

ZOMBICIDE

FRIENDS AND FOES



RULES AND QUESTS



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GAME COMPONENTS

33 mini-CARDS

19 Equipment Cards

- Heavy Dagger.....x2
- Heavy Sword.....x2
- Horn Bow.....x2
- Mace.....x2
- Plague Mask.....x2
- Power Wave.....x3
- Gog.....x1
- Magog.....x1
- Seth.....x1
- Vanadis.....x1
- Nucifer.....x1
- Vatan.....x1



14 Zombie Cards (#253 to #266)



5 GAME TILES (DOUBLE-SIDED)



6 FAMILIAR MINIATURES



Gog



Magog



Seth



Vanadis



Nucifer



Vatan

4 SURVIVOR MINIATURES AND ID CARDS



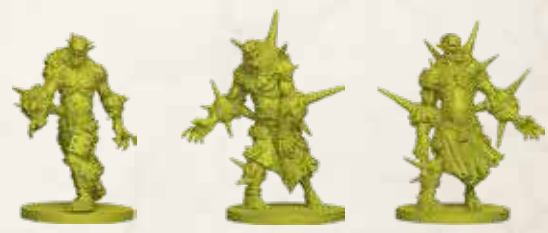
Doran

Katelyn

Kabral

Solveig

19 ZOMBIE MINIATURES



18 Tainted Walkers



1 Tainted Abomination



NEW ZOMBIES: TAINTED ZOMBIES

A few Orcs survived their people's onslaught at the hands of the necromancers and their zombie armies. Such a feat was made possible, they say, by the treason of fallen orcs, lured by promises of glory and power. They were so blinded by their hatred for dwarves, elves, and men that they made a pact with the forces of corruption. And they were fooled, of course. Now, they are zombies, like the rest.

Well, not exactly like the rest. Their corruption and hate shows in their infection. These "tainted walkers" possess acid blood and can deal a flurry of spiky punches for a few seconds after being dealt a fatal blow. We call this the "tainted blood spray". Avoid hand-to-hand fighting with them at all cost.



INTRODUCING FRIENDS AND FOES

Until recently, countries of orcs and men were separated by a border, and both species fought viciously against one-another often. Orcs raided for food and fun. Men raided back for vengeance and sport. The brutal game went on for decades, imprinting a strong fighting spirit in anyone unfortunate enough to be born in this rainy region. Then, the zombie plague struck us all, and both armies fell to the necromancers' schemes.

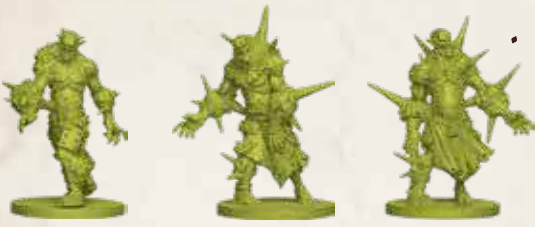
At first, we fought in our old kingdom, looking for fellow survivors to rally, and answers about the zombie plague as zombie orcs crossed the border to fight us. Even in survival mode, we are still creatures of habit: we soon came to realize there are no such things as borders anymore. Our freedom knows no bounds.

A few among us now venture deeper and deeper across the unguarded border, heading for horrors and discoveries!



Friends And Foes requires a core Zombicide box, like Black Plague or Green Horde. Using it to enhance your game is easy: unless stated otherwise in the Quest's briefing, simply add all Friends And Foes' Equipment and Zombie cards to their respective standard piles.

Tainted Walkers



Tainted Walkers follow these rules:

Damage: 2

Min. Damage to destroy: Damage 1

Experience provided: 1 point

Special rules:

- Tainted Walkers are Orcs and Walkers. They do not benefit from Extra Activation cards for Standard Walkers.
- Tainted Blood Spray: A Survivor killing a Tainted Walker standing in their Zone endures a single hit in return, inflicting 2 Wounds. An Armor roll is allowed.
- Tainted Walkers use **Horde rules** (see below).

THE HORDE

These Horde rules are extracted from *Zombicide: Green Horde*. The Horde stands for a growing Orc Zombie crowd, ready to invade the board and violently ambush Survivors from an unexpected entrance.

- Each time a Zombie card with the Horde symbol is drawn to spawn Zombies on the board, set aside **1 extra** Zombie miniature of the same type (Orc Walker, Orc Runner, Orc Fatty, or Tainted Walker). All miniatures set aside this way collectively form the Horde and are locked there until the Horde spawns.

Zombie cards marked with the Horde symbol are subject to the Horde rules.



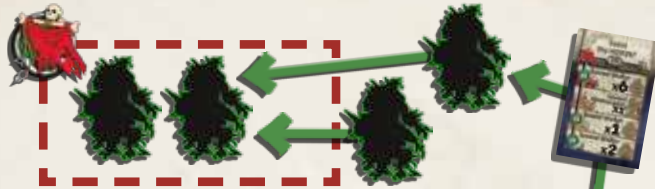
NOTE: This effect does not apply to Orc Abominations, Tainted Abominations, or Orc Necromancers. The "Aaahh!! Orc Walker" Equipment card from *Zombicide: Green Horde* has no effect on the Horde either.

- Each time an Orc Necromancer card with the Horde symbol is drawn (spawning or re-activating an Orc Necromancer), players add 1 Orc Walker, 1 Orc Fatty, **and** 1 Orc Runner to the Horde. **Tainted Walkers are not affected by this rule.**

- Whenever an "Enter the Horde!" card is drawn, the entire Horde spawns in the indicated Zone the Zombie card was drawn for. **Such an event ends the Spawn Step / ends the Zombie spawning in the building.**

HORDE RULE, STEP 1

1- This is the Zombies' Phase Spawn Step. A Zombie card is drawn for this Spawn Zone: 1 Standard Walker. Standard Zombies don't use the Horde rule. A Standard Walker miniature is set in the Zone.



2- A second Zombie card is drawn: 2 Tainted Walkers. They use Horde rules: 2 Tainted Walker miniatures are set in the Zone, a single other one is added to the Horde.



3- A third Zombie card is drawn: 1 Tainted Walker. It uses the Horde rules: a Tainted Walker miniature is set in the Zone, another one is added to the Horde. (joining the previous one as the Horde grows).

HORDE RULE, STEP 2

1- On the next Players' Phase, Kabral opens the door. A first Zombie card is drawn for this building Zone: a Tainted Abomination! Such monsters do not benefit from Horde rules, though. No additional effect.



2- An "Enter The Horde!" Zombie card is drawn for this second building Zone. The Horde is emptied into the Zone, letting 2 Tainted Walkers enter the board. As an "Enter The Horde!" card was drawn, the spawning stops here. No final Zombie Spawn in the third building Zone.

Tainted Abomination



The Tainted Abomination follows these rules:

Damage: 3

Min. Damage to destroy: Damage 3

Experience provided: 5 points

Special rules:

- Tainted Abominations do not benefit from Horde rules.
- Wounds inflicted by Abominations can't be prevented by Armor rolls.
- A Damage 3 weapon or Dragon Fire is required to kill an Abomination.
- Tainted Blood Spray: A Survivor killing a Tainted Abomination standing in their Zone endures a single hit in return, inflicting 3 Wounds. No Armor roll is allowed.



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 DESTROY	EXPERIENCE POINTS
1	Survivor	-	-	-
2	Dragon (any kind)	1	2	1
3	Murder of Crowz / Swarm of Ratz	1	1	1
4	Walker (any kind)	1	1	1
5	Fatty / Abomination (any kind)	1	2/3	1/5
6	Runner (any kind)	2	1	1
7	Zombie Wolfz	3	1	1
8	Necromancer (any kind)	1	1	1

This updated Targeting Priority Order chart includes *Zombicide: Black Plague*, *Zombicide: Green Horde*, and expansions.



NEW TILES: HEDGES AND WATERHOLE ZONES

We discovered wonders after crossing the border. First, of course, we had to fight these sick, tainted zombies and their acid blood. At this stage, we are not sure what caused this. Another necromantic experiment? Or, perhaps, the influence of nature itself? The wilderness seems more vivid here, as we discovered by rescuing our new familiar friends. And it rains. And rains. All the time.

Friends and Foes comes with 5 tiles featuring Hedges and Waterholes, as introduced in *Zombicide: Green Horde*. Hedges and Waterholes come in greater numbers, allowing to create deep and wild environments to confront Zombies.

Hedges and Waterhole Zones rules are extracted from *Zombicide: Green Horde*.



HEDGES



Shortening Lines Of Sight in a significant way, Hedges play a major role in movement, ranged combat in any form, and defining Zombie routes. They literally allow Survivors and Zombies to play a deadly game of hide-and-seek with each other.

- Hedges interrupt Lines Of Sight (for Survivors and Zombies alike). Actors standing in a tower Zone (see the *Wulfsburg* expansion) are not affected by this rule.

- Roll a die whenever a Survivor crosses a Hedge without any Survivor having a Line Of Sight to the destination Zone. On a **6**, add an Orc Walker (or an available Walker of your choosing, if no Orc Walker is available) in the destination Zone (it was wandering around, unseen so far).

This Spawn has no effect on the Horde, but can trigger extra Activations.

WATERHOLE ZONES



Waterhole Zones represent areas where Actors stand waist-deep in water. Most of them connect with dry Zones either via Banks or Ledges.

A **Bank** represents a smooth, easy passage from the Waterhole to a dry Zone. Their common border is designed as a gradual, irregular shore. It's light and foamy.

A **Ledge** represents a steep division between the Waterhole and a dry Zone. Their common border is designed as a strict, dark divide.

Performing an Action to leave a Waterhole Zone has different results depending on the destination:

LEAVING A WATERHOLE ZONE			
	TO ANOTHER WATERHOLE ZONE	THROUGH A BANK	THROUGH A LEDGE
SURVIVOR	Spend an additional Action	No penalty	Spend an additional Action
ZOMBIE	No penalty	No penalty	Zombies can't leave through a Ledge. Select another route.

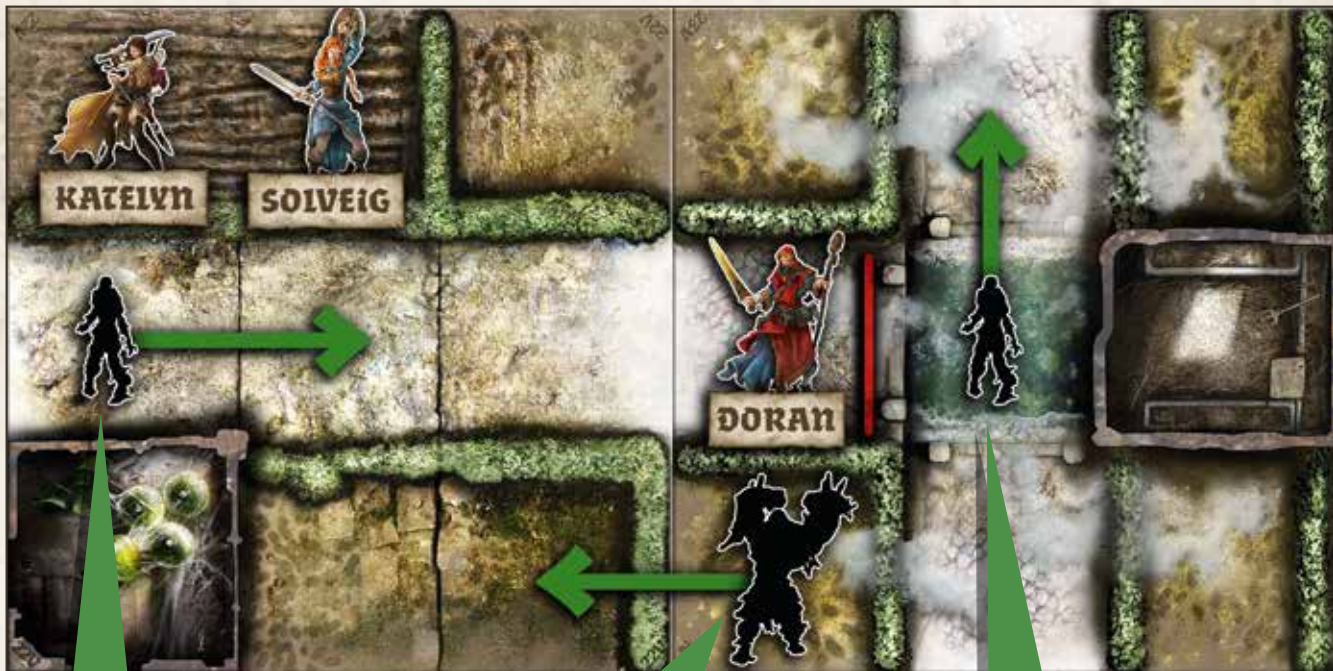
- Other features on the common border still apply: walls prevent Movement and Line Of Sight, Hedges prevent Lines of Sight, etc.

- Survivors benefitting from the **Speed Enchantment** ignore Waterhole effects.

- Siege Engines are destroyed whenever they are set in a Waterhole Zone. Remove the miniature.

- Dragon Fire (from any origin) has no effect in Waterhole Zones.**

- Actors moving from a dry Zone to a Waterhole Zone, whether it is through a Bank or a Ledge, follow the normal movement rules, with no special limitations.



1- This Walker has a Line Of Sight on Doran. Following normal Zombie Movement rules, it Moves 1 Zone towards him.

2- The Hedge prevents the Abomination from having a Line Of Sight on Doran. As it doesn't see anyone, the Zombie Moves 1 Zone toward the noisiest Zone on the board: where Katelyn and Solveig stand. Two routes of equal length (north and west) are available. The players choose to get the Abomination moving west.

3- This Walker has a Line Of Sight on Doran, but is unable to cross the western Ledge. Another route has to be found. 2 are available toward Doran (north and south). Players selects the northern path.



FAMILIARS

The rules have changed. With zombies, there are no written laws, no grudge between individuals or people, no etiquette or castes. Everyone dies the same and resurrects to join the horde the same. Even frontiers between species are shattered: from now on, it's only survivors against zombies.

As survivors were learning basic combat spells and enchantments from fellow magicians, they also discovered the ways to bind a familiar and share new powers with their animal friends. Survivors going from quest to quest alongside familiars is slowly becoming a common sight.

◆ ACQUIRING A FAMILIAR

Familiar cards are Equipment cards. A Familiar recognizes the Survivor that has its card in their Backpack as its **Handler**. Familiar cards can be traded or lost in the same way as regular Equipment cards. If such a card is lost, remove the Familiar miniature as well. It has fled the scene and is lost.

Each Survivor can begin the game with a single Familiar. Before the game begins, choose a Familiar and put its card in its Handler's Backpack. The corresponding Familiar miniature is set in the same starting Zone as its Handler. Over the course of the game, a Survivor can gain or exchange Familiar wards with their teammates in order to have multiple Familiars in their Backpack.

Some Quests allow Survivors to put Familiars in the Equipment pile or link Familiars to Objectives. In that case, follow the Quest's special rules.



◆ FAMILIARS BASIC RULES



A Familiar:

- 1- Is a Survivor.
- 2- Is defeated and removed by the first Wound it receives. Discard the corresponding Familiar card. **Due to the magical bond, its Handler endures 1 Wound (no Armor roll) as well.**
- 3- Possesses the listed set of Skills. As long as they are both in the same Zone, its Handler has the Skills listed after "Handler". These bonuses are cumulative if the Handler has several Familiars.
- 4- Can Move freely with its Handler as long as they're both in the same Zone. In that case, all special rules and Move-related Skills (like +1 Zone per Move, for example) on the Handler also apply to their Familiar.
- 5- Does not have an Inventory.

Familiars do not have Actions of their own. A Handler can spend their own Actions to give Instructions to their Familiar(s). At the cost of 1 Action given by its handler, a Familiar can perform 1 of these Instructions:

- **Move** (up to 3 Zones)
- **Melee Attack** (see the Familiar's card for characteristics)
- **Make some Noise**
- **Search** (only if the Familiar has the Skill). This Search Action can be performed even if the Handler Searched during the same Activation. A Familiar can hold a single Equipment card it has found (but not use it). The Familiar may freely drop the Equipment card (it is discarded) or give it to its Handler anytime they are in the same Zone. A Familiar cannot be given an Equipment card with a Trade Action.

◆ ADDITIONAL FAMILIAR SKILLS

3 Zones per Move – This Skill is the same as 2 Zones per Move, with 3 Zones instead.

+2 dice: Melee – This Skill is the same as +1 die: Melee, with 2 bonus dice instead.

Bird's-eye view – The Survivor may trace Lines Of Sight over buildings and Hedges to Zones beyond them. Line Of Sight cannot be traced *into* a building through walls or closed doors. The Survivor can use this special Line Of Sight to perform Attacks.





ADDITIONAL QUESTS

◆ QUEST 1:

THE CREEPING PLAGUE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

After wandering for several months, we stumbled across a remote village set on a plateau. We quickly realized it was cut off from the world, as people didn't know anything about the black plague. We stayed here for two days, enjoying a simpler life among honest people and preparing their defenses. It seems, however, necromancers tracked us somehow and waited for the right moment to strike. We were on the other side of the valley when we saw the smoke rising. We rushed back. It's too late. All we can do now is put our former hosts to rest and follow the horde for vengeance.

Material needed: **Zombicide: Black Plague, Friends And Foes.**
 Tiles needed: **1V, 21V, 22V, 23V, 24V & 25R.**

OBJECTIVES

The Quest succeeds as soon as all Zombie Spawn tokens are in the same Zone.

SPECIAL RULES

- **Setup.** Put the blue and the green Objective tokens randomly among the red Objective tokens facedown.
- **Dark Talismans.** Each Objective token gives 5 experience points to the Survivor who takes it.
- The blue Spawn Zone becomes active as soon as the blue Objective token is taken. The blue Objective token is kept by the Survivor who found it. It does not take up a slot in their Inventory. The blue Objective token can be discarded at any time during a Players' Phase: choose any reachable Zone on the board and relocate the blue Zombie Spawn token to it.



24V	25R
1V	23V
22V	21V



- The same rules apply for the green Objective tokens, the green Spawn Zone, and the green Zombie Spawn token.

• **Old Doors.** The blue and green doors can be opened like standard red doors. Any Zombie activating next to the closed blue or green door spends its entire Activation opening it. This rule applies even if several Zombies have to spend their Activation doing so.

QUEST 2:

SVARGA'S PRIDE

MEDIUM / 6+ SURVIVORS / 60 MINUTES

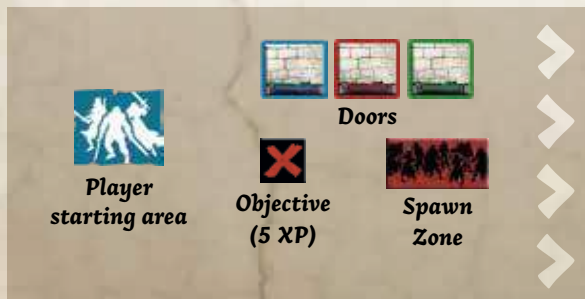
We found our old dwarven friend, Samson, a bit melancholic this morning. He explained he used to travel to this small village once every three years to greet Svarga, his half-sister. Svarga is – was? – an enchantress, an uncommon activity for a dwarf. Samson is not sure she's still alive but would be happy to know her favorite creations lay in the right hands. Guess what? Our grumpy friend was shy to ask for some help. That's fortunate! He didn't have to! Here we go!

While we're here, tell me: axe or sword?

Material needed: **Zombicide: Black Plague, Friends And Foes.**

Tiles needed: **7V, 21V, 22V, 23R, 24V & 25R.**

21V	7V
24V	25R
22V	23R



OBJECTIVES

The Quest succeeds as soon as the 6 red Objective tokens have been taken.

SPECIAL RULES

- **Setup.** Put the blue and the green Objective tokens randomly among the red Objective tokens facedown.
- **Reinforced Doors.** The blue door cannot be opened until the blue Objective token has been taken. The green door cannot be opened until the green Objective token has been taken.
- **Svarga's Collection.** Each Objective token gives 5 experience points to the Survivor who takes it. If it was a red Objective token (not the blue or green), pick an Equipment card of your choice from the Equipment pile or discard pile, and give it to the Survivor. They can reorganize their Inventory for free. Then, shuffle the Equipment pile if it was looked through. If you own at least 6 Vault Weapon cards, you may pick from them instead.



◆ QUEST 3:

TALES OF THE DROWNED CITY

MEDIUM / 6+ SURVIVORS / 60-120 MINUTES

Baldric dreamt about a flooded city hosting wondrous artifacts and promptly guided us to this wild place. And that's exactly it! We guess a community tried to establish itself among these ruins, ignoring the fact that the water would get stagnant and make them ill. Weakness proved to be a situation the necromancers took advantage of. We see dark seals on every door, and everyone can sense the artifacts' power in the vicinity. Of course, it's a trap. Even the dumbest Walker would understand Baldric was lured here by some mischievous ritual.

On the other hand, Silas has an Elvish word for that peculiar thrill we feel right now: "lol".

Material needed: **Zombicide: Black Plague, Friends And Foes.**

Tiles needed: **6R, 21R, 22R, 23R, 24V & 25R.**

OBJECTIVES

The Quest succeeds as soon as the blue and green Objective tokens have been taken.

SPECIAL RULES

- **Setup.** Put the blue and the green Objective tokens randomly among the red Objective tokens facedown.
- **Open Sesame.** Each Objective token gives 5 experience points to the Survivor who takes it.
 - Taking the blue or green Objective token also gives a Vault weapon of your choosing. Your Inventory may be reorganized for free.
 - Taking a red Objective token allows the opening of a red door of your choosing.

- **Drowned Seals.** Survivors cannot open the red doors normally. They may only open the blue and green door, using standard Door Opening rules. Any Zombie activating next to a closed red door spends its entire Activation opening it. This rule applies even if several Zombies have to spend their Activation doing so.

23R	25R
6R	21R
22R	24V



◆ QUEST 4:

INFECTED TIDES

HARD / 6+ SURVIVORS / 120 MINUTES

Well, it seems we're cornered. The zombie horde got us stuck here, and infected are coming from everywhere. Always look for the exit. The town hall, on the other side of the flooded street, is our only way out. To achieve this, though, we have to wade knee-deep through the dead and fight our way up the bloody and filthy river. As long as we leave no one behind, it sounds like fun and games!

Material needed: **Zombicide: Black Plague, Friends And Foes.**

Tiles needed: **2R, 21R, 22R, 23R, 24V & 25R.**

OBJECTIVES

Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

25R	2R
23R	22R
24V	21R



SPECIAL RULES

• **Setup.** Put the blue and the green Objective tokens randomly among the red Objective tokens facedown.

• **The Town Keys.** Each Objective token gives 5 experience points to the Survivor who takes it.

- Immediately perform a Zombie Spawn on the blue Spawn Zone each time a red Objective token is taken.

- The blue Spawn Zone becomes active as soon as the blue Objective token is taken. Flip the Zombie Spawn token on its red side.

• **Break On Through to the Other Side.** The blue door cannot be opened until the blue Objective token has been taken. The green door cannot be opened until the green Objective token has been taken.



◆ QUEST 5:

PALE SHELTER

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We are in a tricky situation. Our last shelter cannot protect us any longer, and we didn't find a new one suitable enough so far. It's cold, the rain keeps on falling, and a pale moon already shows in the sky.

This village on a trading road is our last resort. We've been here before and remember a pair of reinforced buildings around the place. Our next shelter may be full of infected monsters. Let's open these doors and find out. We'll purge the place if there is no other option. My kingdom for a fire and dry pants!

Material needed: **Zombicide: Green Horde, Friends And Foes.**

Tiles needed: **17R, 18R, 20V, 21R, 22R & 23R.**

OBJECTIVES

Reach the blue and/or the green Spawn Zone with all starting Survivors. Any Survivor may escape through either Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Setup.** Put the blue and the green Objective tokens randomly among the red Objective tokens facedown.
- **The Evil Beneath.** Each Objective token gives 5 experience points to the Survivor who takes it.
 - The blue door cannot be opened until the blue Objective token has been taken. The blue Spawn Zone becomes active as soon as the blue Objective token is taken.
 - The green door cannot be opened until the green Objective token has been taken. The green Spawn Zone becomes active as soon as the green Objective token is taken.
- **Infected Prisons.** Neither the blue nor the green Zombie Spawn tokens can be removed.



21R	22R
23R	20V
18R	17R



◆ QUEST 6:

ON FELINE WINGS

MEDIUM / 6+ SURVIVORS / 60-120 MINUTES

We just helped a group of survivors escape their haven seconds before the area was overrun by zombies. But as soon as we reached the hills, their flying cat escaped back to the house, the boy followed, and the father right after him. And you know what? Now it's our turn. There is no way we can let them die. They are here, somewhere, surrounded by zombies.

At least we found the cat.

Material needed: **Zombicide: Green Horde, Friends And Foes.**

Tiles needed: 18V, 20V, 21V, 23V, 24V & 25R.

OBJECTIVES

The blue and green Objective tokens represent the villagers that need to be rescued. The Quest succeeds as soon as the blue and green Objective tokens have been taken. The Quest is lost if either villager is eliminated.

SPECIAL RULES

• **Setup.** Put the blue and the green Objective tokens randomly among the red Objective tokens facedown. Put either Seth or Vanadis among the Starting Equipment cards.

• **Oh, They Forgot This!** Each Objective token gives 5 experience points to the Survivor who takes it. Taking a double-sided red Objective token also grants a Vault weapon to the Survivor. The Survivor's Inventory may be reorganized for free.

• **Young and Unafraid.** Objective tokens are flipped and revealed as soon as a door leading to them is open. The blue and green Objective tokens are villagers: while the corresponding tokens have not yet been taken, they are considered as Survivors with no Action and Health 1. Remember, the game is lost if either villager is eliminated. Be quick and prepared!

20V	18V
23V	25R
21V	24V



◆ QUEST 7:

THE BLIGHTED GARDEN

MEDIUM / 6+ SURVIVORS / 120 MINUTES

This. This is freaking us out, and everybody knows it's not easy to impress seasoned survivors. At first, we didn't realize the zombies we battled a couple days ago were all carrying a message in a bottle, written especially for us and bearing our own names.

These were invitations from a necromancer cabal. They were calling us to the so-called "Blighted Garden", their resting place, to have some "fun" and get away with "gifts". At first, we thought it was a joke, but we were intrigued. So, we went there.

No, this was no joke. This place is twisted and reeks of evil!

Material needed: **Zombicide: Green Horde, Friends And Foes.**
 Tiles needed: **15V, 16V, 18V, 21V, 22V & 23V.**

OBJECTIVES

The Quest succeeds as soon as all Vault weapons have been taken.

SPECIAL RULES

- **Setup.** Put a random Vault weapon in every highlighted Zone facedown.

- **Cursed Adornment:** Vault weapon cards may be taken like Objective tokens. The Survivor doesn't earn experience points but can reorganize their Inventory for free. The green Spawn Zone becomes active as soon as a Vault weapon is taken.

- **Muffled Steps:** During the Zombies' Step / Spawn Phase, Spawn Zones on which Survivors don't have a Line Of Sight produce an Objective token instead of spawning a Zombie card. These tokens represent unknown Zombies, Moving around the board like Standard Walkers. If the party doesn't have any Objective tokens left and must spawn one, all Objective tokens get an Extra Activation instead.



Objective tokens are removed as soon as a Survivor has a Line Of Sight to it. Spawn a Zombie card in the corresponding Zone, using the current Danger Level.

A Zone containing an Objective token may also be targeted by a Siege Action: remove the token and spawn Zombies before the ammunition is chosen. If there is no Zombie (extra Activation card, for example), the Siege Action has no effect on the Zone.

QUEST 8:

THE GREEN LADY

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Bad dreams, a sense of impending doom, headaches and illnesses: we have good reason to think battling the infected for so long has taken its toll and tainted us in a way. It feels like a curse, and we know no remedy for this taint.

A villager we saved a month ago sensed it as well. He told us about the Green Lady In The Forest, a healer of magical origin sharing a strong link with mother nature. Zombies annoy her but are unable to harm her. Finding her is not an easy task, though. The Green Lady mistrusts civilization and retreats to her private haven whenever trouble comes around. Getting to her to obtain an audience may prove to be a challenge.

We may be darkened a bit by the plague, but we still love challenges!

Material needed: **Zombicide: Green Horde, Friends And Foes.**
Tiles needed: **20V, 22R, 23V, 24V & 25R.**

OBJECTIVES

Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Setup.**
 - Put the blue Objective token randomly among the red Objective token facedown.
 - Form a pile with 6 Vault weapons cards set in the highlighted Zone.
- **The Green Lady's Shed:** Any Survivor performing a Search Action in the highlighted Zone may instead look at the Vault weapon cards, pick 1, and reorganize their Inventory.
- **The Submerged Corridor.** Finding a red Objective token earns 5 experience points to the Survivor who takes it. The blue Objective token doesn't grant experience when it is revealed. Both the blue and green Objective tokens cannot be taken from the Zone they are in, as they mark the entrances



of the submerged passage leading to the Green Lady's haven. As long as there are no Zombies in it, any Survivor standing in the blue Objective token's Zone may spend an Action to place their miniature in the green Objective token's Zone (it is not a Move Action). The submerged corridor may also be used the other way around. The blue Spawn Zone becomes active as soon as the blue Objective token is found.

◆ QUEST 9:

HELLRIVER MANSION

HARD / 6+ SURVIVORS / 90 MINUTES

We've heard about Hellriver Mansion for some time but never had the chance to come by. It's a special place in a mundane city. Rumors say boiling water springs from the ground around the mansion, burning flesh within seconds. Doran and Johannes absolutely wanted to see this wonder and turn it into a shelter. It smells like sulfur but, to Doran's disappointment, magic does not seem to be involved. Johannes thinks an inventor, or a group of inventors, lived there and found a way to dig deep down to a volcanic source. How they managed the feat, and why, remains a mystery. Answers will be found in Hellriver Mansion for science and zombicide!

Material needed: **Zombicide: Green Horde, Friends And Foes.**
Tiles needed: **13R, 21R, 22R, 23R, 24V& 25R.**

OBJECTIVES

The Quest succeeds as soon as all starting Survivors are in the central building stretching over tiles 22R and 23R. It can only be entered by using the bridge (see Special Rules).

SPECIAL RULES

• Setup.

- Put the blue and green Objective tokens randomly among the red Objective tokens facedown.
- Use Barrier tokens to represent a bridge in the indicated area, next to the blue door (those tokens merely represent an overhanging bridge, they don't block movement in the Zone where they are).





13R	23R	24V
21R	22R	25R

• **Experimental Weapons.** Each Objective token gives 5 experience points to the Survivor who takes it.

- Taking a double-sided red Objective token grants a random Vault Weapon card to the Survivor. The Survivor's Inventory may be reorganized for free.
- The blue door cannot be opened until both the blue and the green Objective tokens have been taken.

• **The Bridge.** Crossing the bridge to go to the opposite building Zone costs 1 Move Action (both Survivors and Zombies can use it once the blue door is open). It is the only way to enter the central building.



• **Hellriver.** Any Survivor in a Waterhole Zone at the end of a Players' Phase suffers 1 Wound (no Armor roll). Any Zombie in a Waterhole Zone at the end of a Zombies' Phase suffers Damage 1 (no Armor roll). Necromancers, Zombie Crowz, and Spectral Walkers are immune. Zombies destroyed this way are placed in the Horde (even if they don't normally use Horde rules).



◆ QUEST 10:

UNFAIR TRADES

HARD / 6+ SURVIVORS / 90 MINUTES

We had the chance to come across a necromancer spy and gave her enough time to mutter some words. She tried to trade information for her life. Well, the bargain did not succeed as well as she expected.



Anyway. She worked for a crazed necromancer cabal which opened twin gateways to some kind of underworld, sacrificing people and objects for more power. The fools don't care if anything is allowed to pass through the other way around. What could come from such dark, unknown places?

We found the location and are ready for action. There are already small cracks in the fabric of reality, vomiting growing hordes of zombies.

We have to be fast or this place will turn into a mess.

Material needed: **Zombicide: Green Horde, Friends And Foes.**
Tiles needed: **21V, 23V, 24R & 25R.**

OBJECTIVES

The Quest succeeds as soon as all Spawn Zones have been removed by the Trebuchet.

SPECIAL RULES

• Setup.

- Put the blue Objective token randomly among the red Objective tokens facedown.
- Set a facedown Vault weapon card in each of the indicated Zones.

• **Prized Relics.** Vault weapon cards may be taken like Objective tokens. The Survivor doesn't earn experience points, but can reorganize their Inventory for free.

• **Siege Parts.** Each Objective token gives 5 experience points to the Survivor who takes it.

- Perform a Zombie Spawn on the red Spawn Zone every time a double-sided red Objective token is taken.
- The blue Spawn Zone becomes active as soon as the blue Objective token is taken.
- As soon as all Objective token have been taken, any Survivor may spend 1 Action to set the Trebuchet in their Zone. Only a single Trebuchet may be built this way during the game. The Trebuchet may be used to fire at Spawn Zone tokens: These are on the same Priority Targeting Level as Necromancers, are removed upon enduring Damage 1, and provide no experience points.

• **Murky Waters.** Survivors can't go into Waterhole Zones. Any Zombie standing in a Waterhole Zone goes into the Horde (even if it doesn't use Horde rules). This rule also applies to Necromancers, Zombie Crowz, and Spectral Walkers. A Necromancer spawning from the Horde into a Spawn Zone escapes off of the board with its next Activation.




Player starting area



Objective (5 XP)
Door


Vault Weapons



Spawn Zones

23V	25R
24R	21V

◆ CREDITS ◆

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THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.



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 DESTROY	EXPERIENCE POINTS
1	Survivor	-	-	-
2	Dragon (any kind)	1	2	1
3	Murder of Crowz / Swarm of Ratz	1	1	1
4	Walker (any kind)	1	1	1
5	Fatty / Abomination (any kind)	1	2/3	1/5
6	Runner (any kind)	2	1	1
7	Zombie Wolfz	3	1	1
8	Necromancer (any kind)	1	1	1

This updated Targeting Priority Order chart includes *Zombicide: Black Plague*, *Zombicide: Green Horde*, and expansions.