" TOKEN

The reversible rotating security gate tile allows you to open, change, or block the way with a simple trigger, usually a Switch. Spending an Action to pull the dedicated switch allows the player to activate the rotating security gate and turn it a quarter turn in any direction he wishes.

- Zombies don't Spawn in a rotating security gate.
- A rotating security gate can't be Searched.

## SECURITY ZONES

Another effective way to keep prisoners inside, security zones provide a cheap and reliable way to block a passage in emergencies. These revolving steel bars allow a single individual to pass at a time and are massive enough to prevent anything from happening. Simple, but dangerous: Runners rush through pretty hastily, but you can't reach them until they're bursting out. Walkers, on the other hand, are puzzled enough to pile here until the whole passage is blocked. I don't know which case is worst.

- 1- Security Zones are building Zones. This has an impact especially on lines of sight.
- 2- The only Action allowed while standing on a security Zone is Moving.
- 3- Survivors and Zombies can't finish their activation standing in a security Zone.
- 4- Zombies don't Spawn in security Zones.
- 5- Cars can't cross security Zones.

**EXAMPLE 1:** On the Zombies' Phase, a Brute, a Walker, a Runner, and a Berserker Abomination stand before a security Zone. The Brute and the Walker walk in the security Zone and are pushed back to the Zone they left, because their activation is over. The Runner walks into the security Zone but is not pushed back, as its activation is not over. The Berserker Abomination crosses the security Zone in a single move and ends its activation on the other side. The Runner resolves its second action and exits the security Zone on the other side.



**EXAMPLE 2:** Belle starts her turn before a security Zone. On the other side there are Zombies. She Moves into the security Zone as her first Action. She now has no other choice but Moving again, despite the Sub-MG she holds. She has a Katana in her other hand. For her second Action, she moves forward and exits the security Zone looking to slash the Zombies, Japanese style.

## #06 SKILLS

**Rotten:** At the end of his turn, if the Survivor has not taken a Combat Action, driven a car, and has not produced a Noise token, place a Rotten token next to his base. As long as he has this token, he is totally ignored by any and all types of Zombies (except Zombivors) and is not considered a Noise token. Zombies don't attack him and will even walk past him. The Survivor loses his Rotten token if he takes any Combat Action or makes noise. Even with the Rotten token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Zombies.

**Trick shot:** When the Survivor is equipped with Dual Ranged weapons, he can aim at targets in different Zones with each weapon in the same Action.



# #07 MISSIONS

The following Missions can be played in any order, suiting player's play time and desired challenge level. Special rules detailed in Missions supersede general rules and card rules. If a Special rule references "2nd Ed.", this means the Zombicide 2nd Edition rule book.

## MOO - TUTORIAL: THE BREAK-IN

Medium / 90 minutes

We have found a prison. None of us would have been glad to come here before the zombies invaded, but now this place seems like a little paradise. The strong doors that kept prisoners in will be equally good at keeping zombies out. Prisons also had huge food reserves, emergency power generators, guns, ammunition... you name it. If we can clean this place out, we will be safe here. Until we run out of food, anyway.

|     |     |
|-----|-----|
| 3P  | 18P |
| 17P | 4P  |
| 1P  | 2P  |

Tiles needed: 1P, 2P, 3P, 4P, 17P & 18P.

### • OBJECTIVES

**1- Find the violet key.** The Violet Prison Main Entry Door only opens with the violet key, which is in one of the nearby buildings. Take the Violet Objective. Beware the Green Objective, as it wakes an Abomination!

**2- Enter the prison.** Open the Neutral Prison Main Entry Door and reach the Exit 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

• **Exploring methodically.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

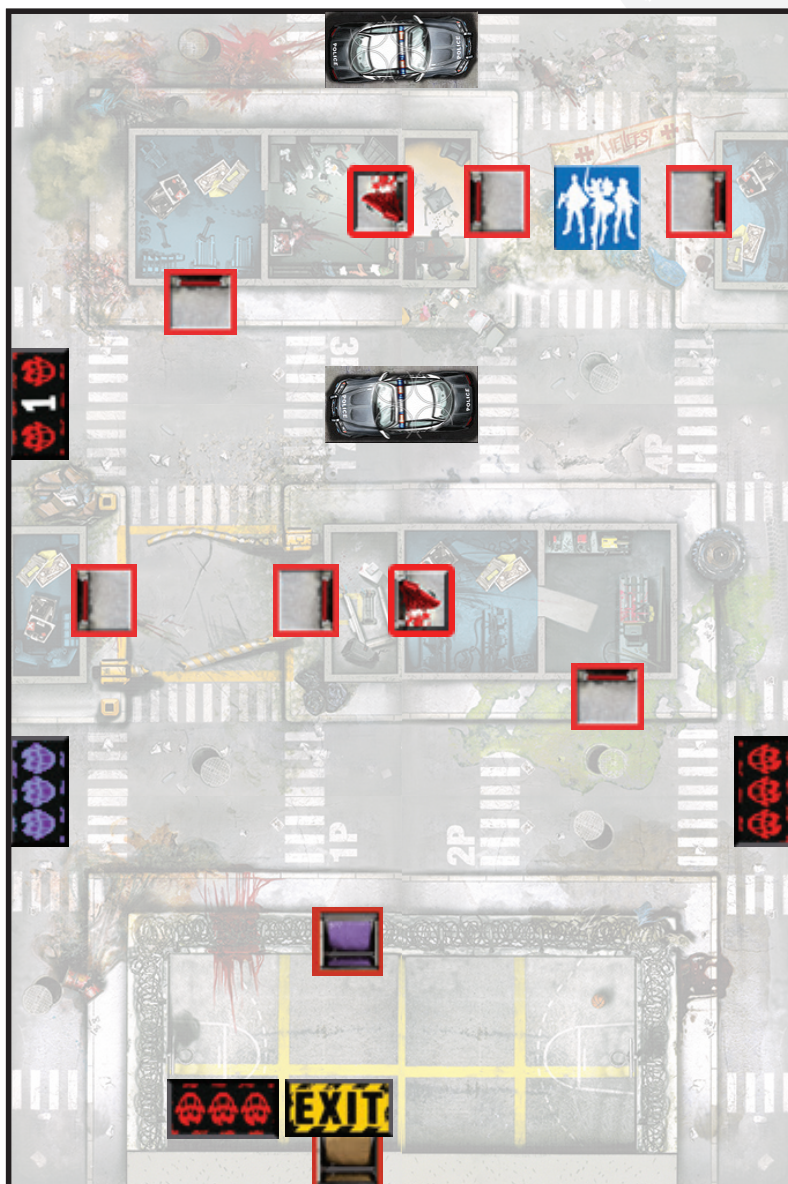
• **I've found something...big.** Put the Green Objective randomly among the Red Objectives, face down. When this Objective is taken, an Abomination immediately appears in the Zone where the token was. If the Abomination is already in the game, replace it with a Brute and two Walkers.

• **Is this the violet key?** Put the Violet Objective randomly among the Red Objectives, face down. When this token is taken, the Violet Prison Main Entry Door can be opened.

• **Do you know what a silent alarm is?** It's something that you can't hear, but that zombies in a nearby area can. The Violet Spawn Zone activates when the Violet Objective is taken.

• **Nice, a police car!** Cars can be driven (see P. 31 2nd Ed.). When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Bring the heat!** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



# M01 - THE BLUEPRINTS

Hard / 150 minutes

Exploring a prison crowded with zombies without any map would be our last mistake. We've all seen TV shows about prisoners escaping using a good map of the whole building. We want to go in, not out, but the idea is still good. But who leaves complete maps just lying around? After some hard thinking, we're heading for the prison workshop. Everything they needed fixed got fixed here, so we have a good chance of finding maps or-even better-blueprints.

Tiles needed: 1P, 2P, 3P, 5P, 6P, 9P, 11P, 16P & 18P.

## • OBJECTIVES

### 1- Find the maps, blueprints, and all that can be useful.

After some careful observation, the places of interest have been identified. They are marked on the map with a red "X". Take all the Red Objectives.

**2- Fall back behind the security gates.** Fall back into the prison with the remaining Survivors, then lock the Violet Door and the White Doors. Kill all Zombies that have entered until the remaining Zombies have no open path to reach the Survivors. At least one Survivor must be inside the prison, in this safe area.



## • SPECIAL RULES

• **Exploring methodically.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **Observation stuff.** Set the Army Sniper Rifle card in the Observation tower shown on the map. A Survivor in this Observation tower can use one Action to take it.

• **The Rotating Security Gate.** This Rotating Security Gate is the first obstacle between you and one possible way to get out. When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the Yellow Switch for the first time also takes the Yellow Objective and gains 5 Adrenaline points.

• **The Violet Switch.** The Violet Door is the second obstacle between you and the outside. Activating the Violet Switch opens the Violet Door. The Survivor activating the Violet Switch for the first time also takes the Violet Objective and gains 5 Adrenaline points. The Violet Door closes when the Violet Switch is set back to its original setting.

• **Uh-oh. The Violet Switch also opens another door inside.** Zombies are now coming from inside the prison! The Violet Spawn Zone activates when the Violet Switch is activated. This Spawn Zone ceases to spawn Zombies when the Violet Switch is set back to its original setting.

• **The white cells have already been explored.** Activating the White Switch opens the White Cell Door and White Prison Entry Door. The Survivor who activates the White Switch for the first time also takes the White Objective and gains 5 Adrenaline points. When the White Cell Door and White Prison Entry Door are opened for the first time, don't forget to spawn Zombies in the whole area. The White Cell Door and White Prison Entry Door close when the White Switch is set back to its original setting.

• **The berserker guardian.** A smart guy managed to get some blueprints but was trapped inside an observation tower by an Abomination. We arrive too late to save him. At the beginning the game, place a Berserker Abomination in the Zone marked on the map.

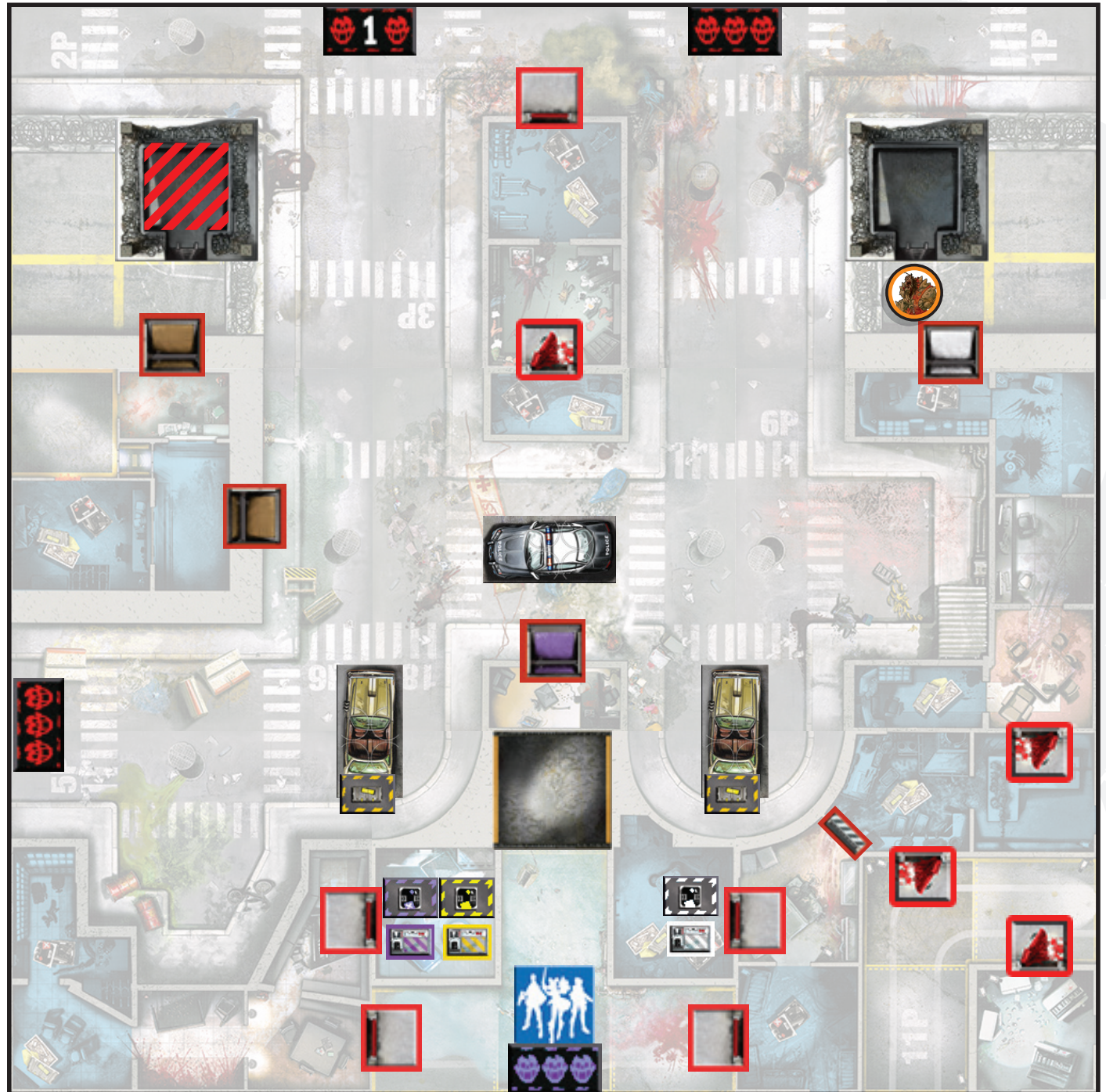
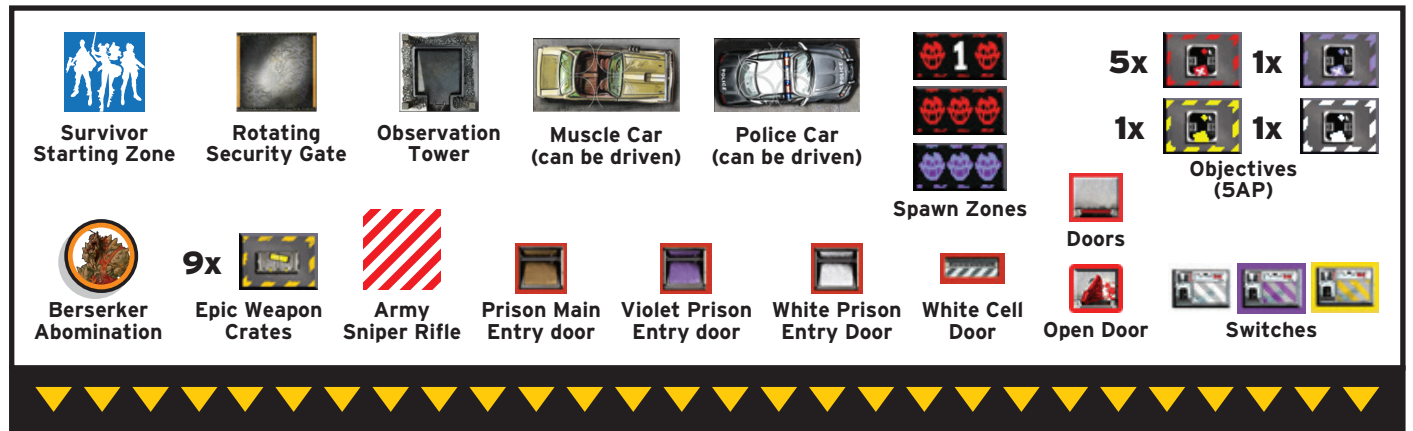
• **Diesel power.** Cars can be driven (see P. 31 2nd Ed.).

- The **Muscle Cars** contains a single Epic Weapon. Place an Epic Weapon Crate on top of each. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

- When Searching the **Police Car**, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Whats this?!?** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

|    |     |     |
|----|-----|-----|
| 2P | 3P  | 1P  |
| 9P | 18P | 6P  |
| 5P | 16P | 11P |



## M02 - FINDING THE KEYS

Medium / 120 minutes

Thanks to the blueprints we found, we know which doors are locked and where the keys are. Half of them are somewhere in the prison, hanging from the belts of guards turned zombies. Fortunately, there are copies in the administrative areas. We need to collect all the keys we can find before trying to secure the other parts of the prison. It will be easier, and we won't have to destroy all doors.

Tiles needed: 1P, 2P, 4P, 9P, 10P & 17P.

### • OBJECTIVES

**1- Find the keys.** Prison keys have been stored in the administrative areas. Take all Objectives.

**2- Continue inside the prison.** Reach the Exit Zone with all Survivors. You will need everybody to explore the prison. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

### • SPECIAL RULES

• **Finding the keys.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

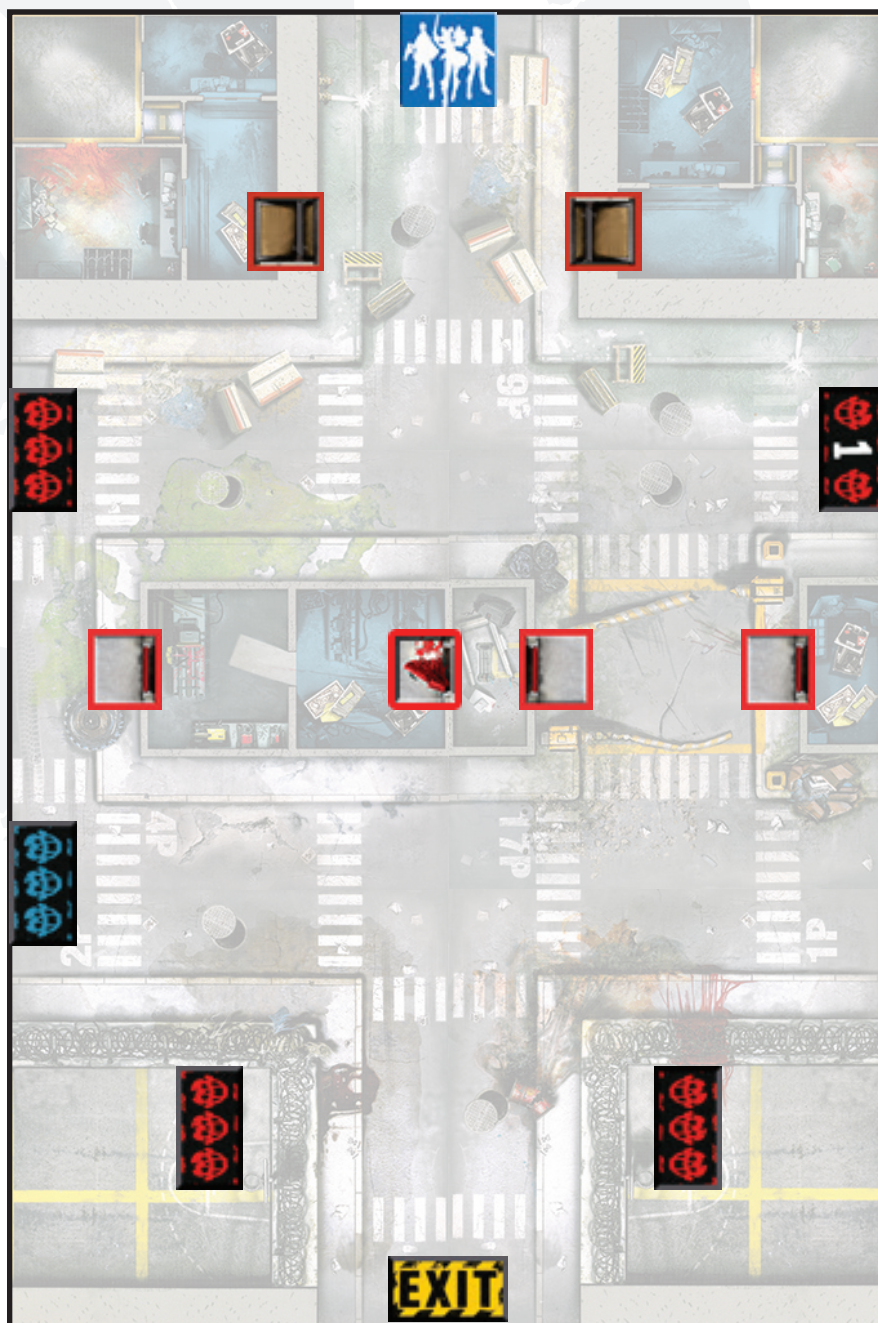
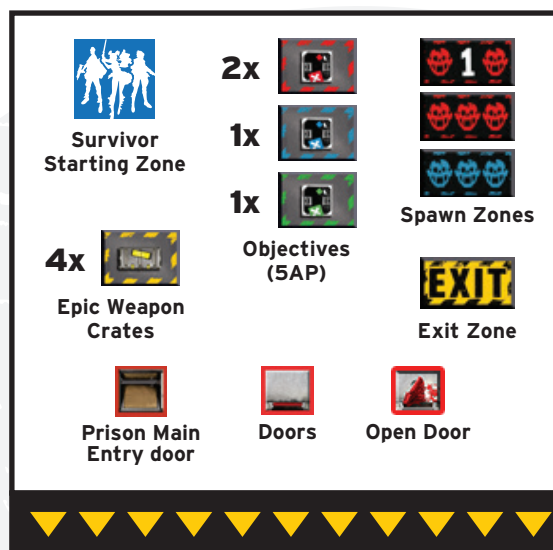
• **Bad surprise.** Put the Green Objective randomly among the Red Objectives, face down. When this Objective is taken, an Abomination immediately appears in the Zone. If the Abomination is already in the game, replace it with a Brute and two Walkers.

• **From bad to worse.** Put the Blue Objective randomly among the Red Objectives, face down. When this Objective is taken, a Berserker Abomination immediately appears in the Zone. If the Berserker Abomination is already in the game, replace it with a Berserker Brute and two Berserker Walkers.

• **Yes it could be even worse.** The Berserker Abomination begins to howl. Does this monster really need to call for reinforcements? The Zombie Blue Spawn Zone activates when the Blue Objective is taken.

• **Not keys but...** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

|     |     |
|-----|-----|
| 10P | 9P  |
| 4P  | 17P |
| 2P  | 1P  |



## M03 - CONCRETE SAW

Medium / 120 minutes

The main entrance doesn't open with a key. There is probably a switch that can only be activated from the inside. We won't be able to open it unless we use a serious tool. Fortunately, Belle noticed a little construction site in front of the prison. Someone was adding one or two windows to a building, using a concrete saw. Belle says that even if we can't cut the metal door, we can get through the concrete around the hinges. I can't imagine Belle with a concrete saw, but she seems to know what she's talking about. Hey! It will work on zombies, too. Let's try this new toy!

Tiles needed: 3P, 4P, 5P, 7P, 8P, 9P, 10P, 15P & 17P.

### • OBJECTIVES

- 1- **Get the Concrete saw.** See the special rules.
- 2- **Open the green door.** It can only be opened by a Concrete saw.
- 3- **Clean this prison sector.** This prison area is divided into three sectors to clean: the central corridor, the white sector, and the violet sector. Take all Objectives inside the prison and clear these three areas from Zombies to win the game.

### • SPECIAL RULES









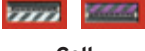


- **Useful stuff!** Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- **Looking for a Concrete saw.** It's marked on the map, with a green "X". The Survivor who takes the Green Objective receives a Concrete saw, and his inventory can be reorganized for free.
- **This door won't be easy to open.** The Green Door can only be opened by a Concrete saw.

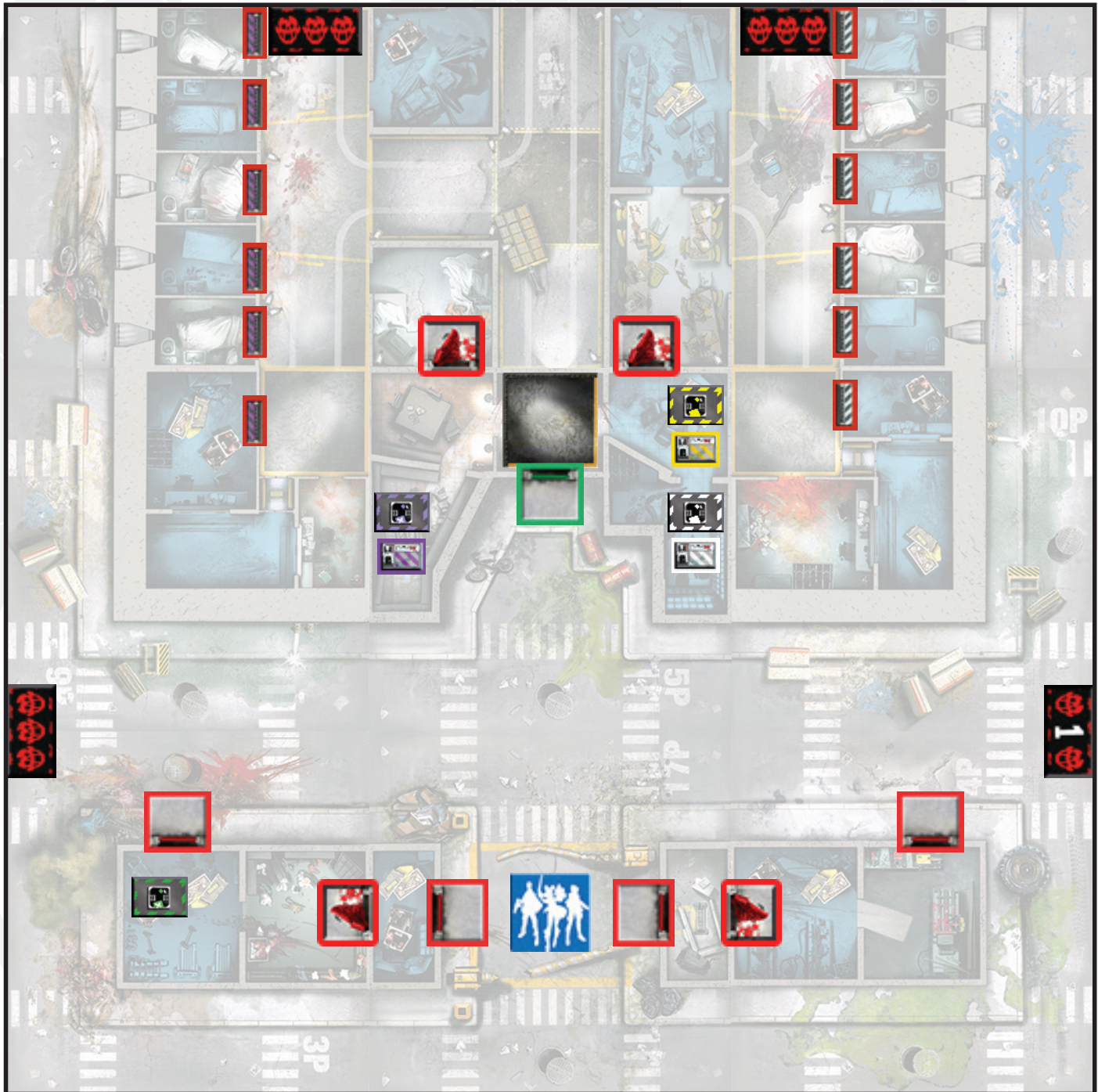
### • SPECIAL RULES

- **Violet sector's cells.** Activating the Violet Switch opens all Violet Cell Doors. The Survivor activating the Violet Switch for the first time also takes the Violet Objective. The Violet Cell Doors close when the Violet Switch is set back to its original setting.
- **White sector's cells.** Activating the White Switch opens all White Cell Doors. The Survivor activating the White Switch for the first time also takes the White Objective. The White Cell Doors close when the White Switch is set back to its original setting.
- **The rotating security gate.** The Rotating Security Gate must be activated to access half the building. When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the Yellow Switch for the first time also takes the yellow Objective.
- **Mind the safety lock.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



|    |     |     |
|----|-----|-----|
| 8P | 15P | 7P  |
| 9P | 5P  | 10P |
| 3P | 17P | 4P  |

|  |   |   |                  |  |  |  |   |  |   |  |
|--|---|---|------------------|--|--|--|---|--|---|--|
|  | 5x  |   | 1x               |  | 1x   |  | 1x  |  | 1x  |  |
| Survivor Starting Zone   |   |   | Objectives (5AP) |  |  |  |   |  |   |  |
| 7x   |  |  |                  |  |  |  |  |  |  |  |
| Epic Weapon Crates   |   | Switches  |                  |  | Cell Doors   |  | Open Doors  |  | Rotating Security Gate  |  |



## M04 - THE WELDER

Medium / 90 minutes

*A prison could be a really great haven. It has lots of strong metal doors to keep zombies out. We decided to seal the ones we won't use, but we need a welder. There is one in the prison. The only problem is the previous owner: he was a really big guy, and now he's a really big Abomination.*

Tiles needed: 1P, 6P, 9P & 12P.

### • OBJECTIVES

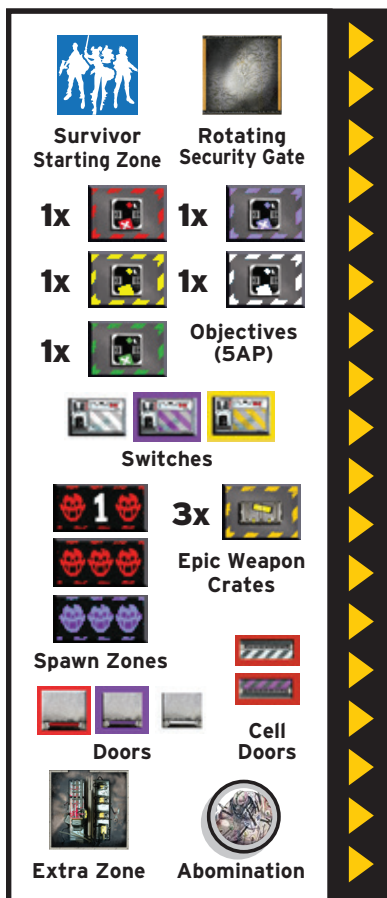
**1- Open the violet door.** The first obstacle to remove is a security gate. The switch to open it is in the security room.

**2- Someone must operate the security gate.** Someone has to activate the Rotating Security Gate from the inside. Those who turn the Yellow Switch will be left alone for some time.

**3- Find the welder.** Take the Green Objective.

**4- Go back and close everything.** You will need everyone to keep on exploring the prison. Get all Survivors back into the prison. Then, lock the Violet Door and the Rotating Security Gate.

|     |    |
|-----|----|
| 12P | 9P |
| 6P  | 1P |



### • SPECIAL RULES

**A precious welder.** Each Objective gives 5 Adrenaline points to the Survivor who takes it. The Green Objective is the welder.

**The violet Switch.** Activating the Violet Switch opens all Violet Cell Doors and the Violet Door. The Survivor activating the Violet Switch for the first time also takes the Violet Objective. The Violet Doors close when the Violet Switch is set back to its original setting.

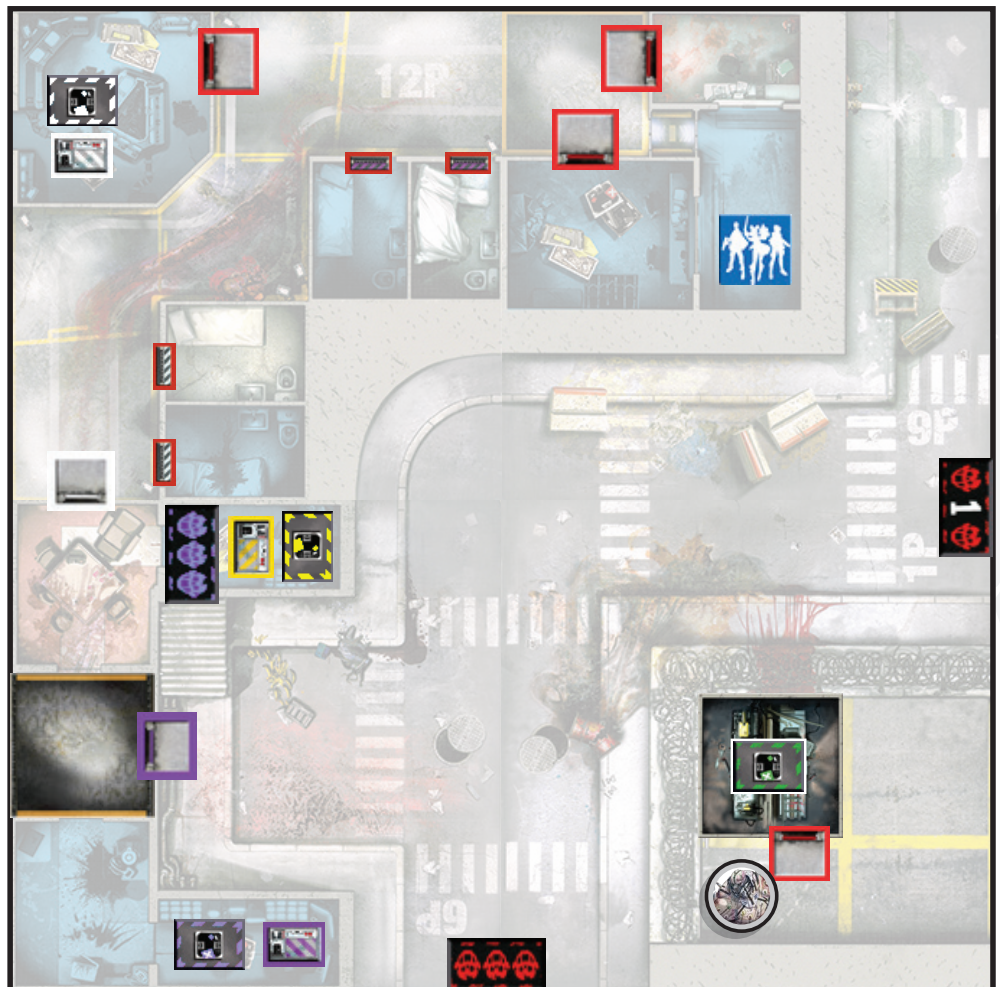
**Where do they come from?** The Zombie Violet Spawn Zone activates when the Violet Switch is activated. Setting the Violet Switch back to its original position shuts down the Zombie Violet Spawn Zone.

**The white Switch.** Activating the White Switch opens all White Cell Doors and the White Door. The Survivor activating the White Switch for the first time also takes the White Objective. The White Doors close when the white Switch is set back to its original setting.

**The yellow Switch for the rotating security gate.** When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the Yellow Switch for the first time also takes the Yellow Objective.

**Ex-owner of the welder.** This guy was huge before he became a zombie. At the beginning of the game, place an Abomination in the Zone marked on the map. But every cloud has a silver lining: it will go through the barwire and open a way to the welder.

**Secret Weapons.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



## M05 - AN EASY MISSION

Medium / 150 minutes

*It's an easy mission. We just want to clean this medium security quarter. There are lots of cells full of zombies. We just open the cells then kill all the zombies. What could go wrong?*

*Our main concern is the dining hall. It is closed with one of these security doors that nothing can open except the right switch, and we couldn't find it. We'll probably have to cut it with the welder. Meanwhile, this little cleaning mission will give us time to make a decision about it.*

Tiles needed: 7P, 8P, 12P & 15P.

### • OBJECTIVES

**1- Open the violet and white cells.** You just need to activate the Violet and White Switches to open these doors.

**2- Come back.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in itt.

### • SPECIAL RULES

• **Checkpoints.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **This isn't regular guard equipment.** Someone left a Gunblade in the guards' checkroom. Definitely not standard prison equipment. Why store all this gear here? When a Survivor spends an Action to take the Epic Weapon Crate in this Zone, they receive a Gunblade instead.

• **The violet Switch.** Activating the Violet Switch opens all Violet Cell Doors. The Survivor activating the Violet Switch for the first time also takes the Violet Objective. This Switch can only be activated once.

• **The white Switch.** Activating the White Switch opens all White Cell Doors. The Survivor activating the White Switch for the first time also takes the White Objective. This Switch can only be activated once.

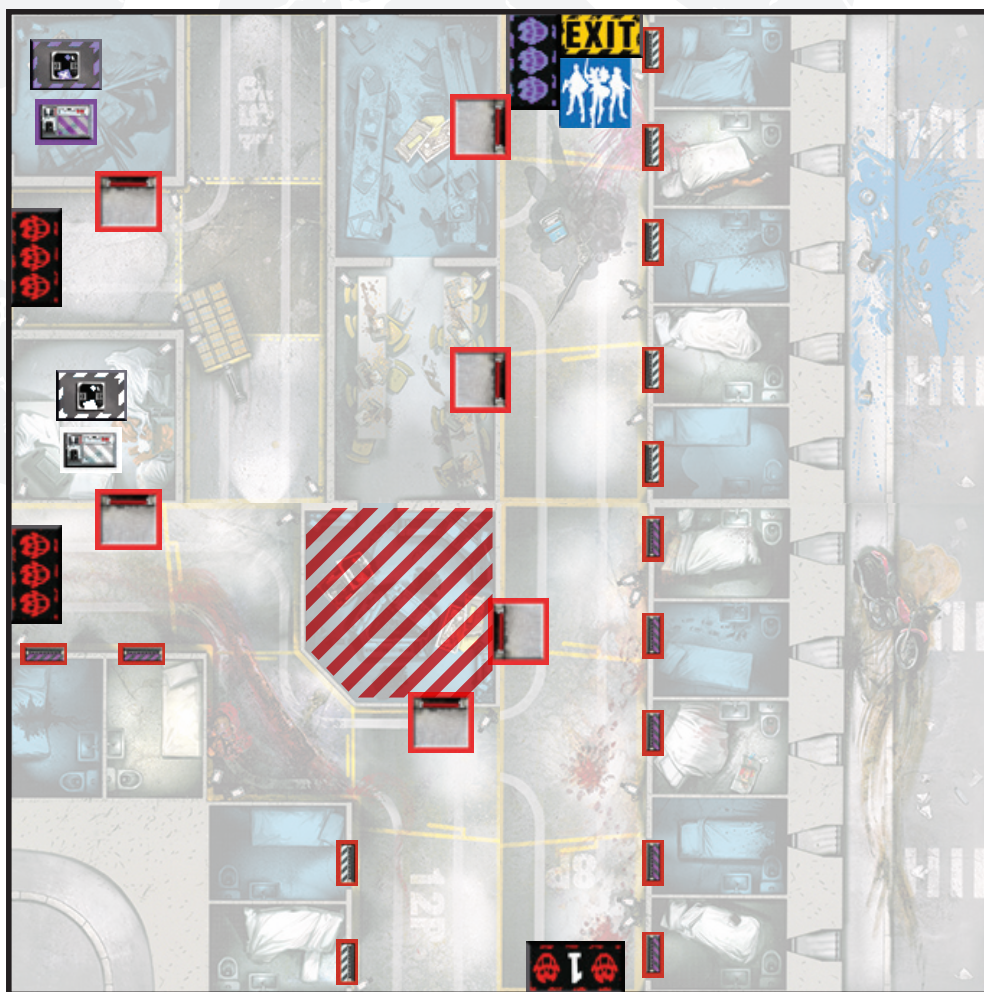
• **There it was. The dining hall switch, I mean.** The dining hall doors were closed for a good reason. Lots of zombies were locked inside! The Zombie Violet Spawn Zone activates when the Violet Switch is activated.

• **Prison Weapons.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

15P 7P

12P 8P

|  |   |
|--|---|
|     |  |
| Survivor Starting Zone   | Doors   |
| 1x  |  |
| 1x  |  |
| 1x  |  |
| Objectives (5AP)   | Spawn Zones   |
| 2x  |  |
| Epic Weapon Crates   | Cell Doors  |
|     |  |
| Gunblade   | Exit Zones  |



## M06 - RESCUE MISSION

Medium / 150 minutes

Once we opened the dining hall, zombies started spreading into the prison, and there were really a lot of them. We were stupid enough to try containing them. We lost the fight but managed to escape the horde. Unfortunately, we got separated, and some of us are trapped in a security quarter that can't be opened from the inside. They're cornered by the incoming zombies. On the other hand, we're maybe lucky to have been separated. The second half of the team managed to reach an area where they can find some gear, open the doors, and rescue the others.

Tiles needed: 6P, 10P, 11P, 12P, 14P & 15P.

### • OBJECTIVES

**1- Open the Violet Doors.** This way, the team will be able to unite again. Activate the Violet Switch to open these doors.

**2- Open the White Doors.** The White Doors are the only thing between you and the Exit. Activate the White Switch to open these doors.

**3- No one gets left behind.** 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

• **Exploring very carefully.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

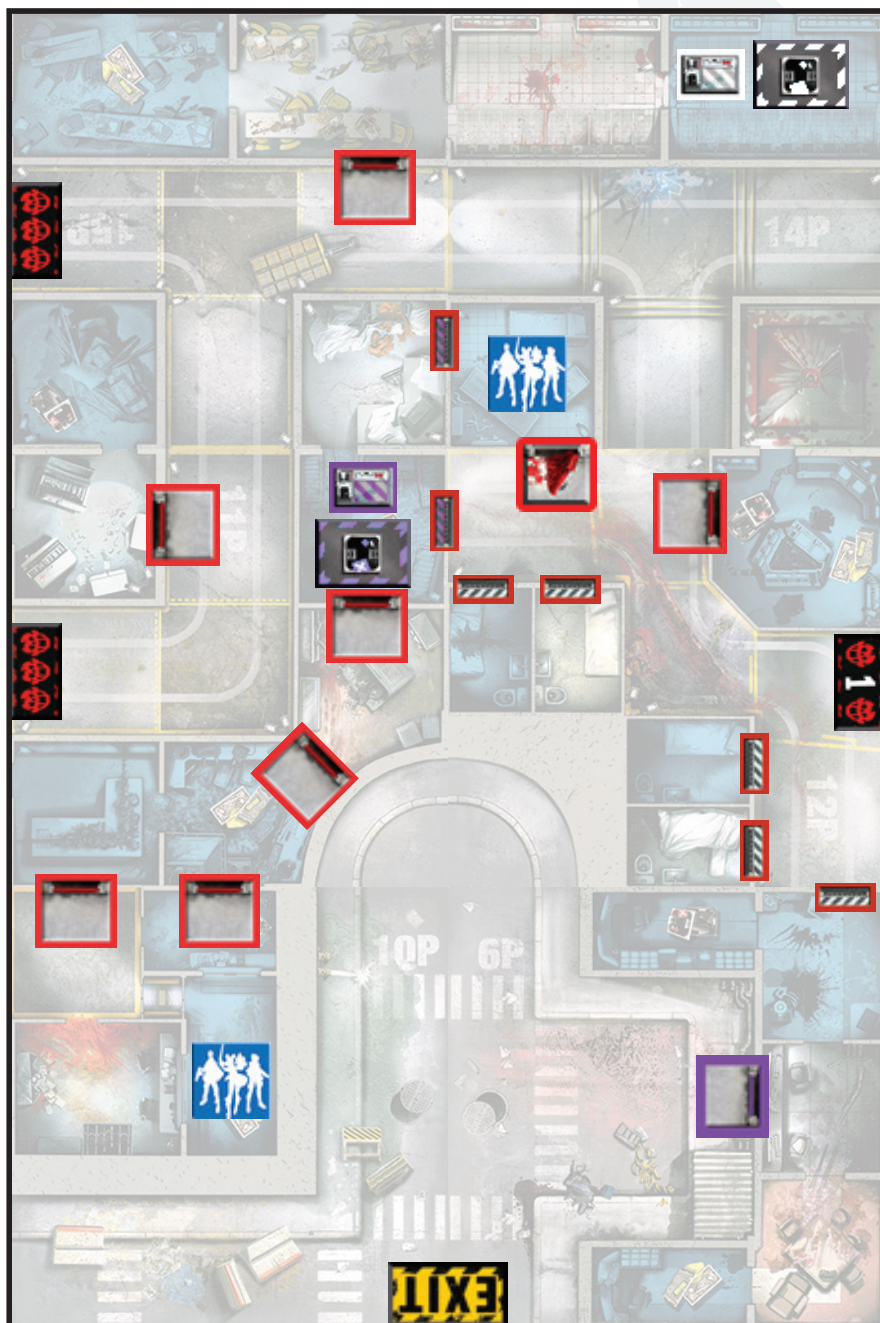
• **Separated team.** Half of the team is trapped inside the prison. There are two starting areas. Split the team in two equal groups (if the team has an uneven number of members, choose which group has the extra Survivor) after distributing the starting Equipment. The first group begins on one starting area. The second group begins in the other starting area.

• **The Violet Switch.** Activating the Violet Switch opens all Violet Cell Doors and the Violet door. The Survivor activating the Violet Switch for the first time also takes the Violet Objective. This Switch can only be activated once.

• **The White Switch.** Activating the White Switch opens all White Cell Doors. The Survivor activating the White Switch for the first time also takes the White Objective. This Switch can only be activated once.

• **Found loot.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

|     |     |
|-----|-----|
| 15P | 14P |
| 11P | 12P |
| 10P | 6P  |



## M07 - THE HAVEN

Hard / 120 minutes

We have found the perfect place to create a safe haven. All doors are electrically actuated except one that can be easily welded. There is lot of space and even a small kitchen, probably for the guards. There is only one little problem: the previous inhabitants trapped infected inmates in the nearby prison yard. The zombies are so numerous that the yard and the building next to it are now full. Nobody wants to live next to a bunch of howling, scratching, and shambling zombies, so we are going to open the doors to the yard and begin what will probably be the biggest zombicide of the month!

Tiles needed: 1P, 2P, 5P, 6P, 7P & 12P.

### • OBJECTIVES

**1- Open the Violet Doors.** This is the first obstacle between you and a slaughter. Activate the Violet Switch..

**2- Open the White Doors.** Then, let the zombicide begin! Activate the White Switch.

**3- Body count!** The Mission succeeds if, anytime after having completed the previous two objectives, there are no Zombies left on the board.

### • SPECIAL RULES

• **Useful stuff!** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **King of the yard.** One of the infected was a really big guy. He didn't turn into a simple Walker but a huge Abomination. At the beginning of the game, place an Abomination in the Zone marked on the map.

• **The Violet Switch.** Activating the Violet Switch opens all Violet cell doors and the Violet Door. The Survivor activating the Violet Switch for the first time also takes the Violet Objectives. The Violet Doors close when the Violet Switch is set back to its original setting.

• **A faraway door linked to the Violet Switch.** The Zombie Violet Spawn Zone activates when the Violet Switch is activated. This Spawn Zone ceases to spawn Zombies when the Violet Switch is set back to its original setting.

### • SPECIAL RULES

• **The White Switch.** Activating the White Switch opens all White cell doors and the White door. The Survivor activating the White Switch for the first time also takes the White Objective. The White Doors close when the White Switch is set back to its original setting.

• **The Yellow Switch for the Rotating Security Gate.** When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the Yellow Switch for the first time also takes the Yellow Objective.

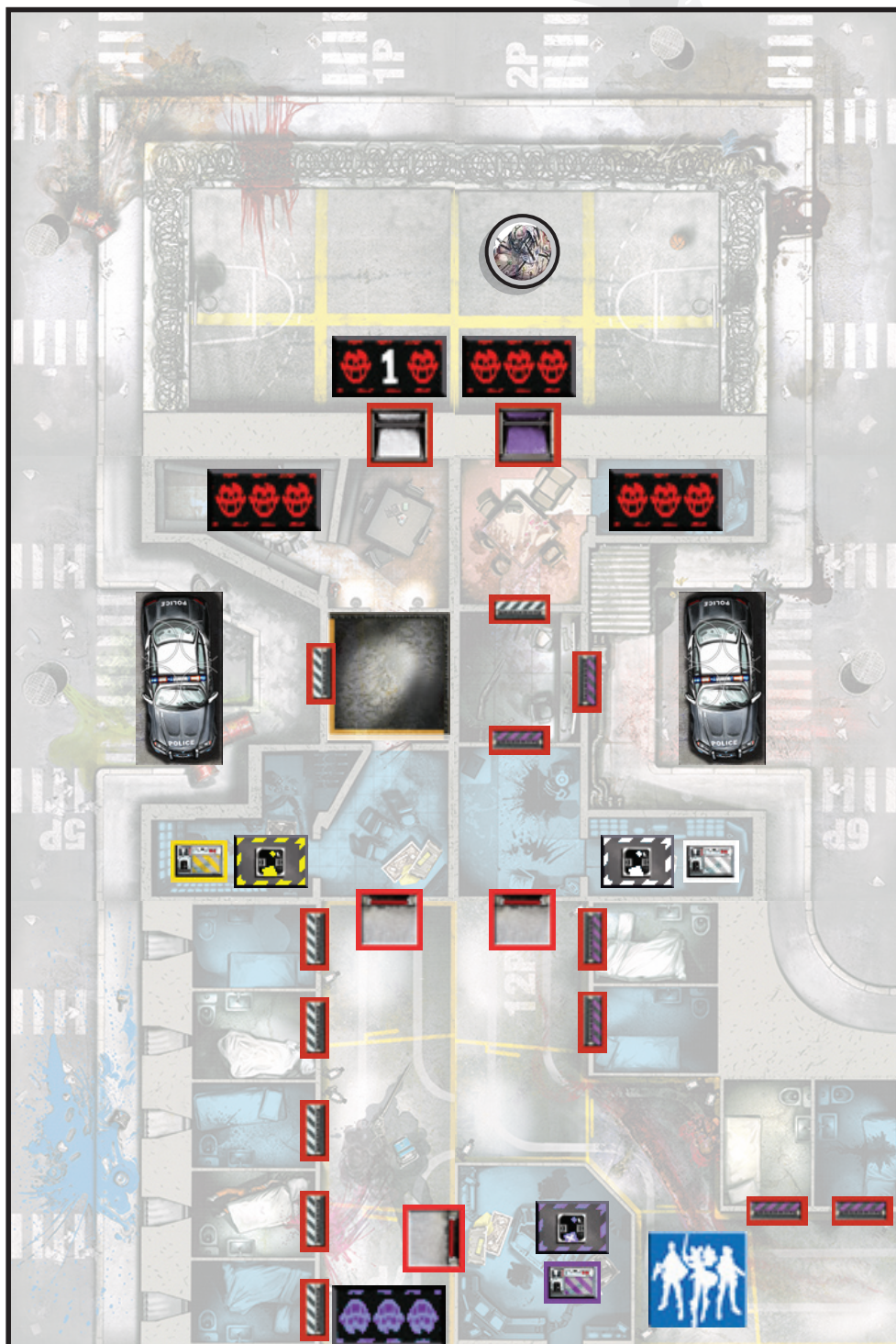
• **Two police cars!** Cars can be driven (see P. 31 2nd Ed.). When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.















• **Don't know where these came from but we will take them.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.





|    |     |
|----|-----|
| 1P | 2P  |
| 5P | 6P  |
| 7P | 12P |



|  |  |
|--|--|
|      |      |
| Survivor Starting Zone   | Rotating Security Gate   |
| 1x  |     |
| 1x  |     |
| 1x  |     |
| Objectives (5AP)   | Switches   |
|     | 3x  |
|     | Epic Weapon Crates   |
|     |  |
| Spawn Zones  |  |
|     |     |
| Doors  | Abomination  |
|     |     |
| Violet Prison Entry Door   | White Prison Entry Door  |
|     |     |
| Police Car (can be driven)   | Cell Doors   |

## M08 - F00000D!

Hard / 180 minutes

Now we know what happened to the previous inhabitants of our new haven. They starved to death. They trapped zombies between them and the prison's food stores. Fortunately, we just finished clearing the area, but there are still lots of wandering zombies coming from everywhere. We have decided to take all the food we can carry back to our haven. It won't be easy, but we don't want to make the same mistake as the last guys.

Tiles needed: 1P, 2P, 5P, 6P, 9P, 10P, 11P & 12P.

### • OBJECTIVES

**1- Gather food.** The places where food is stored are marked with a red "X". Take all Objectives.

**2- Go back to the yard.** Get back to the starting area with at least six food cards granted by the Objectives. If a Survivor is eliminated while carrying one of these cards, the game is lost.

### • SPECIAL RULES

• **Doing what has to be done.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **Fooooood!** At the beginning of the game, set apart all the Canned Food, Rice, and Water cards. Each time a Red Objective is taken, the Survivor who takes it receives one of these cards at random and can reorganize his inventory for free.

• **What the hell did these zombies eat?** We don't know, but now they are running all the time. At the beginning of the game, place a Runner in each Zone marked on the map.

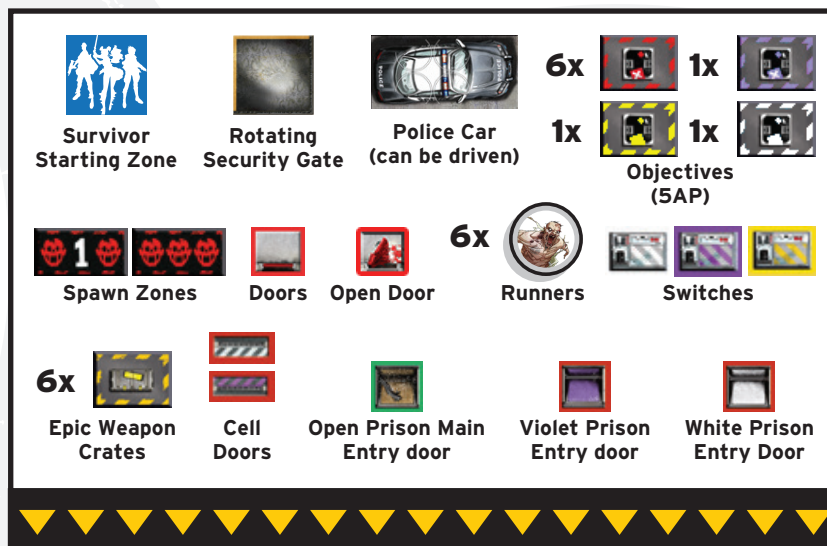
• **The Violet Switch.** Activating the Violet Switch opens the Violet Prison Main Entry and all the Violet cell doors. The Survivor activating the Violet Switch for the first time also takes the Violet Objectives. The Violet Doors close when the Violet Switch is set back to its original setting.

• **The White Switch.** Activating the White Switch opens the White Prison Main Entry and all the White cell doors. The Survivor activating the White Switch for the first time also takes the White Objective. The White Doors close when the White Switch is set back to its original setting.

• **The Yellow Switch for the Rotating Security Gate.** When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the Yellow Switch for the first time also takes the Yellow Objective.

• **Police car!** Cars can be driven (see P. 31 2nd Ed.). When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **What are these doing here?.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



|     |     |
|-----|-----|
| 5P  | 6P  |
| 2P  | 1P  |
| 10P | 9P  |
| 12P | 11P |

## M09 - ENDLESS CLEANING (A POSSIBLE END)

**Hard / 120 minutes**

*We found another zombie-infested area in the prison. When we came here, it seemed possible to clean the whole place, but the prison is an endless zombicide camp. We don't think we can make it a safe place. We just are too few; maybe with reinforcements, but not just us alone.*

Tiles needed: 7P, 8P, 9P, 10P, 12P & 16P.

### • OBJECTIVES

**1- Find the green master key.** The White Switch is behind a Green Door! But there is a key that can open this door. It can only be in one of the warden's rooms. The places where the key can be are marked with a red "X". Take Objectives until you find the green one.

**2- Open the White and Violet Cells.** You'll see how many there are, and how many more you can expect from the other aisles of the prison.

**3- We have to leave.** There are just too many. 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.

And the future? That's another story. Maybe you will go back with more Survivors to finish the work. Or maybe it's time to look for some place free of zombies. If it exists.

### • SPECIAL RULES

• **Last try, but head up!** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **The green master key!** Put the Green Objective randomly among the Red Objectives, face down. Once this Objective is taken, the Green Door can be opened.

• **Silent alarm!** The Zombie Green Spawn Zone activates when the Green Objective is taken.

• **The Violet Switch.** Activating the Violet Switch opens all Violet Cell Doors and the Violet Prison Main Entrance. The Survivor activating the Violet Switch for the first time also takes the Violet Objective. The Violet Doors close when the Violet Switch is set back to its original setting.

• **The White Switch.** Activating the White Switch opens all White Cell Doors and the White Prison Main Entrance. The Survivor activating the White Switch for the first time also takes the White Objective. The White Doors close when the white Switch is set back to its original setting.

• **The yellow Switch for the rotating security gate.** When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the Yellow Switch for the first time also takes the Yellow Objective.

• **Not cleaning supplies but better?** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.





## M10 - PRISON IS HELL (AN ALTERNATIVE ENDING)

Hard / 120 minutes

Each cell is a new challenge. Now imagine the challenge of a full prison wing with dozens of cells, each one crowded with zombies.

The prison is a giant dungeon crawling with zombies. We're going to have a hard time killing them all. By the end of the day, we'll know if we're up to this or if we have to retreat. I don't like that last option. There's room for only one dominant species here, and I'm part of it.

Tiles needed: 5P, 6P, 7P, 8P, 9P, 12P, 17P & 18P.

### • OBJECTIVES

**1- Find the blue master key.** The prison main entry is locked and requires a master key to open it. The key can only be in one of the warden's rooms. The places where the key might be are marked with a red "X". Take them all and find the Blue Objective among them.

**2- Open the White and Violet Cells.** Once the main entry is open, jump in and kill every zombie you see. Crushing them proves you're able to clean the whole prison.

**3- Explore all areas of interest.** Take all the Objectives to finish the mission.



### • SPECIAL RULES

• **Check list!** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **The blue master key!** Put the Blue Objective, face down, randomly among the five red Objective tokens specially marked on the map outside of the main building. Once this Objective is taken, the main entry to the prison wing can be opened.

• **The Violet Switch.** Activating the Violet Switch opens all Violet Cell Doors. The Survivor activating the Violet Switch for the first time also takes the Violet Objective. The Violet Doors close when the Violet Switch is set back to its original setting.

• **The White Switch.** Activating the White Switch opens all White Cell Doors. The Survivor activating the White Switch for the first time also takes the White Objective. The White Doors close when the white Switch is set back to its original setting.

• **The yellow Switch for the rotating security gate.** When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the Yellow Switch for the first time also takes the Yellow Objective.



















• **Diesel power.** Cars can be driven (see P. 31 2nd Ed.).

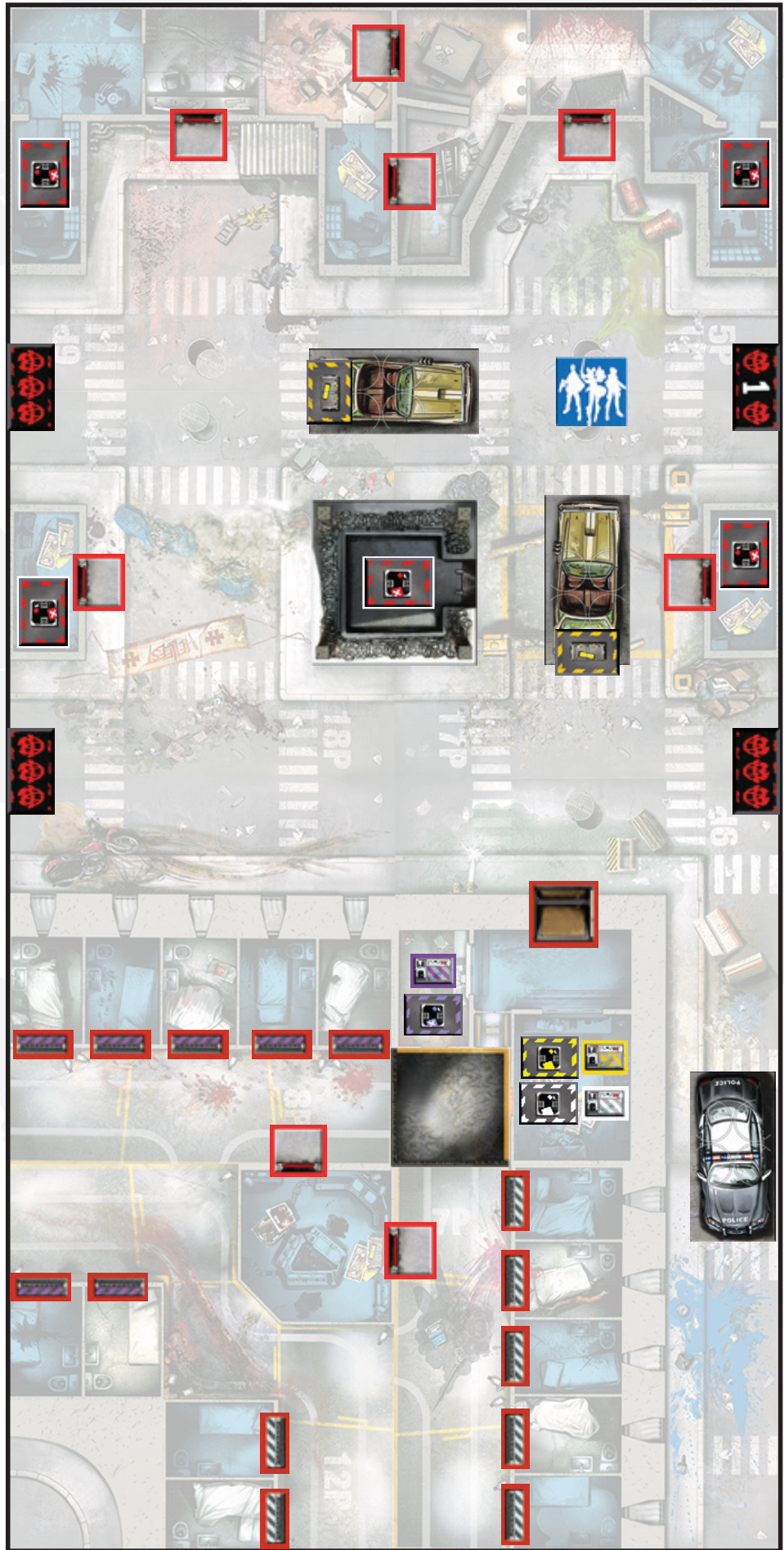
- The **Muscle Cars** contains a single Epic Weapon each. Place an Epic Weapon Crate on top of them. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

- When Searching the **Police Car**, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Weapon caches.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

|     |     |
|-----|-----|
| 6P  | 5P  |
| 18P | 17P |
| 8P  | 9P  |
| 12P | 7P  |

|  |   |
|--|---|
|       |    |
| Survivor Starting Zone   | Rotating Security Gate  |
|      |   |
| Observation Tower  | 8x Epic Weapon Crates   |
| 5x  |  |
| 1x  |  |
| 1x  |  |
| 1x  |  |
| Objectives (SAP)   | Switches  |
|     |  |
| Prison Main Entry door   | Spawn Zones   |
|      |  |
| Police Car (can be driven)   | Doors   |
|      |  |
| Muscle Car (can be driven)   | Cell Doors  |



# M11 - RUN FOR IT!

Hard / 90 minutes

We thought we could get in, get the riot gear, and get out. With all we've gone through to get this far, we thought the gear would make us safer. The place was quiet. We didn't see or hear anything. We thought it would be a walk in the park. We were wrong! Everything seemed fine until we stumbled into the wrong rooms. Even with all the infected we've seen, nothing prepared us for these two. Our only chance now is to RUN!

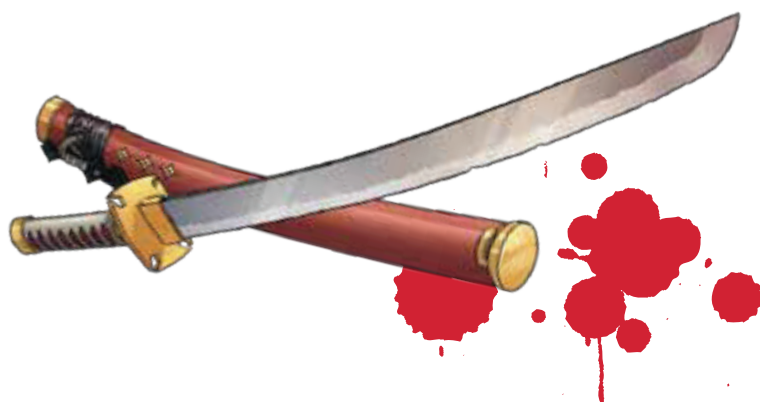
Tiles needed: 8P, 11P, 12P, 14P, 15P & 16P.

## • OBJECTIVES




















**Escape!** 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

- **Not sure we have time but lets try!** Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- **These guys must have been the worst.** Place a Walker in each indicated Zone.
- **How do we kill these beasts?** Place an Abomination and a Berserker Abomination in the indicated Zones (note: this mission uses the Abomination Fest rules found on page 30 2nd Ed.). When either of these two Abominations are killed, place its miniature on the Player Starting Zone.
- **The Violet Switch.** Activating the Violet Switch opens all Violet Cell Doors and activates the Violet Spawn Zone. The Survivor activating the Violet Switch for the first time also takes the Violet Objective.
- **The White Switch.** Activating the White Switch opens all White Cell Doors and activates the White Spawn Zone. The Survivor activating the White Switch for the first time also takes the White Objective.
- **The Yellow Switch for the Rotating Security Gate.** When the Yellow Switch is activated, the Rotating Security Gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the Yellow Switch for the first time also takes the Yellow Objective.
- **These items may be our only hope.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



|     |     |
|-----|-----|
| 11P | 8P  |
| 14P | 16P |
| 15P | 12P |

|  |  |
|--|--|
|      |      |
| Survivor Starting Zone   | Rotating Security Gate   |
| 2x  |     |
| 1x  |     |
| 1x  |     |
| 1x  | Switches   |
| Objectives (5AP)   |     |
|     |     |
| Exit Zones   |     |
|     | Spawn Zones  |
| Berserker Abomination  | 5x  |
|     | Walkers  |
| Abomination  |     |
| 5x  | Doors  |
| Epic Weapon Crates   |     |
|  | Cell Doors   |



# GAME ROUND SUMMARY

EACH ROUND BEGINS WITH:

## 01 - PLAYER PHASE

The player with the First Player token activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

- **MOVE:**  
Move 1 Zone (spend extra Actions if there are Zombies in the starting Zone).
- **SEARCH (1 x per Turn)**  
In a building Zone free of Zombies only. Draw a card from the Equipment deck.
- **OPEN DOORS:**  
The Survivor uses Door-opening Equipment to open a door in their Zone. No roll is required.  
*NOTE: Open Doors cannot be closed again.*
- **REORGANIZE/TRADE:**  
The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.
- **COMBAT ACTION:**  
**Melee Action:** Equipped Melee weapon required.  
**Ranged Action:** Equipped Ranged weapon required.
- **TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone. If taking an Epic Weapon Crate, pick a card from the Epic Weapon deck.
- **MAKE NOISE:** Put a Noise token in the Survivor's Zone.
- **DO NOTHING:** All remaining Actions are lost.

WHEN EVERY PLAYER HAS FINISHED

## 02 - ZOMBIE PHASE

### STEP 1: ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on the situation. Resolve all the Attacks first, then all the Moves. Each Zombie performs either an Attack OR a Move with a single Action.

- **ATTACK:**  
Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful and does not require any die rolls.

- **MOVE:**  
The Zombies that have not Attacked use their Action to Move 1 Zone toward Survivors.

*NOTE: Runners get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.*

### STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission maps show where Zombies appear at the end of each Zombie Phase. These are the Spawn Zones.

- The **Starting Spawn Zone** is always the first one to spawn.
- Always draw Zombie cards for all Spawn Zones in a clockwise order starting with the Starting Spawn Zone.
- Zombies spawn following the **highest Danger Level** among Survivors (Blue, Yellow, Orange, or Red).

## 03 - END PHASE

- Remove all Noise tokens from the board.
- The first player hands the First Player token to the player to their left. Another Game Round then begins.

# TARGETING PRIORITY ORDER

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

| Targeting Priority | Name                              | Actions | Min.Damage to kill | Adrenaline earned |
|--------------------|-----------------------------------|---------|--------------------|-------------------|
| 1                  | TOXIC BRUTE/TOXIC ABOMINATION     | 1       | 2/3                | 1/5               |
| 2                  | BERSERKER BRUTE/BRUTE/ABOMINATION | 1       | 2/3                | 1/5               |
| 3                  | TOXIC WALKER                      | 1       | 1                  | 1                 |
| 4                  | BERSERKER WALKER/WALKER           | 1       | 1                  | 1                 |
| 5                  | TOXIC RUNNER                      | 2       | 1                  | 1                 |
| 6                  | BERSERKER RUNNER/RUNNER           | 2       | 1                  | 1                 |