

**WORK IN
PROGRESS**

WASHINGTON **Z.C.**

A CAMPAIGN EXPANSION FOR ZOMBICIDE



ZOMBICIDE
2ND EDITION

RULES & MISSIONS



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#02 GAME COMPONENTS

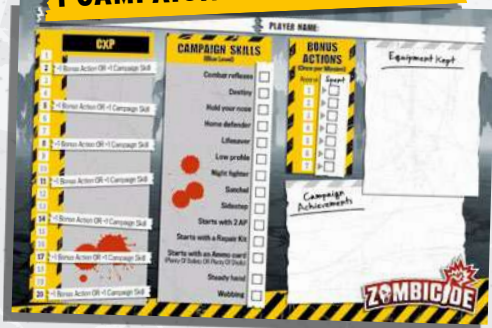
6 DOUBLE-SIDED TILES



6 ID CARD



1 CAMPAIGN SHEET NOTEPAD



97 EQUIPMENT CARDS

6 Advanced Starting Equipment



45 Advanced Equipment



8 TOKENS

1 Clock



6 Light Beam



35 Secret Service



11 Advanced Pimpweapons



1 Humvee



6 ALL-OUT DICE



95 OBJECTIVE CARDS



8 MINIATURES

6 Survivors



2 NPC



Angelo

Justin

Anton

Tess

Mindy

Ashley

The President

Taylor



#03 DARK CAPITAL

Where were you when the zombie invasion began? Of course I remember it. We were in Washington, D.C. We didn't know each other yet, we were ordinary people, leading ordinary lives. We were consumers, with a job and bills. Bricks in the wall. But as we soon discovered, destiny is never written. You are the artist. All you need, sometime, is a little push.

Yes, yes. In that case, that was a big push.

At first we heard some distant noise, like a rumble on the other side of town. We met people running on the other way in a hurry, like bats out of hell. Then we heard gunshots, explosions, and screams. The mayhem leading to the world's fall, and our ultimate freedom, had begun. On that day, Washington, D.C. became Washington, Z.C., for "Zombie City". Let me tell you our story.

Zombicide: Washington Z.C. is an expansion for *Zombicide: 2nd Edition*. This book features advanced rules for the *Zombicide* system, as well as a campaign set in Washington, Z.C.

What is a campaign? A campaign is a series of Missions telling a story, and your Survivors are the heroes. The choices you make have a direct influence over the unfolding events. Your Survivors improve along the way, earning new Skills and keeping potent weapons from a game to the next. The best reward, however, is not loot: it is memories of the story you played and shared with your friends.

Black & White is a 10-Mission campaign using the advanced rules featured in the expansion, enhancing the game's atmosphere. Among them, new Equipment rules allow the Survivors to go "All-Out", rolling special dice for extra Zombie kills, with a risk of breaking their weapon. These dice may also be used to keep the Equipment from a Mission to the next, with a little luck.

New rules also include the Clock, a special First Player token simulating the time flow. The sun rises and set across the board, introducing night fighting rules in the *Zombicide* world!

Zombicide: Washington Z.C. is an expansion to *Zombicide: 2nd Edition*. It is fully compatible with the 2nd Edition range.



#04 ADVANCED RULES

The advanced rules detailed in this chapter are meant to enhance your *Zombicide* games with new features. They are used in the *Black & White* campaign (P. XX), and add flavor in one-shot Missions as well!

ADVANCED EQUIPMENT RULES

It's like in the movies. The bad guys keep on invading the best-armed country in the world. Many people died fighting and left their guns around as they came back as zombies. So many weapons, and just two hands!



The Advanced Core decks replace *Zombicide's* corresponding Equipment decks. The Secret Service deck is used with the Washington setting. Both use All-Out and Keep new rules.

Zombicide: Washington Z.C. comes with several Equipment decks using the special All-Out dice.

- Washington's Advanced Core decks replaces the *Zombicide: 2nd Edition's* Equipment, Starting Equipment, and Pimpweapon decks, with the All-Out and Keep values detailed below. **To use them, simply replace the corresponding decks with their Advanced counterparts.**
- The Secret Service deck is used with the *Zombicide: Washington Z.C.* campaign and tiles (see P. XX).

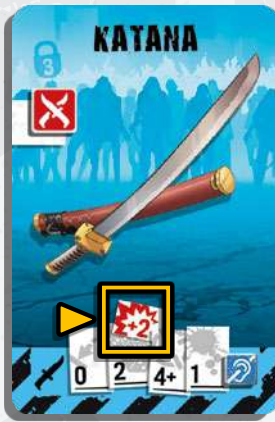
! THE ALL-OUT DICE



The All-Out dice are used like regular dice, with a special "Break" symbol replacing the "1". Apply the corresponding game effects whenever a Break is rolled.

• **GOING ALL-OUT**

Yes, I know it is not supposed to work that way. Benchmark this!



The All-Out value offers extra dice to roll against Zombies, with the risk of breaking and losing your weapon.

A player may declare **going All-Out** before any Combat Action performed by their Survivor, using a weapon with an All-Out value.

For the ensuing Combat Action, the player adds the written amount of All-Out dice to the classic dice, then resolve the Action. It's all or nothing: the full All-Out dice amount is added to the pool.

The All-Out dice act like classic dice, adding hits if the weapon's Accuracy value is met. However, rolling a Break (or more) on **any** of the All-Out dice (ONLY All-Out dice, classic dice do not generate Break results) means the weapon broke. Discard the weapon card right after the Combat Action is resolved.

Dual weapons are used normally, adding both weapons' All-Out dice to the pool (remember, it's all or nothing, either you go All-out, or you go home). Each Break rolled means a single of these weapons is lost. So, both weapons are lost whenever 2 Breaks (or more) are rolled.

NOTE: All-Out dice cannot be re-rolled in any way (the Lucky Skill, Plenty Of Bullets, or Plenty Of Shells cards have no effect on these, for example).

EXAMPLE 1: Justin goes All-Out with a Baseball Bat. This weapon rolls 2 classic dice, and 1 All-out die. All 3 dice are grouped for the roll, with a 3+ Accuracy.

The classic dice roll and , obtaining 1 hit. The is not a Break, as it is a classic die.

The All-Out die rolls , adding 1 hit.

The Attack roll obtained 2 hits total.

EXAMPLE 2: Justin goes All-Out with a Shotgun. This weapon rolls 2 classic dice, and 2 All-Out dice. All 4 dice are grouped for the roll, with a 4+ Accuracy.

The classic dice roll and , obtaining 2 hits.

The All-Out dice roll and , obtaining 1 hit and 1 Break.

The Attack roll obtained 3 hits total, and 1 Break. All hits are attributed normally, then the Shotgun card is discarded.

EXAMPLE 3: Justin goes All-Out with dual Katanas. Each weapon rolls 2 classic dice, and 2 All-Out dice. All dice are grouped for dual use, totaling 4 classic and 4 All-out dice, with a 4+ Accuracy.

The classic dice roll , , , and , obtaining 2 hits.

The All-Out dice roll , , , and , obtaining 3 hits and 1 Break.

The Attack roll obtained 5 hits and 1 Break. All hits are distributed normally, then one of the Katana cards is discarded. The other Katana can still be used.

EXAMPLE 4: Justin goes All-Out with dual Sub-MGs, having a Plenty Of Bullets card in his inventory. Each weapon rolls 3 classic dice, and 3 All-Out dice. All dice are grouped for dual use, totaling 6 classic and 6 All-Out dice, with a 5+ Accuracy.

The classic dice roll , , , , , and , obtaining 1 hit.

The All-Out dice roll , , , , , and , obtaining 2 hits and 3 Breaks.

All-Out dice cannot be re-rolled, meaning both Sub-MGs are lost to the 3 Break results after the Ranged Action is resolved.

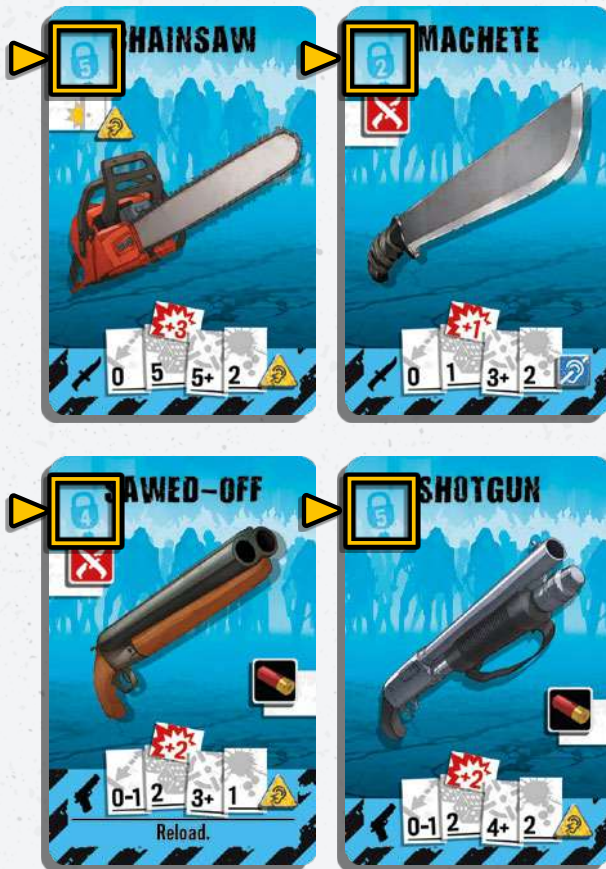
The player can use Justin's Plenty Of Ammo card to re-roll the 6 classic dice and try to improve their results, though!





• **KEEPING YOUR EQUIPMENT**

Really, there are enough weapons around to shot down all the zombies, and getting food is not that hard to find if you can fight for it. No, the real issue is maintaining and keeping our best guns. Spare parts are sometimes scarce. So, don't get too attached to it, heh?



The Keep value allow Survivors to keep Equipment cards from a game to the next. Keep a balanced inventory, as the most potent weapons are often the hardest to keep!

Players may want to play consecutive *Zombicide* games with the same Survivors, or play a campaign like the one featured in this expansion. In these cases, the Keep value simulates the Equipment cards' durability, allowing Survivors to keep some of them from a Mission to the next.

Each Survivor's inventory is discarded at the end of each Mission, save for the Equipment cards featuring a Keep value. Roll an amount of All-Out dice corresponding to the Keep value of each of these cards, individually:

- **If 1 Break (or more) is obtained**, the Equipment card is discarded. It had a malfunction of some sort before the next Mission and is lost.
- **If no Break is obtained**, the Equipment card is kept. The Survivor begins the next Mission with the Equipment. Its card is automatically assigned to them during Setup, in addition to any Starting Equipment they get. They can organize their inventory as they please before the game starts.

NOTE: The Keep roll cannot be re-rolled in any way.

Mixed gaming groups may result in not having enough Equipment cards of a given type for the Survivors. In that case, players decide which Survivors receive the available Equipment cards. Other Survivors have lost theirs.

EXAMPLE: Mindy ends a *Zombicide* game with a Chainsaw (Keep 5), a Machete (Keep 2), a pair of Sawed-Offs (Keep 4), and a Plenty Of Shells (no Keep value) Equipment cards.

- The Plenty Of Shells Equipment cards has no Keep value. It is discarded right away.
- 5 All-Out dice are rolled for the Chainsaw: [1], [2], [3], [4], and [5]. A single Break is enough to lose the weapon and discard it.
- 2 All-Out dice are rolled for the Machete: [1] and [2]. No Break, Mindy will have it for the next Mission.
- 4 All-Out dice are rolled for the first Sawed-Off: [1], [2], [3], and [4]. No Break, the Sawed-Off is kept as well.
- 4 All-Out dice are rolled for the second Sawed-Off: [1], [2], [3], and [4]. 2 Breaks! The Sawed-Off is lost and discarded.

KO / R.I.P. RULES

- Witness me!
- Again?

Classic *Zombicide* games are lost whenever a Survivor is eliminated. This may not be the case if you play a Campaign using these rules. Using the KO rules provides some extra time to save a fallen comrade before they die for good.

A Survivor losing their last Health point is considered KO (but not dead). Lay down their miniature in the Zone they currently occupy and discard all Equipment cards they may have (no Keep roll allowed).

The Survivor is now considered as an Objective token until the End Phase of the **subsequent** Game Round (**not** the ongoing one). They can be taken by another Survivor, using a Take An Objective Action. If they are not taken by the deadline, well... they're dead (see below).

- If the KO Survivor is taken, place their miniature on their own Dashboard. The KO Survivor is not dead, but cannot be played until the next Mission.

- If the KO Survivor is **not** taken, they are **dead** for good. Remove their miniature. Check out the Mission's Objectives, as they may state it is lost whenever a Survivor dies. The dead Survivor cannot be played until the end of the Campaign. Keep note of all Survivors that die, to make sure they aren't used in the same Campaign.

The dead Survivor's player may choose another Survivor for the next Mission, starting with a new Campaign Sheet. Choosing another Survivor results in a loss of all Equipment, CXP, Bonus Actions and Campaign Skills (see P. XX). Campaign Achievements and the name list of the RIP section, on the other hand, are kept from a dead Survivor to their successor.

If there is no Survivor left to play (everyone is KO or dead), the Campaign is lost for all players.

THE CLOCK, AND NIGHT RULES

Zombies don't need to eat, rest, or sleep. And they don't need entertainment, too. What a boring undeath of theirs. Whatever. Don't be a zombie: keeping track of time may save your lunch, your life, and sense of humor!



As an advanced form of First Player token, the Clock tracks the time passing as the Mission goes by. Sooner or later, the night falls, enforcing its own dark rules.

Representing hours and the cycle of night and day, the Clock acts as the First Player token. The chosen Mission's description details the Clock's starting hour. From then on, the Clock is moved forward 1 hour during each End Phase, right before passing it to the next First Player.

Classic rules apply during **daytime (from 7am to 6pm)**.

Night rules (see below) apply during **nighttime (from 7pm to 6am)**.

The Clock, and Night rules, may be used during your classic **Zombicide** games. In that case, use the current real hour as the Clock's starting hour, as the game begins.

• NIGHT RULES

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

• LIGHTSOURCES



Flashlights have the Lightsource keyword. A Light Beam token is set on the board whenever a Survivor uses one. The light cancels most night rules, but attracts Zombies!

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

A Flashlight is turned **ON** under these circumstances.

- The Survivor spends 1 Action to turn the Flashlight on.
- The Survivor performs a Search Action, using their Flashlight.
- The Survivor declares a Ranged Action at Range 0-1 and chooses to use their Flashlight. The token is set before the Ranged Action is resolved.

Put a Light Beam token straddling 2 Zones: the Survivor's Zone, and another adjacent Zone (no diagonal). The token follows the Survivor whenever they Move, and is orientated in the direction of your choosing before the Survivor performs each Action. In case of a Ranged Action at Range 0-1, the other Zone covered by the token is automatically the target Zone.

A Flashlight is turned **OFF** under these circumstances.

- The Survivor spends 1 Action to turn the Flashlight off.
- The Survivor Trades or discard the Flashlight they used to illuminate the Zones.

Remove the Light Beam token the Survivor created.

Zones illuminated by Light Beams are subject to the following rules:

- Actors may trace Lines of Sight to them normally.

• Ranged Actions aimed at the Zone are no longer affected by nighttime Accuracy penalties.

• Right before the Zombie's Phase, any Zombie having a Line Of Sight on a Light Beam (or more) immediately performs an extra Activation. Then, the classic Zombies' Phase is played normally. Each Zombie may only get a single extra Activation per Game Round due to Light Beams. Keep in mind Light Beams can be seen from very far, as Actors may trace Line of Sights to them normally!

NOTE: A Light Beam does not illuminate through obstacles blocking Line of Sight like closed doors, walls, and tanks. It can be directed toward a wall to avoid illuminating a second Zone, though.

The night has fallen. Anton's Line Of Sight is limited to Range 0-1, and Runners are nearby. Anton may use his Shotgun against them, but the night gets the weapon's Accuracy to 6. Anton performs a Ranged Action and turns his Flashlight on, for free, before the dice are rolled. A Light Beam token is set, straddling both Anton and the Runners' Zones. The Shotgun's Accuracy is back to 4+, but both Zones are now illuminated.

These Runners' Line Of Sight was limited to Range 0. They didn't see Anton or Angelo across the street, and their path was only defined by Noise. Since Anton turned his Flashlight on, the Runners now have a Line Of Sight on Anton's Zone, as it is illuminated by the Light Beam.

Being a Survivor, Angelo has Lines of Sight at Range 0-1 during nighttime, and his Sniper Rifle has Accuracy 6. As Anton illuminated the Runners' Zone, Angelo now has a Line OF Sight on it as well, and may fire his Sniper Rifle at the Runners without penalty.

Due to nighttime's Line Of Sight limitations, the Fatty has a Line Of Sight on the Runner's Zone, but not on Angelo's Zone. If the Fatty still have a Line Of Sight on a Light Beam right before the Zombies' Phase, it will perform a free extra Activation, but will Move toward the noisiest Zone (no matter where the Light Beam is).

Tess performs a Search Action, and chooses to use her Searchlight to draw an additional card. A Light Beam token is set in her Zone. Tess chooses to place it toward the wall. Her own Zone is illuminated, but not the Zone behind the wall (the wall is an obstacle blocking Lines Of Sight). Thus, the Walker in the street has no Line Of Sight on the Light Beam.

1

Being at Yellow Danger Level, Mindy plays her Turn during nighttime. Her first Action is a Ranged Action, using her Shotgun, against a Fatty at Range 1. She turns her Flashlight on, for free, illuminating both Zones. The nighttime Accuracy penalties don't apply! The dice are rolled and Mindy eliminates the Fatty.

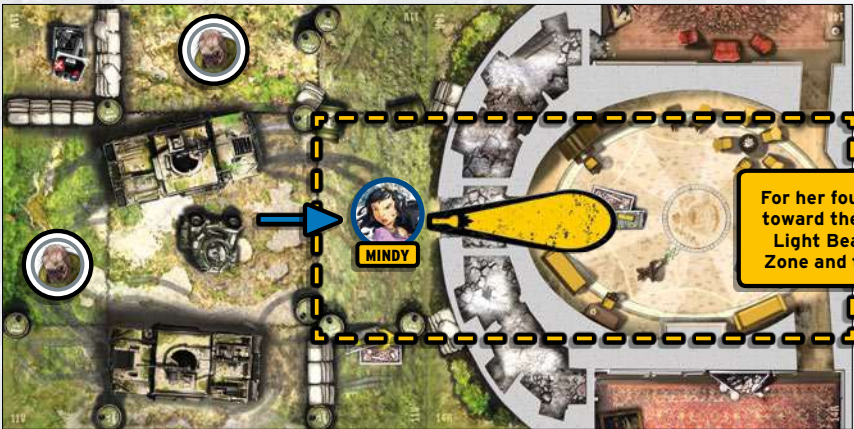
2

Mindy performs a Move as her second Action. Her Flashlight is still on, and is orientated toward the couple Walkers, for free.



For her third Action, Mindy fires at the Walkers' illuminated Zone, without nighttime penalty. One of them is eliminated.

3



For her fourth and last Action, Mindy Moves toward the White House. She orientates her Light Beam toward the building. Both her Zone and the building Zone are illuminated.

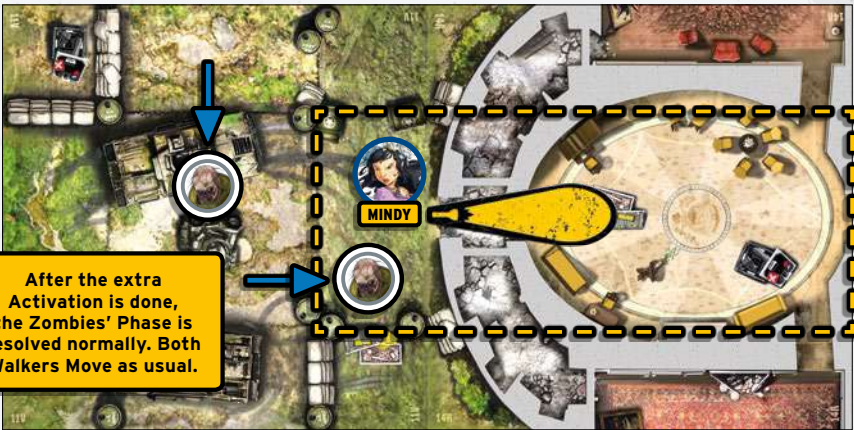
4

Right before the Zombie's Phase, players check for Zombies having Lines Of Sight on Light Beams. One of the Walkers sees such an illuminated Zone, and immediately performs an extra Activation, for free.



5

After the extra Activation is done, the Zombies' Phase is resolved normally. Both Walkers Move as usual.



#05 WASHINGTON Z.C. SPECIAL RULES

The rules detailed in this chapter are dedicated to Washington tiles, and Secret Service' specific game effects. Like Advanced Rules, they are used in the *Black & White* campaign (P. XX).

SECRET SERVICE

As we learned later, the secret service did their best to contain the first zombie waves, protect the White House, and help as many people as possible to escape. Many heroes died on day one. I know it's strange, but for that reason, we have some respect for the equipment and facilities they left behind. Unfortunately, they were not build to last, and often break easier than their civilian counterparts.



The Secret Service Equipment cards can be found on Washington tiles, specifically in Secret Service Zones and Humvees.

The Secret Service Equipment cards form a deck of their own, as written on their back, displaying a distinctive (color) color. As with other decks, they are shuffled and placed as a pile, facedown, close to the board, during Step 6 of the Setup. Secret Service cards use the Advanced Equipment rules (P. XX). Unless otherwise stated, **any Survivor performing a Search Action on a Secret Service Zone or a Zone featuring a Humvee draws from the Secret Service deck.** Look out for these Zones on Washington tiles!

HUMVEE

The Humvee token allows Survivors to Search for Secret Service Equipment in its Zone. It cannot be driven. Use it to feature Secret Service in Missions not using Washington tiles!



SANDBAGS

Sandbags helped us realize your average zombie is not really smart, and lacks the coordination to perform most trivial tasks. Imagine our faces as we were hiding behind sandbags and expected them to jump on us, and saw our foes being stopped, trying to get around.



Sandbags slow down Zombies, without interrupting Lines Of Sight. Fire at will!

Sandbags are obstacles printed on tiles, on straight borders between 2 Zones. They slow down Zombies between those Zones, without blocking Lines Of Sight. They are useful to trap Zombies and thin their ranks with Ranged Actions.

- Sandbags do not interrupt Lines Of Sight.
- Survivors may Move across Sandbags without penalty.
- Sandbags prevent Zombies' Move Step. They redefine their route around the Sandbags to reach their destination Zone.

This rule is ignored during extra Activations: In that case, the Sandbags are simply ignored to determine the Zombies' route and resolve their Move Step.

TANK

Ok, ok. It's a tank. I've seen a lot of people driving them around in movies, it must not be that hard... Where is the ignition key?



The tank prevents Lines Of Sight and Movement unless climbed upon.

The Tank is an obstacle printed on Tile 10V, straddling 2 Zones.

- The Tank interrupts Lines Of Sight to all Actors not standing on it. An Actor standing on it can trace Lines of Sight normally. They may also Move to the other Tank Zone, or exit it, with classic Move (and Move Step) rules.
- A Survivor may Move on a Tank Zone at the price of 1 additional Action. They are then considered as standing on it. Getting off the tank does not cost additional Actions.
- The Tank prevents Zombies' Move Step. They redefine their route around it to reach their destination Zone. **This rule is ignored during extra Activations:** In that case, the Tank is not considered as an obstacle to determine the Zombies' route and resolve their Move Step (it still prevents Lines Of Sight). Zombies may then stand on the Tank. They may get off it without penalty.

The Walker has a Line of Sight on Justin, yet cannot reach him with a single Move due to the Sandbags. The Zombie has to go all the way around them to reach the Survivor.

The Zones' common border is not fully closed with Sandbags. The Fatty can reach Justin with a single Move.

Ashley has a Line Of Sight on the Runner, but not to the Fatty (and the other way around): the Tank blocks Lines Of Sight.

The Runner has a Line Of Sight on Ashley, yet cannot reach her in any way, unless a Runner extra Activation occurs. In that case, the Runner will cross the Sandbags.

The figures define the Zones between the city and the no-man's land.



#06 CAMPAIGN RULES

The Campaign rules detailed in this chapter complete *Zombicide's* core and advanced rules, to be used specifically with the *Black & White* Campaign (P. XX).

CAMPAIGN SHEET

It's not really a secret, the best way to know about a survivor is looking at the trinkets they carry around. Most of us like to bring something of the past wherever we go, to remember who we are and where we come from. And you, what are your gimmicks?

All along the Campaign, Survivors gain **Campaign Experience Points (CXP)** to earn Bonus Actions and Campaign Skills. The decisions made may unlock specific Achievements and change the course of the story.

CXP BAR: Check the boxes as your Survivor earn CXP. Reaching the indicated Milestones grants the Survivor with Bonus Actions or Campaign Skills (P. XX).

CAMPAIGN SKILLS: Each time your Survivor earns a Campaign Skill, choose one from the list and check the corresponding box (P. XX).

BONUS ACTIONS: Each time your Survivor earns a Bonus Action, check a box here. They are cumulative, but each can be used only once per Mission! (P. XX).

EQUIPMENT KEPT: Write down here the Equipment the Survivor will keep for the next Mission (P. XX).

SURVIVOR NAME		PLAYER NAME																	
CXP 1 <input type="checkbox"/> 2 +1 Bonus Action OR +1 Campaign Skill 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 +1 Bonus Action OR +1 Campaign Skill 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 +1 Bonus Action OR +1 Campaign Skill 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 +1 Bonus Action OR +1 Campaign Skill 12 <input type="checkbox"/> 13 <input type="checkbox"/> 14 +1 Bonus Action OR +1 Campaign Skill 15 <input type="checkbox"/> 16 <input type="checkbox"/> 17 +1 Bonus Action OR +1 Campaign Skill 18 <input type="checkbox"/> 19 <input type="checkbox"/> 20 +1 Bonus Action OR +1 Campaign Skill		CAMPAIGN SKILLS (Blue Level) Combat reflexes <input type="checkbox"/> Destiny <input type="checkbox"/> Hold your nose <input type="checkbox"/> Home defender <input type="checkbox"/> Lifesaver <input type="checkbox"/> Low profile <input type="checkbox"/> Night fighter <input type="checkbox"/> Satchel <input type="checkbox"/> Sidestep <input type="checkbox"/> Starts with 2 AP <input type="checkbox"/> Starts with a Repair Kit <input type="checkbox"/> Starts with an Ammo card (Plenty Of Bullets OR Plenty Of Shells) <input type="checkbox"/> Steady hand <input type="checkbox"/> Webbing <input type="checkbox"/>																	
		BONUS ACTIONS (Once per Mission) <table border="1"> <tr> <th>Reserve</th> <th>Spent</th> </tr> <tr><td>1</td><td><input type="checkbox"/></td></tr> <tr><td>2</td><td><input type="checkbox"/></td></tr> <tr><td>3</td><td><input type="checkbox"/></td></tr> <tr><td>4</td><td><input type="checkbox"/></td></tr> <tr><td>5</td><td><input type="checkbox"/></td></tr> <tr><td>6</td><td><input type="checkbox"/></td></tr> <tr><td>7</td><td><input type="checkbox"/></td></tr> </table>		Reserve	Spent	1	<input type="checkbox"/>	2	<input type="checkbox"/>	3	<input type="checkbox"/>	4	<input type="checkbox"/>	5	<input type="checkbox"/>	6	<input type="checkbox"/>	7	<input type="checkbox"/>
Reserve	Spent																		
1	<input type="checkbox"/>																		
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3	<input type="checkbox"/>																		
4	<input type="checkbox"/>																		
5	<input type="checkbox"/>																		
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7	<input type="checkbox"/>																		
		Equipment Kept <hr/>																	
		Campaign Achievements <hr/>																	

CAMPAIGN ACHIEVEMENTS: Write down here the keywords epitomizing the Survivor's significant choices or feats. They have an impact on campaign events (P. XX).





The Campaign Sheet is used to track a Survivor's individual progress. As the Campaign begins, each Survivor gets their own Campaign Sheet from the notepad. Write down your heroes' story!

The different sections are explained below.

• CXP BAR

The jocks among us often say chasing zombies feels like practicing intensive sport. At some point, you grow addicted to adrenaline. It could explain lots and LOTS of things, if you ask me!

Each Survivor may earn up to 2 CXP per Mission:

- 1 for reaching the Orange Danger Level for the first time in the Mission.
- 1 for reaching the Red Danger Level for the first time in the Mission.

Reaching Ultrared Levels (Core rule book, P. XX) don't count. Some Missions may allow Survivors to earn additional CXP.

EXAMPLE: Anton reached the Orange Danger Level during the Campaign's first Mission, but not the Red Level. He earned 1 CXP, and the player checked the "1 CXP" box on Anton's Campaign Sheet. This CXP is earned for the entire Campaign (or until the Survivor dies).

CXP is kept throughout the Campaign: check the corresponding boxes as the Survivor's CXP reserve grows. Reaching the indicated Milestones earns the Survivor the corresponding reward(s).

CXP is earned as the Mission goes on: **Milestone rewards are immediate and may be used the Turn in which they are acquired.**

With each Milestone comes a reward choice: either a Bonus Action or a Campaign Skill.

EXAMPLE: The team is now playing the Campaign's second Mission. Anton reaches the Orange Level again, earning another CXP. He now has 2, which is enough to unlock a reward. The player chooses between a Bonus Action or a Campaign Skill.

• CAMPAIGN SKILLS

We survivors know a few good ways to learn new tricks. And it doesn't necessarily involve pain. The best one is through experience. If you really want to learn something, put your hands on it, as soon as you can!

The Survivor earns a Campaign Skill of your choosing among the list. Check the corresponding box. **Each Campaign Skill can be acquired only once.**

From then on, the Survivor gets the chosen Skill at Blue Level, in addition to any Blue Level Skill(s) they already possess. It can be used immediately.

Some Campaign Skills are new, and detailed on P. XX.

EXAMPLE: Anton's player goes for the Lifesaver Campaign Skill. From now on, Anton has both the All-out: +1 die: Ranged Skill, and Lifesaver, as Blue Level Skills. Lifesaver may even be used immediately!



• BONUS ACTIONS

We're accustomed to giving out our best to survive and get what we want. For some people, it sometimes means going all-out with themselves, reaching beyond human limits for a second. It's a rare and impressive show.

The Survivor earns a free Action to spend in any way they please, **once per Mission.**

This reward may be selected multiple times across the Campaign. Check the corresponding amount in the "Reserve" boxes of the Bonus Actions' section.

Check a "Spent" box **with a pencil** each time the Survivor spends 1 Bonus Action, up to the "Reserve" amount. The Survivor may use several Bonus Actions in the same Turn.

The Reserve is fully replenished at the end of each Mission: erase the "Spent" marks.

EXAMPLE: Ashley got the "+1 Bonus Action" reward 3 times across the course of the Campaign. She has up to 3 Bonus Actions to spend during each Mission, in any way the player pleases. Bonus Actions are recovered at the end of each Mission.

• EQUIPMENT KEPT

The Keep rules (P. XX) allow Survivors to keep Equipment from a Mission to the next. This section may be used to write down the list with a pencil, for an easier tracking.



● CAMPAIGN ACHIEVEMENTS

Keep on doing your best, but don't let people put a label on you. We rarely get the nicknames we'd like to have.

Campaign Missions may either require an important decision to make, or get Survivors to perform a significant feat. The choice or feat may result in writing a Campaign Achievement, usually a descriptive keyword (like "Praetorian" or "Tunnel Dweller", for example), in the corresponding section of the Campaign Sheet.

Campaign Achievements may be individual or collective. They may have an impact on future Missions: obtaining a specific Achievement may unlock special events, influence the behavior of non-playing characters toward the Survivor, or change the course of the Campaign itself.

OBJECTIVE CARDS

We've seen our share of weird things and unexpected events since our Washington days. First, we never grew accustomed to them. Second, we don't want them to stop!



In Campaign Missions, Objective tokens are replaced with Objective cards. These cards are designed to be set in specific Zones, or straddling doors. Their back blends with the tile's environment. **Don't read Objective cards until a Survivor takes them up, as it would spoil your gaming experience!**

Pimpweapon Crates are not replaced with cards. These tokens are set and taken as usual.



• SETUP

Each Campaign Mission has its own set of Objective cards, gathered in an **Objective pack**. Make sure to take the right set for the chosen Mission, and place the Objective cards as described on the Mission map. **For an easier setting, Objective cards feature the number(s) of the tile(s) they are placed on.**

Some Objective cards, called **Notes**, are placed facedown close to the board. They may be read during the Mission, according to the decisions the Survivors make.



This is a basic campaign Mission layout. Everything is the same, except the Objective tokens have been replaced with Objective cards. When a Survivor picks one up, the player reads it aloud, and apply the corresponding game effects. Sometimes, choices have to be made! Also, please note the Pimpweapon Crate stay the same.



These are Notes. They can be picked up and read along the game, according to situations or choices made with the Objective cards. For example, Objective Card #14 may lead you to choose between two options. Each of them is then explained on its corresponding Note, #1 or #2.

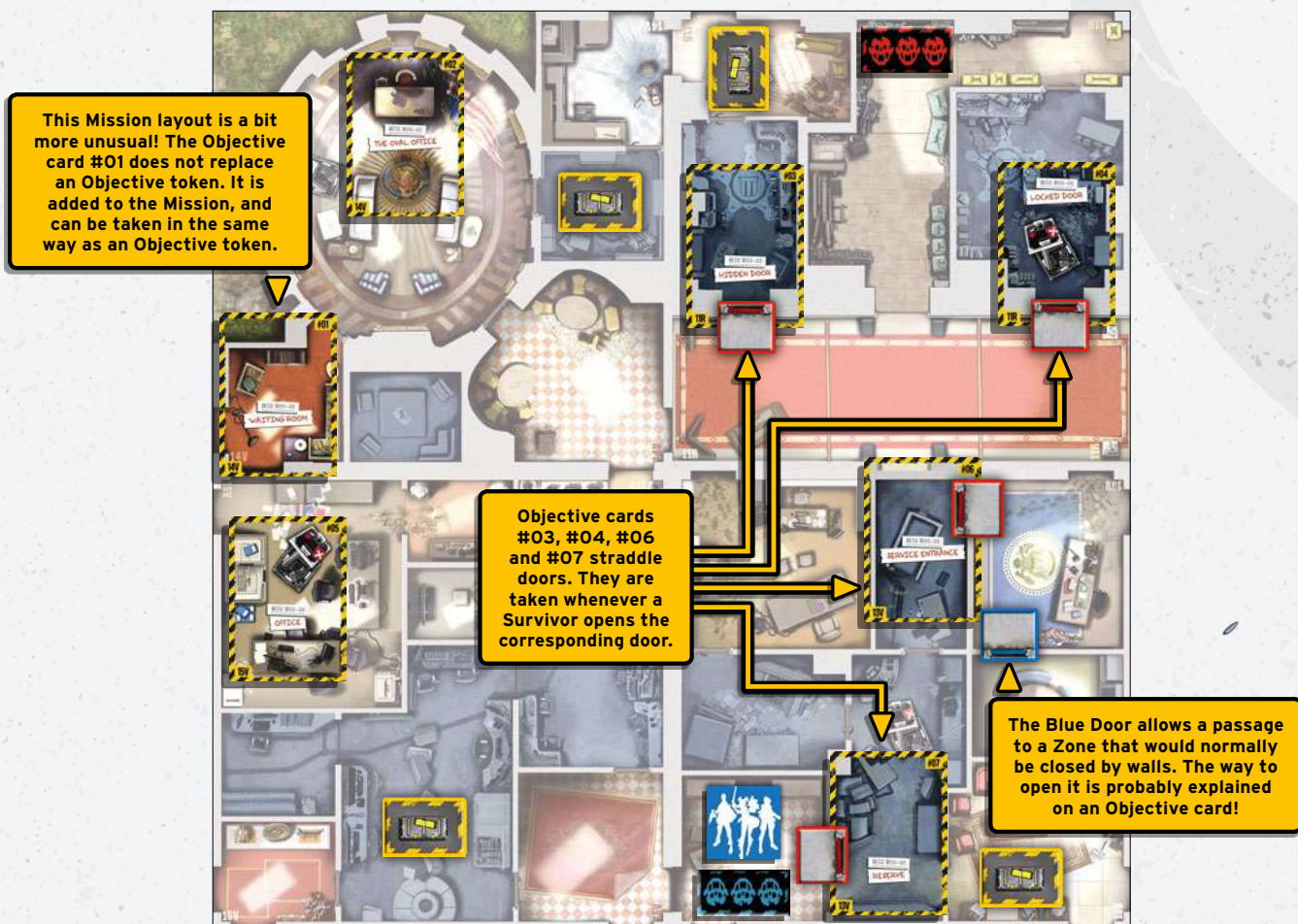
• **TAKING AN OBJECTIVE CARD**

- Objective cards set in Objective Zones are taken in the same way as classic Objective tokens.
- Objective cards straddling doors are taken whenever the corresponding door is opened.

NOTE: Unless otherwise stated, taking an Objective card does not grant AP.

Whenever an Objective card is taken, read it out loud for all the team to enjoy, and apply the game effects described on the card. In descriptions, "the Survivor" designates the Survivor who took the Objective card. Some cards may lead the team to talk about decisions to make. *Zombicide* is a cooperative game!

Unless otherwise stated, Objective cards are discarded after their effects are resolved. Some of them may ask you to "keep them revealed": keep them on the Zone they were picked up, or near the board, as reminders of game effects to apply.



These Notes hold secret information about choices made by Survivors along the Mission.

• ACHIEVEMENTS AND KEYWORDS

Objective cards may feature Achievements to write down on Campaign Sheets (see P. XX).

Some Objective cards also feature capitalized keywords, linking them to other Objective cards in a narrative way.

EXAMPLE: Tess takes a door Objective card. The player reads it and discovers it cannot be opened as a KEYCARD is needed. But when it is done, players may read Note #1. The Objective card is placed back on the door.

Later, Angelo takes an Objective card featuring a KEYCARD. The door Tess previously found can now be opened. As soon as it is done, Note #1 is read. What secret lies inside this locked room?

