



ADVANCED WOUNDS

This expansion introduces simple rules and cards that bring flavor and variety to Zombicide's Wounds system, including infections that lead to Zombification and new equipment that can help you survive the greater challenge.

These rules and cards are an original adaptation of similar mechanics in other editions (2nd Edition's Rio Z Janeiro, as well as home-brew rule sets such as Neil Rumary's Wound Cards and Tommy Rayburn's To Hit Deck, among others), with enhancements and revisions intended to combine the best of those decks in a high-quality standardized format.

I've had worse! - That's what I'm telling myself, but it's not exactly true. This wound is pretty bad. I hope it's not infected. I don't want to become one of those things. Uh-oh, if the others see it they might put me down to avoid the risk. Maybe I should hide it just in case.

#1 ADVANCED WOUND RULES

THE WOUND DECK

Provided with this expansion are four types of Wound Cards (with a new alternate card back):

- 1- Standard Wound Cards
- 2- Advanced Wound Cards
- 3- Infection Cards
- 4- Toxic Splatter Cards

Shuffle the first three card types (not the Toxic Splatter cards) into a deck and place it face down near the game board. This is the Wound Deck.



TAKING WOUNDS

When a Survivor receives a wound from a Zombie attack, immediately draw a card from the Wound Deck. What happens next will depend on what card is drawn.

- Unless the card states otherwise, discard an equipment card and replace it with the Wounded card as normal.
- Rules and effects listed on the card apply to the Survivor who suffered the wound.
- When a Wounded card does not specify when its effect should apply, the effect applies as long as the card remains in your inventory.
- When a Survivor suffers more than 1 wound at the same time, apply the first Wounded card's effect before dealing with the next one.
- Resolve all applicable Wounded card effects before determining if the Survivor is eliminated.

STANDARD WOUNDS

Standard Wound cards represent a single normal wound with no special effects.

ADVANCED WOUNDS

Advanced Wound cards have special effects and instructions beyond representing the normal single wound. When these cards are drawn, the player must follow the directions on the card.



INFECTIONS

When an Infection Card is drawn, it counts as a single standard wound, except as long as the Infection Card is in a Survivor's inventory, the Survivor must roll **1d6** at the end of each turn to see if they turn into a Zombie (or Zombivor; see the *Zombification* section below). A successful roll of **2+** avoids zombification. If the Survivor fails the roll and becomes a zombie, they will activate immediately in the following Zombie Phase.

Only Zombie attacks can lead to infections. When a Survivor receives a wound from something other than a Zombie and draws an Infection card from the Wound Deck, ignore it and draw again.

TOXIC SPLATTER

These cards are not normally included in the Wound Deck, and instead are simply visual variety to indicate the Survivor has been splattered by Toxic Spray rather than a standard Zombie attack (see *Toxic City Mall*, p.4).

NOTE: Additional types of Wounded cards such as Rad cards and Bile Splatter are available with their own special rules in other unofficial expansions.

ZOMBIFICATION

Players may decide if they want to use Zombivor rules or simply have Survivors turn into standard Zombies. If choosing standard Zombies, roll **1d6** on the following table to determine the type of standard Zombie they become:

- | | |
|------------|-------------|
| 1-3 | Walker |
| 4 | Runner |
| 5 | Fatty |
| 6 | Abomination |

Survivors turning into Fatties do not spawn walkers.

#2 ALTERNATIVE ZOMBIVORS

Zombivor mode and Zombification can work together. When a Survivor dies, instead of immediately becoming a standard zombie, they first turn into a Zombivor.

At the beginning of each Player Phase, Zombivors lose 10 XP. When XP is reduced below 1, the Zombivor will finally degenerate into a standard Zombie (use the Zombification table above to determine which type). Thus, killing Zombies is the only way to keep playing.

Campaigns: If a Survivor ends the mission as a Zombivor (or a standard Zombie of course), that character is dead and can no longer be used in future missions.



#3 HEALING WOUNDS

Advanced Wounds includes First Aid Kit equipment cards that can remove wounds. The First Aid Kit works the same as the Medic skill, except it is single use and must be discarded afterward.

#4 SURVIVOR STATES

Some Advanced Wound cards can alter a Survivor's **Survivor State**. These new states represent changes to a Survivor's status and well-being, and affect how they play the game.

STARTLED

Startled Survivors lose their next Action. Startled effects do not stack.

DAZED

Dazed Survivors must skip their next turn. Dazed effects do not stack.

You may use the included tokens to indicate a Survivor is Dazed or Startled, or simply lay your miniature down until they recover.

#5 BLEED-OUT MODE

Advanced Wounds can make it much more challenging to survive a Zombicide game. You may prefer to give your Survivors a little help. Bleed-Out mode can give them a second chance to stay in the fight.

BLEED-OUT

Instead of immediately dying, Survivors who take their final Wound are considered **Dazed** for the next turn and will die after that Player Phase if a wound is not removed.

