

ZOMBICIDE

BLACK OPS



RULES AND MISSIONS

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02 GAME COMPONENTS

6 SURVIVOR MINIATURES AND ID CARDS



Kyle



Jean



Maria



Andrei



Fiona



Solomon



2 MACHINE MINIATURES



XN35 "Crawley" Bot



Meteor Sentry Gun

1 JUGGERNAUT ABOMINATION MINIATURE



3 GAME TILES (DOUBLE-SIDED)



26 TOKENS

- Doors**
- Blue x1
- White x1
- Machine Activation** x2
- Noise** x12
- Xenos Spawn**
- Red/Red. x3
- Red/Blue x1
- Red/White x1
- Mold**
- Active/Inactive x5



33 MINI-CARDS

6 Juggernaut Abomination Cards



27 Equipment Cards



48 TRACKERS



6 SURVIVOR COLOR BASES



6 SURVIVOR DASHBOARDS



03 PAINT ME BLACK

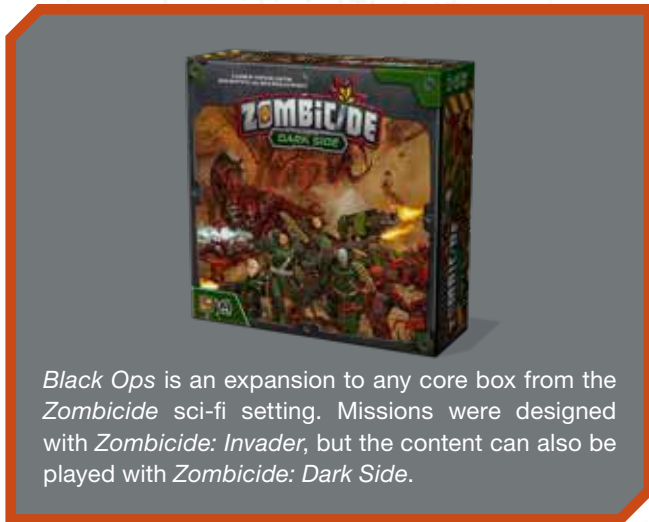
I can't believe it's only been 24 hours since we intercepted the emergency call from PK-L7. I also can't believe I fired so much ammo in the meantime.

Everything began with a search and destroy operation in the PK system. We were about to neutralize a spy nest when we intercepted distress calls from PK-L7. The Xenium base we were meant to protect from an external threat was under attack from an internal enemy. A peaceful species called the Xenos had suddenly turned mad, and were killing everyone on sight. Considering the strategical importance of this facility, it was clear things had gone out of hand.

When central command made contact to change our initial mission, we were already heading to PK-L7 to offer our help and save as many people as possible. Now our official priorities deal with investigation and sampling alien material, to start with. We think we can do both the good and the wet work. Just because we wear black, doesn't mean we're the bad guys.

Most of the time, that is.

Black Ops is a game expansion requiring a core Zombicide box, like Zombicide: Invader. Upgrading your game is easy: unless otherwise stated by the chosen Mission, simply add all Black Ops Equipment and Xeno cards to their respective piles. Black Ops Survivors are added to the pool players can choose from at the start of any Zombicide: Invader game. Zombicide Missions may be played with any Survivor from your collection!



Black Ops is an expansion to any core box from the Zombicide sci-fi setting. Missions were designed with Zombicide: Invader, but the content can also be played with Zombicide: Dark Side.

04 BLACK SQUAD ARSENAL

Our ship doesn't carry enough firepower to deal with the Xeno threat, but we have enough of the basic equipment to hang around for a week. Sure, our toys are nice, but we'll have to "borrow" some equipment from the locals if we want the job done. I hope we can get our hands on a couple prototype weapons we've heard about being developed here!



STARTING EQUIPMENT



Every Survivor from the Black Squadron receives both a Blackbird SMG and a Shock Glove as Starting Equipment.



Black Squad Survivors display this symbol on their ID card.

XN35 "CRAWLEY" BOT



Unless otherwise stated, the XN35 "Crawley" Bot follows the same rules as other Bots, and may be used in any Mission featuring a Bot.

NOTE: The Crawley is not able to perform Melee Actions.

METEOR SENTRY GUN

Unless otherwise stated, the Meteor Sentry Gun follows the same rules as other Sentry Guns, and may be used in any Mission featuring a Sentry Gun.

The Meteor Sentry Gun has a special fire mode for Ranged Actions. Designate a target Zone at Range 1-3. No Line of Sight is needed. The shot cannot go through walls separating a building Zone from an exterior Zone (but can go through interior walls).

No roll is needed: eliminate a single target in each intervening Zone, in a straight line, from Range 1 to the target Zone. Targeting Priority Rules apply.

The Meteor ignores Dark Zone rules (*Zombicide: Dark Side*) and can fire from exterior Zones.



NOTE: A Survivor standing in the Meteor Sentry Gun's Zone may control it, as if they had the corresponding Skill or Remote token.

05 NEW XENO: JUGGERNAUT ABOMINATION

Flying above PK-L7's base, we quickly noticed everyone severely underestimated the Xenos population. They are a real swarm and move quite fast. We already spotted a couple resistance nests. The battle is on!

It seems the Xenos are turning facilities they invaded into a storage facility, or a nest, perhaps both. A probe we sent transmitted an interesting information before being destroyed: the last thing it spotted was a massive monster roaming the infected area. Solid data about this juggernaut is scarce, save every defense system who tried to deal with it, failed.



Damage dealt: 3

To eliminate: see Special rules

Experience provided: 5 points

Special rules:

- A Juggernaut Abomination shares the same Targeting Priority Order as other Abominations.
- A Juggernaut Abomination can only be killed by game effects eliminating **automatically** Actors, like:
 - Hellfire: Pod Explosion (P. 06) or Flamethrower from *Zombicide: Invader*.
 - Seismic Blast: Seismic Grenade from *Zombicide: Dark Side*.
 - Meteor Sentry Gun



06 NEW TILES: PODS ZONES, AND SECURITY ROOMS



We now landed on PK-L7's surface and entered an invaded laboratory, turned into a Xeno hideout. We know it won't be empty and silent for long. We read about the substance called "mold" in the few messages we received. It's disgusting, as if it had a life of its own. The news is, mold seems to grow some... pods? These are used to store an altered form of Xenium. A basic sampling shows it's unstable. To what extent?

Well, we'll know soon. We hear beastly shouts in the distance.

Zombicide: Black Ops comes with three tiles featuring standard rooms, along with Pod Zones, and Security Rooms. They are ideal to create Missions featuring deep infiltration in Xeno territory, corrupted bases, or horror-inspired games.

POD ZONES



These pods store concentrated, and highly explosive, Xenium. Shoot at them to unleash Hellfire on Xenos!

Pod Zones are Active Mold Zones and should be treated as such, unless otherwise specified. They follow all standard Mold rules, such as no doors leading to them can be closed.

A Survivor may **specifically** select the Pods as targets before performing a Ranged Action aimed at the Pod Zone. If the Ranged Attack scores at least 1 hit and inflicts **Damage 2** (or more), the Pods explode. A **Hellfire** is created in the targeted Zone:

- All Actors and Machines are eliminated. The Survivor earns all related Experience Points.
- Remove any Objective tokens.
- Set an Inactive Mold token on the Pod Zone.

The Inactive Mold token is **removed** (not flipped) as soon as a Spoiler Abomination enters the Zone. It reverses back to a Pod Zone, and the Pods may be shot at again!

NOTE: Pods are not affected by Friendly Fire rules, so they cannot be detonated by accident. They are not Survivors!

SECURITY ROOMS



Security Rooms are the only Zones Survivors with the Soldier trait may Search.

These Security Rooms work in the same way as in *Zombicide: Invader*. Soldier Survivors can only perform the Search Action in Security Rooms. Civilian Survivors are allowed to Search there, too!

07 ADDITIONAL MISSIONS

M1 IN INVADED TERRITORY








MEDIUM / 6+ SURVIVORS / 60 MINUTES

There is no evidence of human activity in the facility we're flying over. Yet, the shuttle's sensors tell us about life below, and the foreign substance reports call "Mold" can be seen everywhere. We are in invaded territory.

We are now landing near a weapon storage module, in order to get some fuel, new weapons, recover data and get our first encounter with the infected Xenos. Get your oxygen tanks and double check your suits, buddies, we don't want to catch the disease!

Tiles needed: 01-R, 02-R, 08-R, 09-R, 19-R, & 21-R.

08-R	21-R
01-R	09-R
02-R	19-R

		
Player Starting Area	Objectives (5 XP)	Sentry Gun
		
Exit Zone	Spawn Zone	Bot
		
Restricted areas (Objectives grant 5 XP and Prototype weapons)		

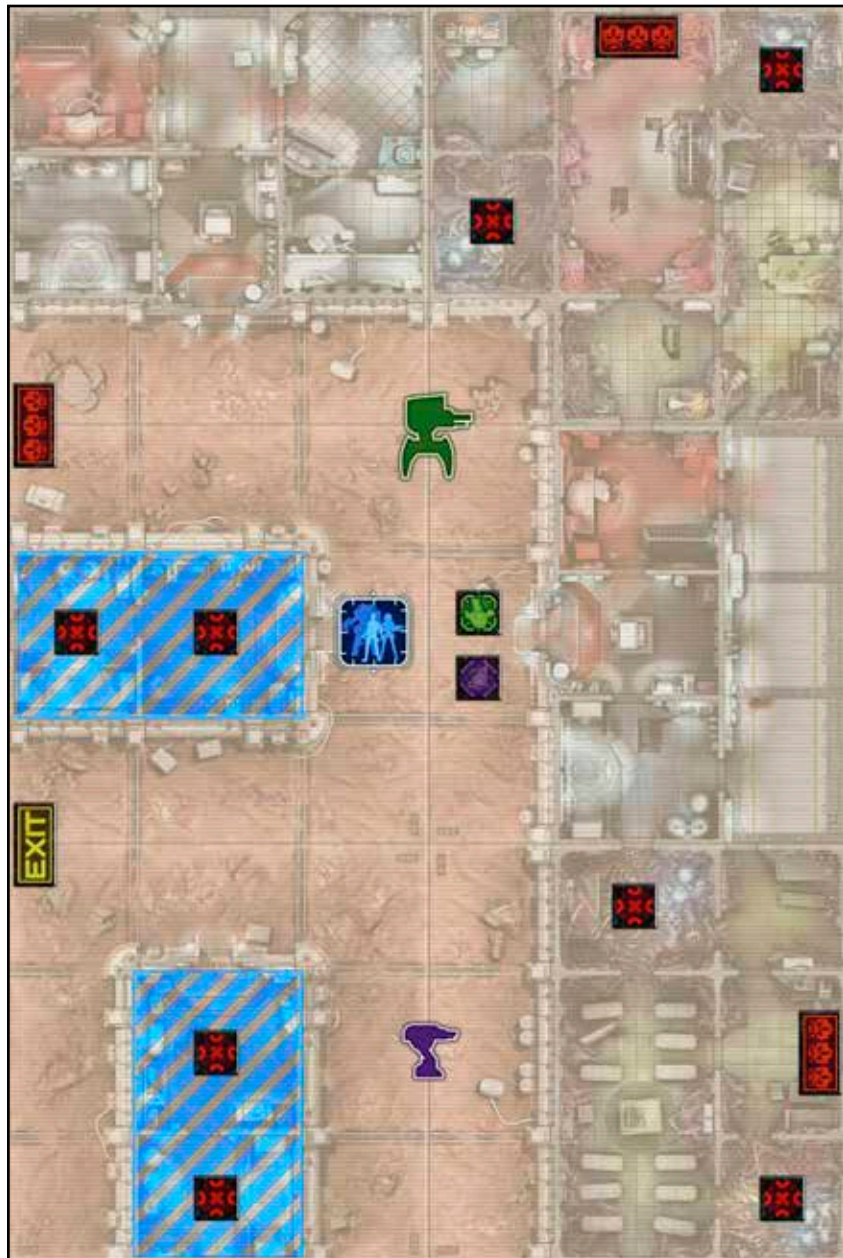
OBJECTIVES

Welcome to PK-L7! Accomplish the objectives in this order to win the game:

- 1- **Meet the Xenos.** Take all Objectives.
- 2- **... and kill them all!** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

- **Setup.** Each Survivor starts with an equipped Oxygen Tank.
- **Making marks.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective on tiles 01-R and 02-R provides a random Prototype weapon as well.



M2 AGENTS PROVOCATEURS

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We uploaded reports from Doctor Vivian Rigby about Xenos activity, and transmitted them to high command. As far as science goes, the infection itself seems harmless to humans. Fighting behind enemy lines, however, provided us with additional info: the Mold evolves into some kind of biological storage for an altered, highly explosive form of Xenium. Using these storage pods as explosive devices may halt the Xenos' progression on PK-L7 and turn the tide in our favor until reinforcements come. We must give it a try on our smaller scale. Time for good old raid tactics!

Tiles needed: 02-V, 08-V, 09-V, 19-R, 20-V, & 21-R.

20-V	21-R	02-V
19-R	08-V	09-V



OBJECTIVES

Destroy all pods! The game is won as soon as all Pod Zones are turned to Inactive Mold Zones.

SPECIAL RULES

- **Setup.** Survivors are split in 2 groups as evenly as possible, then placed at random in the indicated Player starting areas.
- **Hidden gems.** Each Objective gives 5 Experience Points, along with a random Prototype weapon, to the Survivor who takes it.



M3 OPERATION SPECTER STRIKE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

While very effective on a tactical scale, using the Xenium pods as explosive devices on a general scale is not the definitive solution. As soon as we evacuate, the mold is back. Even with the local survivors' support, it won't be enough to turn the tide. We now see them as opportunity target to destroy, if it doesn't endanger the mission.

Such preemptive strikes may have benefits, though. Central command just told us our previous operation prevented Xenos to overrun a data storage facility a few sectors away, on the frontline. We must go there, extract any sensible material we may find, and get out. We're not sure what our bosses are looking for, but if we are lucky, the intel gathered along the objectives will also help us locate survivors.

Tiles needed: 04-R, 05-V, 06-V, 08-R, 09-R, & 20-R.

06-V	05-V
09-R	08-R
04-R	20-R

OBJECTIVES

Be quick or be dead. Accomplish the objectives in this order to win the game:

1- Storm the sector. Reach these goals in any order:

- Take the four Prototype weapons.
- All Pod Zones must be turned to Inactive Mold Zones.

2- Exit like a boss. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

- **Setup.** Place the Blue and the White Objectives randomly among the Red Objectives, facedown.

- **Grabbing sensible material.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

- **Incoming!** The Blue Spawn Zone activates whenever the Blue Objective is taken. The White Spawn Zone activates whenever the White Objective is taken.



M4 THE XENO-FILES

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We deciphered precious information from data files we just recovered. First and foremost, we are now able to communicate, if not locate, with many survivors on PK-L7's surface. A couple files, however, immediately caught our attention: they are linked to the spy cell we came to eliminate in the first place.



Finding the encryption key was not that difficult, but they double-protected their work. The spies' received new orders about the Xenos two days before the outbreak, and managed to find what they came for. They were carrying all info they gathered along their mission and were waiting for evac, when the Xenos swept the sector. We are unsure about the spies' whereabouts, but the data they stole is still there, stored in prototype weapon's electronics. Finding these devices, if they are still around, may provide us with an essential puzzle piece.

Tiles needed: 01-R, 03-V, 05-R, 06-R 07-R, 08-V, 19-R, 20-R, & 21-R.

OBJECTIVES

Recovery mission. Accomplish the objectives in this order to win the game:

1- Recover the encrypted files. Take the four Prototype weapons.

2- Reach the extraction point. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

07-R	19-R	08-V
05-R	01-R	03-V
20-R	06-R	21-R



SPECIAL RULES

- **Setup.** Objectives tokens are split in two groups on tiles 01-R and 06-R. Distribute the Blue and the White Objectives among each of them, randomly and face down.
- **Time is running out.** The Blue Spawn Zone activates whenever the Blue Objective is taken. The White Spawn Zone activates whenever the White Objective is taken.
- **Unusual storage devices.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.



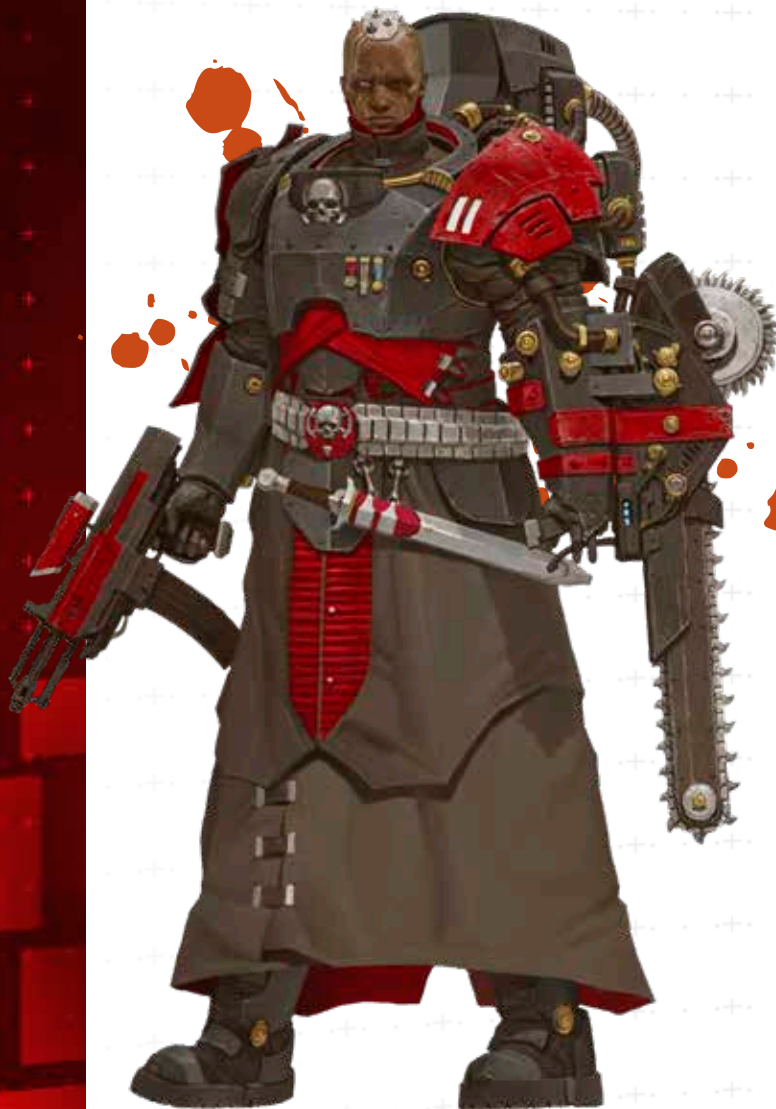
M5 SEPARATED OUT

HARD / 6+ SURVIVORS / 90 MINUTES

We now need to find spare parts for our equipment and shuttle. Considering the body count so far, PK-L7's reserves should provide these for quite some time. That is, unless the Xenos spoils everything with mold.

We were on a quick supply job for spare parts when the power went out. The Xenos were quick to react and attacked us, separating the team. We would not mind reuniting and getting out as soon as possible. By the way, we could also use these parts, along with electronics, to fix the shuttle's air recycling and build a DIY washing machine. Because, you know, black requires special handling.

Tiles needed: 03-R, 04-R, 06-R, 19-V, 20-R, & 21-V.



OBJECTIVES

A coordinated effort. Accomplish the objectives in this order to win the game:

1- Recover the spare parts. Take all Objectives (including the Remote Control tokens).

2- Reach the meeting point. Reach the Exit with all Survivors **and the Bot**. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it. The Sentry Gun must also be under control, either by taking the Violet Remote token, or a Survivor possessing the appropriate Skill (Remote control: Sentry Gun or Remote control: All).

SPECIAL RULES

• Setup.

- Place the Blue Objective randomly among the Red Objectives, facedown.

- 2 Survivors, chosen at random, are set in the designated Player Starting Area. All other start in the second Player Starting Area.

• **Standardization as its best.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **Handle with care.** The Green Spawn Zone activates whenever the Green Objective is taken. The Purple Spawn Zone activates whenever the Purple Objective is taken.

• **No way out.** The Airlock on tile 04-R cannot be crossed until the Blue Objective has been found.

20-R	03-R	06-R
19-V	04-R	21-V





M6 XENIUM FLOWERS

HARD / 6+ SURVIVORS / 90 MINUTES

It is now clear the Xenos case won't be solved in a matter of days. Flying above a battleground won't last if we don't find a way to sustain our energy supply and find spare parts. The same issues applies to survivors hiding everywhere on PK-L7. We can't resolve to come home and let these people on their own. And that is, without considering quarantine. Soon enough, we'll all have to find a way to survive.

First, the power source. The whole station sits on Xenium. The Xenos have their own way to refine and store it: perhaps we could use the dangerous Xenium pods to our own ends.

The surface survivors have the tools to analyze these pods, but may not have access to them. Making contact will be even easier if we bring a gift to sustain what remains of PK-L7's facility.

Tiles needed: **04-R, 08-V, 09-R, 19-V, 20-V, & 21-V.**

OBJECTIVES

Picking dangerous flowers. Accomplish the objectives in this order to win the game:

- 1- Pod hunt.** Take as many Xenium pods as there are starting Survivors (see special rules).
- 2- Back to the shuttle.** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

21-V	08-V
04-R	09-R
19-V	20-V



SPECIAL RULES

- **Setup.** Each Survivor starts with an equipped Oxygen Tank.
- **Remote controls.** Each Objective gives 5 Experience Points to the Survivor who takes it.
- **Picking pods.** Any Survivor standing in a Pod Zone may spend 1 Action to pick up a pod, earning 5 Experience Points. Set an Objective token on the Survivor's dashboard. It doesn't take a slot in the inventory, and may be traded like an Equipment card. The Pod Zone is now exhausted: set an Inactive Mold token on top of it.

Remember: A Pod Zone turned into an Inactive Mold Zone reverses back to a Pod Zone, whenever a Spoiler Abomination stands on it.



M7 POWER DROP

HARD / 6+ SURVIVORS / 60 MINUTES

We now possess a succinct yet documented history of the first days of the Xenos invasion, along with the current location of many survivor strongholds. We must update these as soon as possible, as they may fall or relocate at any time. The infected Xenos are expanding faster than we thought.

For now, we located a storage facility fit to repair and resupply our shuttle if we want to reach all our objectives for the next days. I mean, the next weeks. On second thought, maybe we should also revise our schedule for the next months. No holidays ahead!

Tiles needed: 03-V, 06-R, 07-R, 19-V, 20-R, & 21-V.

07-R	21-V	06-R
20-R	03-V	19-V

OBJECTIVES

Relock and reload. Accomplish the objectives in this order to win the game:

- 1- Unlimited power.** Take all Objectives.
- 2- Regroup and exit.** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

- Setup.** Survivors are split in 2 groups as evenly as possible, then placed at random in the indicated Player starting areas.
- Batteries in mold.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective on tiles 06-R and 07-R also provides a random Prototype weapon.



M8 OPERATION BAD SEED

VERY HARD / 6+ SURVIVORS / 120 MINUTES

We made contact with PK-L7's survivors as a group of them sent a distress call, the first to come out in days. Xenos redefined their trajectory to them and are now besieging their outpost. Our new friends are exhausted and starved. They told us they possess mining explosives brought from the mines below. We could put them to good use!

To do so, we must set explosive devices on the Xenos' route, and divert them from the shelter long enough for people to reinforce their defenses.

Tiles needed: 01-R, 02-R, 05-R, 09-R, 19-V, & 21-V.

OBJECTIVES

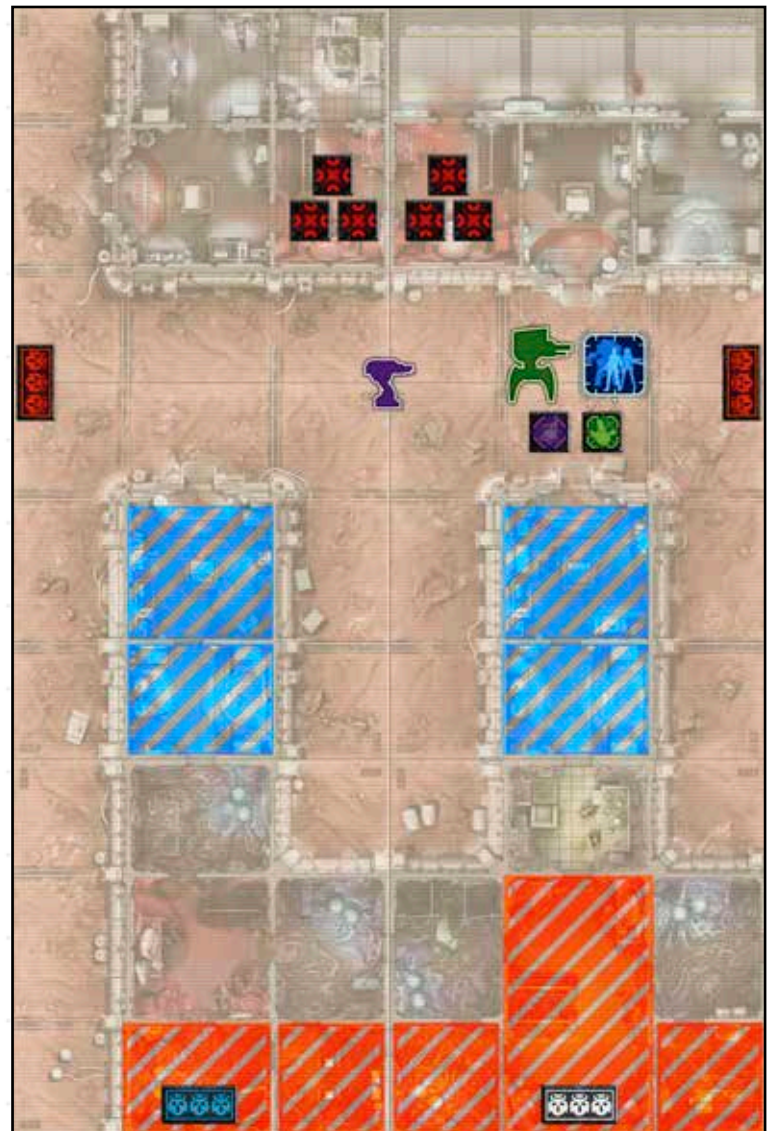
Destroy the Xeno nest. Accomplish the objectives in this order to win the game:

- 1- Plant the seeds.** Take the explosives (see special rules) and plant one of them in every marked Zone. **Pay attention! Objectives may be destroyed by Mold, compromising the Mission!**
- 2- Watch their world burn.** The game is won as soon as no Survivor stands on tiles 19-V and 21-V.

SPECIAL RULES

- **Setup.**
 - Each Survivor starts with an equipped Oxygen Tank.
 - Set a random Prototype weapon card in each marked Zone, face down.
- **Explosives.** Each Objective gives 5 Experience Points to the Survivor who takes it. Red Objectives represent explosives. Set the Objective token on the Survivor's dashboard. It doesn't take a slot in the inventory, and may be traded like an Equipment card. For 1 Action, the Survivor may set a Red Objective token they own in one of the marked Zones. Each Zone may only receive one explosive charge.
- **Welcoming committee.** Activate either the Blue or the White Spawn Zone whenever an Actor crosses the Airlock on tile 01-R for the first time. Set the token on its Red side. The same is done whenever an Actor crosses the Airlock on tile 02-R for the first time.
- **Prototype weapons.** Any Survivor may take a Prototype weapon card in the Zone they stand in, at the cost of 1 Action. Then, they can reorganize their inventory, for free.

05-R	09-R
01-R	02-R
19-V	21-V



M9 OPERATION BLACK DAWN

HARD / 6+ SURVIVORS / 120 MINUTES

We guessed it right: our newfound survivor friends helped us with the Xenium pods. The alien fuel can be turned into an effective power source for our engines, with some effort and material. It would be forbidden in different circumstances, but we also shared intel to set some kind of network for survivors. All we have to do now is getting everyone in touch. We'll be stronger, together.

For now, our priority is getting more pods. Everyone could use the energy to get light, provide surgery, run computers, grow vegetables and, well, enjoy a hot shower.

We don't have much time, though, as Xenos fiercely protect their pods. We have to separate in smaller teams and strike in a surgical manner.

Everything I love!

Tiles needed: **03-V, 05-V, 06-R, 09-R, 20-V, & 21-V.**

OBJECTIVES

Survive. Take all Objectives and Prototype weapons to win the game.

Optional: The game is made even harder if every Survivor has to reach the Red Danger Level. No guts, no glory.

09-R	06-R
20-V	21-V
05-V	03-V



SPECIAL RULES

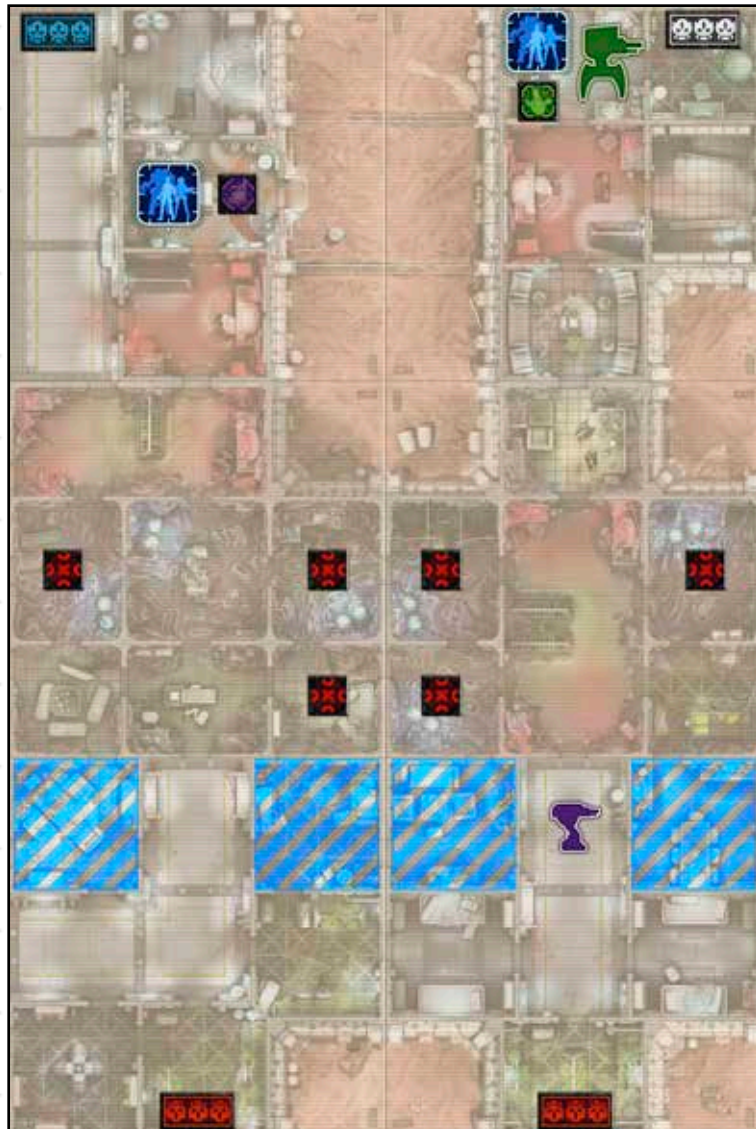
• Setup.

- Survivors are split in 2 groups as evenly as possible, then placed at random in the indicated Player starting areas.
- Set a random Prototype weapon card in each marked Zone, face down.

• **Harvesting Xenium.** Each Objective gives 5 Experience Points to the Survivor who takes it.

• **Prototype weapons.** Any Survivor may take a Prototype weapon card in the Zone they stand in, at the cost of 1 Action. Then, they can reorganize their inventory, for free.

• **We are surrounded!** Activate either the Blue or the White Spawn Zone whenever a Survivor enters tile 20-V for the first time. Set the token on its Red side. The same is done with the remaining colored Spawn Zone, whenever an Actor enters tile 21-V for the first time.

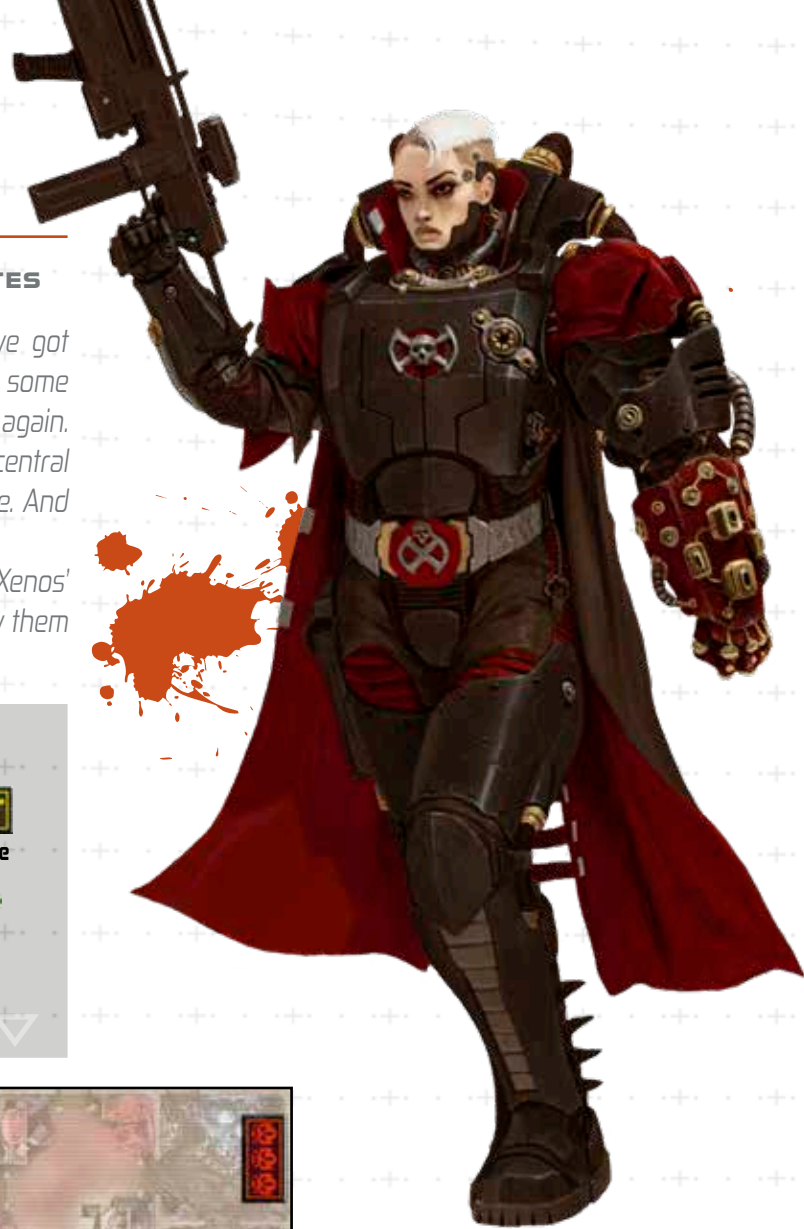


M10 REVERSING ROLES

VERY HARD / 6+ SURVIVORS / 90 MINUTES

Bad news. Our shuttle was badly damaged as we got ambushed during Operation Black Dawn. It will take some serious skill, rare parts and a lot of time to make it fly again. Until then, we are surface dwellers with no link to central command. No worries, we already made our choice. And we are not alone.

For now, we have more urgent matters at hand. The Xenos' offensive intensifies toward our position. Let's show them a true taste of invasion!




Tiles needed: 08-R, 19-V, 20-V, & 21-R.

19-V	21-R
08-R	20-V

OBJECTIVES

Invalidate the Xeno hive. Accomplish the objectives in this order to win the game:

1- Seek and destroy. Reach these goals in any order:

- Take all Objectives.
- All Pod Zones must be turned to Inactive Mold Zones.

2- Run away. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

- **Reclaim our legacy.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.
- **Keep them coming!** Both the Blue and the White Spawn Zones activate as soon as a Pod explodes. Turn them on their Red side.



CREDITS

GAME DESIGNERS:

Raphaël GUITON, Jean-Baptiste LULLIEN, and Nicolas RAOULT

LEAD PRODUCER:

Thiago ARANHA

PRODUCTION:

Patricia GIL, Thiago GONÇALVES, Guilherme GOULART, Aaron MONTGOMERY, Isadora LEITE, Renato SASDELLI, Bryan STEELE, and Safuan TAY

DEVELOPMENT:

Fábio HIRSCH

ART:

Adrian SMITH, Henning LUDVIGSEN, Saeed JALABI, Pedro NUÑEZ, Adrian PRADO, and Alexandre CANO RODRIGUEZ

LEAD GRAPHIC DESIGNER:

Mathieu HARLAUT

GRAPHIC DESIGN:

Louise COMBAL and Marc BROUILLON

BIGCHILD ART DIRECTOR:

Jose Manuel PALOMARES

SCULPTING MANAGER:

Hugo GÓMEZ

SCULPTORS:

Daniel FERNÁNDEZ-TRUCHAUD, Lua GARO, Alex MUÑOZ MARTIN, David ARBERAS RECONDO, Adrián RIO MOURE, and Raul FERNANDEZ ROMO

WRITING:

Eric KELLEY

EDITING:

Colin YOUNG and Hervé DAUBET

PUBLISHER:

David PRETI

PLAYTEST:

Rod MENDES, João José GOES, Caio QUINTA, Julio CAMPOS, Mario CIOFFI, Ricardo LIMONETE, Flavio OOTA, Rodrigo SONNESSO, and Pedro YOUKAI

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YEARS OF AGE OR YOUNGER.**

GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY.

EACH ROUND BEGINS WITH:

01 - PLAYERS' PHASE

The first player 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 Xenos).
- **Search (1x per Turn):** In a room Zone free of Xenos only. Draw a card from the Equipment deck. Soldiers can only Search in Security Rooms.
- **Door Activation (FREE, 1x per Turn):** Place or remove a closed door token on a door opening in a Zone the Survivor occupies. Not in a Mold Zone or if there's a destroyed door.
- **Reorganize/Trade:**
 - Exchange Equipment with another Survivor** standing in the same Zone. You can trade however you want – it doesn't have to be even (may trade Remote tokens).
 - Attach/Detach Equipment cards:** Plenty of Bullets for Bullets weapons, Energy Cell for Energy weapon.
- **Combat Action:**
 - Melee Action:** Equipped Melee weapon required.
 - Ranged Action:** Equipped Ranged weapon required.
- **Take or Activate an Objective** in the Survivor's Zone.
- **Make Noise:** Put a Noise token in the Survivor's Zone.
- **Do Nothing:** Any remaining Actions are lost.
- **Machine Actions:** The corresponding Skill or Remote Control token is needed. A Sentry Gun may be controlled by any Survivor in the same Zone. The Survivor's Skills don't apply to the Machine.
 - Move** (Bot only)
 - Melee Action** (Melee weapon required)
 - Ranged Action** (Ranged weapon required)

WHEN EVERY PLAYER HAS FINISHED

02 - XENOS' PHASE

STEP

1 - ACTIVATION: ATTACK OR MOVE

All Xenos spend 1 Action doing 1 of these 2 things:

- Xenos in the same Zone as at least 1 Survivor Attack them.
- The Xenos who didn't Attack, Move instead. Each Xeno favors visible Survivors, then Noise. Choose the shortest path, ignoring closed doors. If several paths share the same length, split the Xenos in equal groups (any uneven Xenos goes with one of the groups of your choosing). If there's a closed door in the way, Xenos spend their action destroying it instead.

NOTE: Hunters get 2 Actions per Activation. Once all Xenos have taken their first Action, Hunters go through the Activation Step again to resolve their second Action.

STEP 2 - SPAWN

- Always draw Xeno cards for all Spawn Zones in the same order (play clockwise).
- Danger Level uses: Highest Danger Level among the Survivors.
- No more miniatures of a specified type (except Abominations): Place the remaining ones. Then, all Abominations get 1 extra Activation (Driller Abominations drill a Pit instead). Finally, place a Driller Abomination in 1 Spawn Zone.

03 - END PHASE

- Remove all Noise tokens from the board.
- The next player receives the First Player token (play clockwise).

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 ELIMINATE	EXPERIENCE EARNED
1	TANK/ ABOMINATION	1	2/3 (3/4)*	1/5
2	WORKER	1	1 (2)*	1
3	HUNTER	2	1 (2)*	1

* For Driller Xenos standing on an Open Pit Zone at Range 1+ (see *Zombicide: Dark Side* rulebook P. 20).