

ZOMBICODE

CHRONICLES



QUICKSTART

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THE ROLEPLAYING GAME





ZOMBICIDE

CHRONICLES

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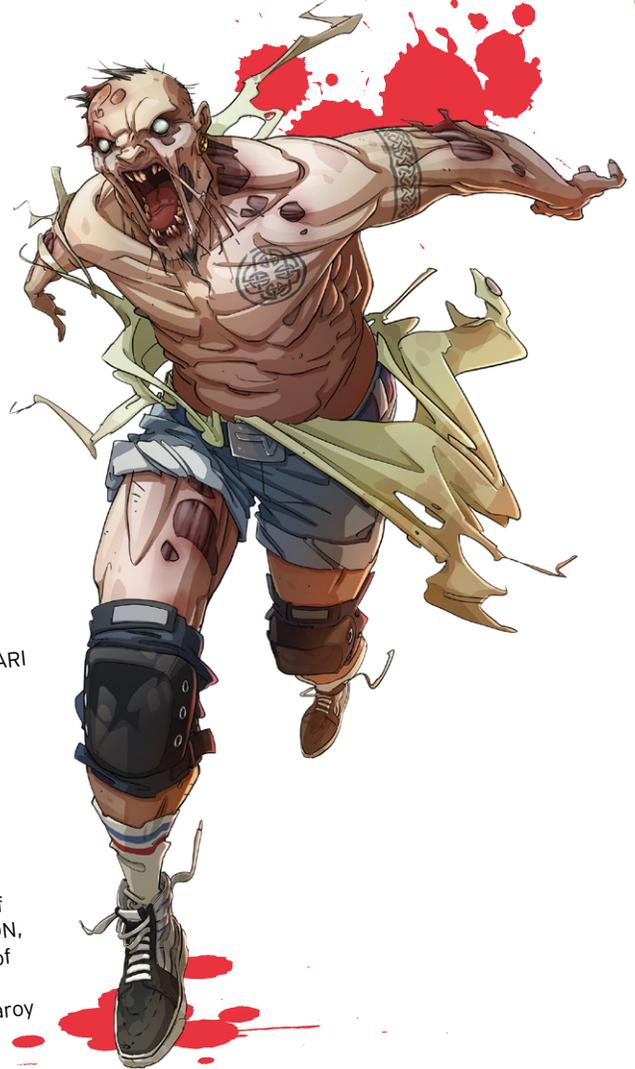


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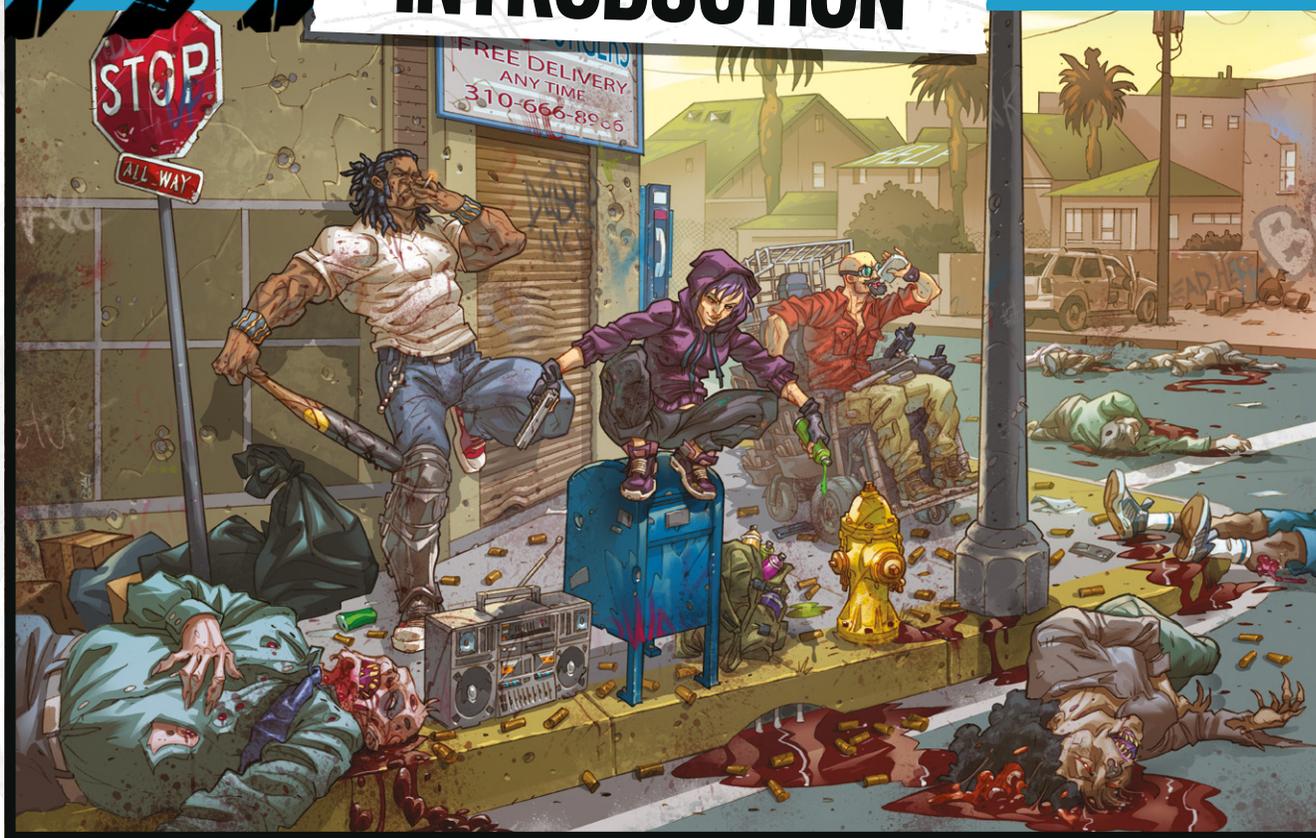


#01

INTRODUCTION



INTRODUCTION



Science! In the pursuit of ever greater levels of productivity, man has twisted both plants and animals to his own ends. In doing so, we have inadvertently changed ourselves...

Now, shambling killing machines roam the ruins of our world.

If you are reading this, you probably know about the *Zombicide* board game and have an idea of what you will find in this volume. If you don't, we'll tell you all about it. Buckle down and gear up, you're in for a wild ride.

Zombicide: Chronicles is a roleplaying game about a Zombie apocalypse (surprise!), but this isn't your father's, or grandmother's, nightmare about the undead. It is a game where you play a tough, gun-toting, chainsaw-wielding, Zombie-killing machine, someone who, instead of succumbing to the craziness that engulfed the world, decided to effin' **embrace it**.

You might not be the perfect neighbor anymore, or the best partner for a night out, as all this putting animated corpses out of their misery is taking its toll on you, but you are still alive and plan on staying that way. You are a Survivor.

This booklet is a Quickstart for the *Zombicide: Chronicles* roleplaying game. These are not the complete rules, but instead a primer that allows you and your friends to jump directly into the action of the post-apocalyptic world where the dead rule the streets and humans fight every day for survival!



✖ THE WORLD OF ZOMBICIDE

The world as you know it is the world of yesterday. The world of today is a nightmare landscape of shuffling feet and grabbing hands, mouths agape and bloodshot eyes. It is an empty, deserted world where the sounds of nature and technology have been progressively replaced by the constant moaning of the dead and the screams of those who haven't got the message yet that **you must fight to stay alive**.

How Did We Get Here?

Nobody knows yet what it was that made the dead come back to life. You heard all sorts of conspiracy theories, from blaming GMOs, Big Pharma, chemical and biological warfare, or a pandemic. Some say it's part of the plan of the Almighty and that the End Times are finally upon us. But all these theories have two things in common: they're crazy and they don't help. At all.

So, the question isn't really how did you get here, but rather, how do you get OUT. You certainly don't stand a chance if you continue arguing on the whys while the dead shamble all over the place. Walkers, runners, even crawlers, the streets are crowded with dead guys of all shapes and sizes.

And while the majority of them still resemble what they were before, some changed so much that you could not believe they were ever human.

City of the Dead

When **it** happened, you were in the City, just like every day of your previous life. Not many people lived outside the City, anyway. You were there, and you still are, hiding together in a basement, or somewhere in a high-rise condo.

The city districts, your favorite neighborhoods, your restaurants and theaters, they are all still there, apart from those areas that went up in flames in the first days. But now, what you see outside your comfy little refuge is not the place you once knew. Now, all there is left are supply caches, ammo dumps, and places you need to scout for medicine, water, or food.



And the dead. The dead are everywhere.

There must be others like you out there. You were not the toughest SOB, but you made it. So, others must have too, and you can find them. Mechanics who can fix things, doctors who can fix you, fighters who can fix **them** with a well-aimed blow. You might get along well and build a larger community. Maybe start over.

Maybe

✖ WHO AM I?

In *Zombicide: Chronicles*, you take the role of Survivors, a handful of individuals who, out of thousands, possess abilities that allowed you to make it against everything you have faced. At least, so far. You are the cream of the crop, true die-hards, or maybe just poor bastards who got luckier than the rest.

Armed to the teeth with everything you can pack, strap, or wield, you scout the streets of the dilapidated city, slipping between undead-infested buildings, ducking behind rubble, and scavenging for anything that might keep you alive just a little bit longer.



✖ THE PLAYERS

In a game of *Zombicide: Chronicles*, the players control the fate of their Survivors, deciding what the characters think and feel, and especially what they choose to do about it.

It is each player's responsibility to interpret their chosen Survivor as if they, themselves were plunged into a world infested by the undead and were equipped to confront the threat.

But if it wasn't clear already, the stories told in *Zombicide: Chronicles* are not dreary tales about people slowly driven to madness by living in an Undead world. The Survivors of *Zombicide: Chronicles* embrace their madness and use it as a weapon to shoot, smash, splatter, and otherwise eliminate countless Zombies, and they do it while skating on rollerblades.



✘ THE GAMEMASTER

One player in every group is the exception, as one person won't play a single individual, but will instead assume the role of the Gamemaster (GM for short), the person in charge of managing the world of *Zombicide* itself and describing it to the other players.

If you are going to be the GM, you will play as a referee and a storyteller.

You will challenge the other players with the many dangers of the world of *Zombicide*, generously giving them a moment of respite once in a while.

✖ GAMEPLAY

Gameplay in *Zombicide: Chronicles* is a full-immersion experience in the world of *Zombicide*, allowing a full exploration of different themes, in addition to those of survival and fighting the dead.

Shelter Phase and Mission Phase

In a typical *Zombicide: Chronicles* game, the session is divided into the Shelter Phase and the Mission Phase. The Shelter Phase is not covered in the Quickstart rules, as it is designed for campaign play. To learn all about the Shelter Phase, see the *Zombicide: Chronicles* core book. For now, suffice it to say that the Shelter Phase represents your characters' safehouse, whatever it may be, and the stocking, restocking, and planning needed to launch the Mission Phase.

The Mission Phase starts as soon as the Survivors leave their refuge and enter the danger zone. This Quickstart is all about the Mission Phase, where gameplay kicks into gear and rules are taken into account, as things like Stress, Adrenaline, and Trouble start to play their part. When the Survivors have achieved - or failed! - what they set out to do, the mission is over!

✖ SO WHAT DO WE DO?

The motto of *Zombicide* the board game is **team up, gear up, level up, take'em down!** This simple mantra also summarises well what you will do while playing *Zombicide: Chronicles*.

Team Up

In a world in the grip of the dead, the biggest chance the living have is staying together. For when your chainsaw is buzzin', you need someone to tell you that a Zombie is creeping up behind you to dig its nails into your back!

Find and rescue others. One of the main reasons to go out and risk becoming Zombie chow is to find other Survivors. If you want to build a solid community, you need to find its building blocks: people.



Gear Up

Every task needs the right tools, and combat is no exception. Never carry just one weapon!

Always look to get more stuff. Weapons jam and break, ammo runs out, more powerful opponents need more powerful weapons, vehicles need fuel, as do molotov cocktails. And you need to eat and drink sometimes.

Level Up

Train constantly and learn from the best. A well-trained individual with a knife has a better chance of survival than a well-equipped novice.

Survival of the fittest. If you want to stop this outbreak from becoming an Extinction Level event, you'd better show Mother Nature that humanity deserves its place on the planet.

Take'em Down!

At the end of the day, only one thing matters if you want to continue breathing: destroy all the Zombies you encounter! The horde is growing in number every minute.

Get your daily Zombicide. Plan and execute good strategies, reducing your chance of suffering any casualties. For every one of you that falls, another one of them rises.



× THINGS NEEDED TO PLAY

Zombicide: Chronicles requires a number of tools to play, a handful of physical components that help the players feel part of the gaming world.

These tools include the Survivor's Identity Sheet and two different sets of six-sided dice, among other things.

SURVIVOR IDENTITY SHEETS

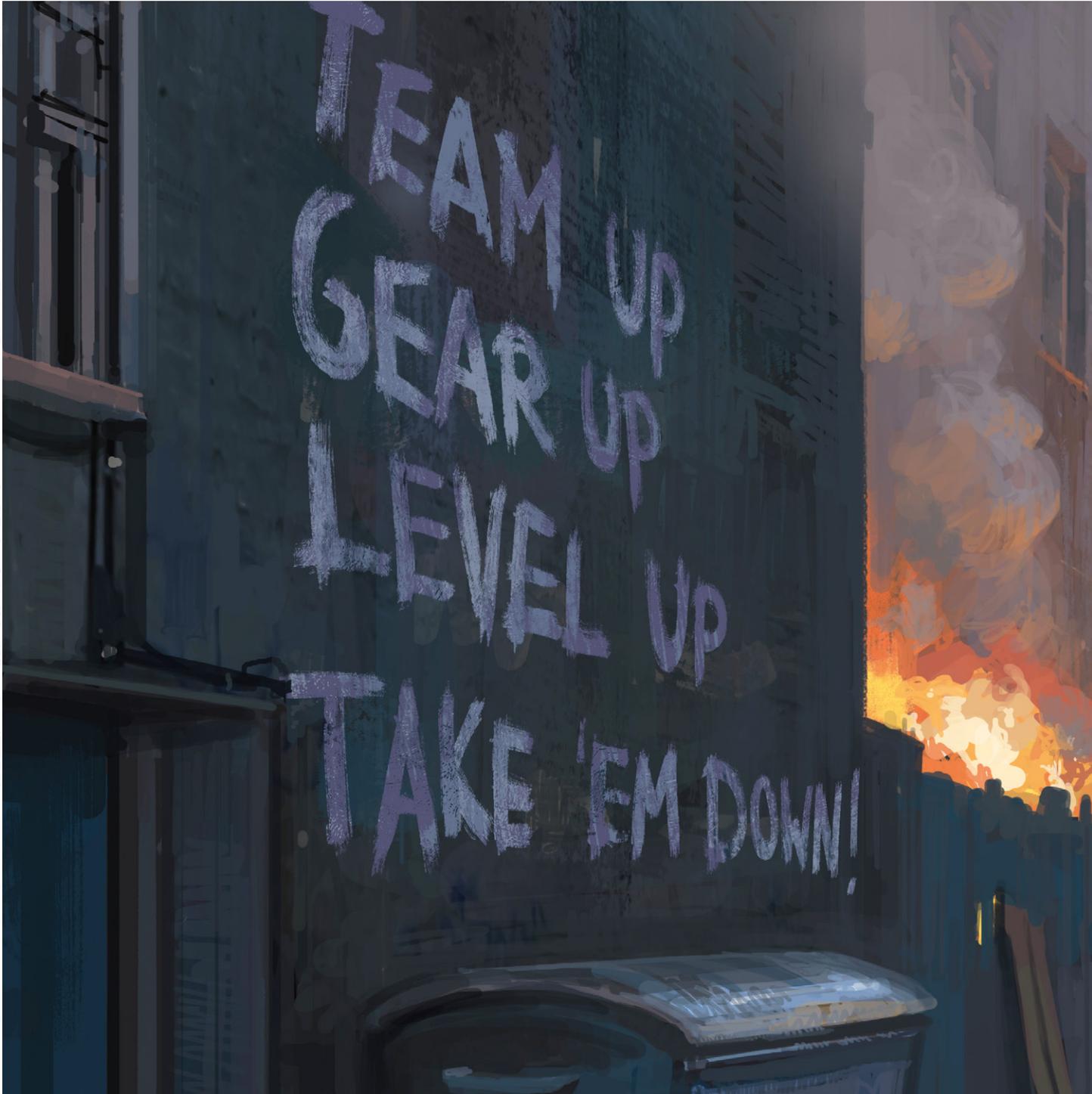
Survivors in the game are described using numerical ratings and descriptive terms defining each character based on their physical, mental, and personality traits, and on the extent of their knowledge and capabilities.

All players in a game of *Zombicide: Chronicles* get a Survivor ID Sheet summarizing their abilities, just like every Survivor in a game of *Zombicide* the board game has its own Identity Card.

ACTIONS	MUSCLE	BRAINS	GRIT
ATHLETICS	STUNT	SNEAK	ENDURE
ATTITUDE	APPEAL	CONVINCE	HEARTH
BACKGROUND	SECURITY	EDUCATION	CONTACTS
COMBAT	FIGHT	SHOOT	COOL
PERCEPTION	SPOT	EVALUATE	SCOUT
SURVIVAL	SCAVENGE	TINKER	HEAL

A blank identity sheet can be downloaded from www.CMON.com. You can also go to <http://survivorgenerator.cmon.com> to download pre-generated characters.

Basic Resolution Mechanics	14
Action!	15
Skills	24
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#02

PLAYING THE GAME



BASIC RESOLUTION MECHANIC



We need to get some power back to the mall to open the delivery door. Not an easy task.

Roleplaying games allow players to take actions with heroes who never were. By use of your imagination and dice, you and the Gamemaster (GM) determine whether your character succeeds at any given action. All dice used in *Zombicide: Chronicles* are six-sided, the kind you find in most traditional board games.

✖ DICE

To resolve most Actions undertaken by the Survivors, players require 2 sets of six differently-colored, 6-sided dice.

D6 and D66

Sometimes, especially with tables, you may be asked to roll 1 regular 6-sided die (D6), or 2 regular 6-sided dice together (D66). Rolling a D66 means rolling two D6, where one die indicates the tens digits and the second the ones digit. This yields 36 different results. Normally, only the GM will make D66 rolls. Players needn't worry about this in the Quickstart.

CUSTOM DICE?

If you would like to use the official *Zombicide* dice from the board game, remember that Molotov Cocktail symbols are 6s and Zombie Heads indicate 1s!



✖ ADRENALINE

Your Survivor abilities are fueled by Adrenaline points. To keep track of them, just mark the level you attained on the Adrenaline bar on your ID Sheet. Adrenaline allows you character access to special Skills which are explained in their own section.

ACTION

We are survivors and we fight against death itself with every weapon available.

An action is defined as anything your Survivor does in the game that isn't guaranteed success. Most times, if you undertake an action, you'll roll dice. Action makes the game move. Just like in a zombie movie, action covers all the parts where characters run, fight, die, and triumph. The game system for *Zombicide: Chronicles* uses a simple but solid framework of rules to help the players and the Gamemaster to bring the dead, the Survivors who fight them, and the world they all inhabit to life.

The rules set a limit to what a character can do, as well as providing a way for the themes of the game to directly influence the story.

The game system also provides the Gamemaster with the tools to describe a believable environment for their players to interact with. It's a world where actions succeed or fail due to tangible reasons such as the characters' level of ability and the difficulty of what they attempt to do. The choices that players make for their characters have real consequences that will be felt for the rest of the game.



× ACTIONS

If *Zombicide: Chronicles* was a board game, an Action would represent a player's move. When the Gamemaster is done describing the situation the Survivors are facing, you must choose how your character reacts to the circumstances described. You must announce your next move.

But *Zombicide: Chronicles* is not a board game, so how do you do it? Telling how your Survivor acts and reacts is as simple as telling the GM.

A roleplaying game is a continuous conversation. It's group storytelling. You and the other players describe what your characters say or do, taking into account whatever the GM has said about what's going on. The GM listens to what you say, and, building upon your input, describes the consequences of your actions.

Sometimes, your chosen course of action requires a translation in game terms. This happens especially when the capabilities of your Survivor must be taken into account.

This is when you roll the dice.





✖ DICE POOLS

The capability of the Survivors to endure the trials of living in an undead world is represented in the game by their **Attributes** and **Proficiencies**. As you can see on your Survivor's Identity Sheet, these ratings are arranged in an Action matrix so that if you cross reference an Attribute with a Proficiency, you get the name of a specific Action.

- When your Survivor does something that corresponds to 1 of the 18 Actions in the matrix, you create a dice pool composed of a number of dice equal to the sum of the scores of the Attribute and Proficiency corresponding to the Action.
- Then, you roll your Action dice pool and apply the result.

✖ DICE RESULTS

Once you are done rolling your dice (including rerolling any Mastery die that got a failure, see page 18), it's time to see how you performed! The dice can produce the following results:

- **6 (Molotov).** The Molotov (6) is a success.
- **1 (Zombie Head).** The Zombie Head (1) is a failure.
- **Numerical values.** Each numbered result obtained on any die is a failure, but it can be forced into a success by gaining Stress (see next page).

If your roll scored at least 1 success, the Action has been performed successfully and you achieve what you aimed to do.

	Muscle	Brains	Grit
Athletics	Stunt	Sneak	Endure
Attitude	Appeal	Convince	Hearten
Background	Security	Education	Contacts
Combat	Fight	Shoot	Cool
Perception	Spot	Evaluate	Scout
Survival	Scavenge	Tinker	Heal

- ▣ For example, if your Survivor is attempting to fix the broken axle of a car, you need to roll **TINKER**.
- ▣ Take a number of dice equal to your Brains score plus your Survival score.

✖ GAINING STRESS TO FORCE A SUCCESS

They say that where there's a will, there's a way. During the Shelter Phase, the numerical results you get on the dice are as useful as a credit card during the apocalypse (hint: they're useless).

- When you are in Mission Mode, you can **force** each die that gave a result of 4+ to become a success. When you do so, you gain 1 point of Stress for each die you force.
- During Combat, the minimum die result you can force into a success is determined by the Accuracy of the weapon you are using (see page 35).



Keeping track of Stress is easy. Just mark down your current Stress amount on your ID Sheet. You can gain Stress up to your maximum Stress rating. When you reach that total, you cannot gain any more Stress until you manage to lower your Stress level in one way or another.

✖ DICE POOL MODIFIERS

You don't always get to roll your dice pool as it is. Sometimes, you gain **Bonus Dice** due to some positive modifier, or you may lose dice due to a high **Difficulty Level**.

Quality Rating

Not all success is equal. Sometimes, you do better than you expect!

If your roll ends up getting more than a single success, you achieved something out of the ordinary. To quantify the quality of a successful result, you simply count the number of successes you rolled:

- **1 success:** the Action was successful, that's it (**ordinary** success).
- **2 successes:** you achieved something that is out of the ordinary (**superior** success).
- **3+ successes:** your feat was absolutely exceptional and memorable (**outstanding** success).

As a general rule, the GM should award a Survivor who achieved a quality of success beyond ordinary with a tangible improvement of the result.

▬ *For example, a roll of EDUCATION yields more information, an APPEAL attempt influences a larger group, or a SCOUT roll does not only locate the presence of enemies, but their specific nature too.*

Special rules, like those for Combat or Prolonged Actions, already take into account the effects of scoring multiple successes.

Bonus Dice

Doing something you are good at, using the right tool to do it, getting some help, or wielding a weapon when attacking may let you add a number of dice to your Action pool.

In particular, you can gain bonus dice if:

- You are using a Favored Action to do something (+1 bonus die).
- Someone is helping you (+1 bonus die).
- You are using an appropriate tool (+1 die, or even +2).
- You are using a weapon (variable).

See the Gear section on page 34 for more details on tools and weapons.

Difficulty Levels

Actions are never easy, but sometimes they can be even harder. Perhaps the stairs you're climbing while running are about to crumble!

Once you have assembled your Action dice pool, the GM may choose to apply a Difficulty level to the roll to better reflect the circumstances:

- If an Action is considered to be **challenging**, reduce your dice pool by 1 die.
- If the Action is considered to be **hard**, reduce your dice pool by 2 dice instead.

Difficulty levels are often shortened in the text as DL1 (challenging) and DL2 (hard).

MORE THAN ONE ATTEMPT

When you do something, you try to do your best, right? In game terms, this means that if you fail at a roll (or succeed) you don't get to try again. That's right. There's no second chances. Unless, of course, something changes. For example, you try again using a better tool this time.

Mastery Dice

As we said above, you need 2 sets of dice in different colors (black and white for example). One set are what we call **ordinary**, or even standard dice, while the other set are the **Mastery dice**.

- You get to roll Mastery dice when, after you have taken into account the Difficulty level of your Action, you find yourself entitled to roll more than 6 dice for an Action. Roll a Mastery die for every die in your pool beyond the 6th.



What makes a Mastery Die special is what we call a **Mastery reroll**:

- When a Mastery die rolls a failure (1), you can pick it up and roll it again once. You must keep the new result (even if it's another failure).

To see if you are entitled to roll 1 or more Mastery dice is pretty straightforward. After all, you only have 6 standard dice. So, any die in excess of 6 is a Mastery die.

For example, Roger is trying to repair a jammed winch with a Tinker roll. Adding his Survival score to his Brains, he gets a dice pool of 7 dice: 6 ordinary dice and 1 Mastery die.

You may get to roll a dice pool of more than 6 dice when you take advantage of a superior ability or thanks to a wise choice of gear.

WARNING!

You cannot ever roll more than 12 dice for an Action: 6 regular dice plus 6 Mastery dice, even if your ability and equipment might allow you to exceed that limit.

✖ ROLLING FOR ACTION

When a roll should be made to decide the performance of a Survivor in a task, the GM decides the most appropriate Action and the player creates a dice pool by adding up the scores of the corresponding Attribute and Proficiency.

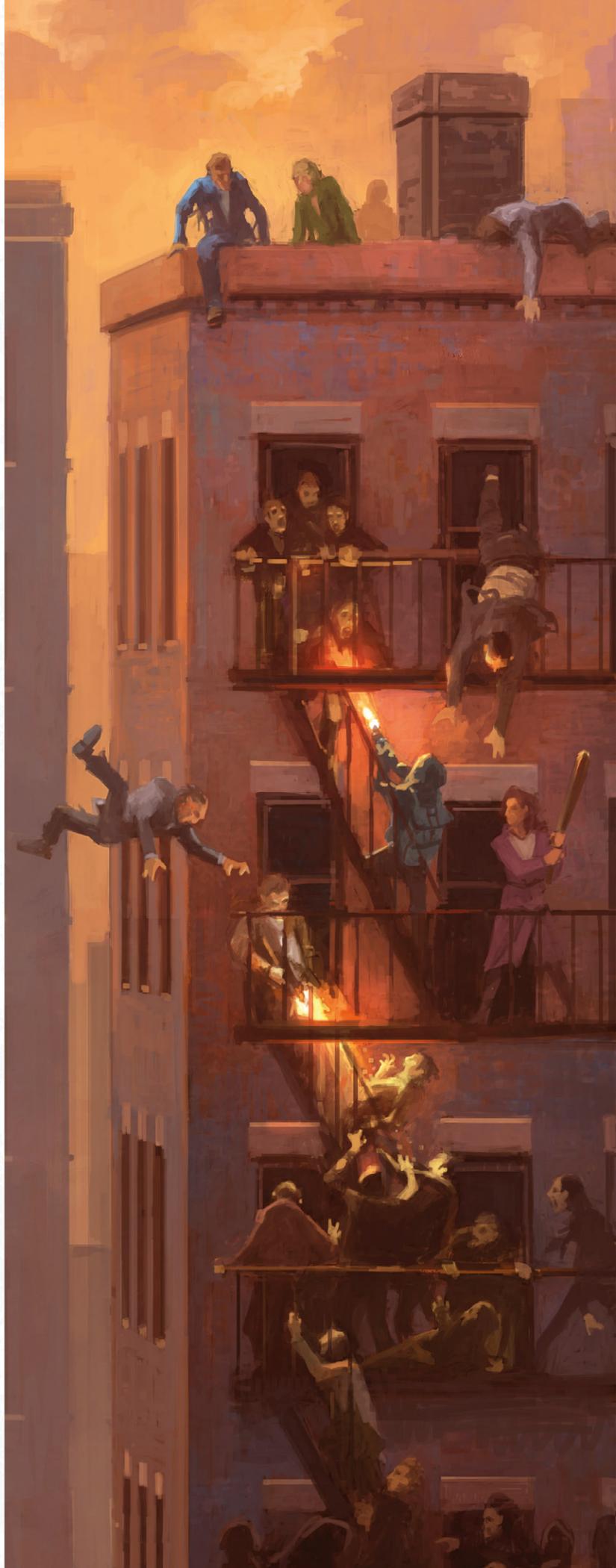
For ease of reference, we group the Action descriptions by the Proficiency they correspond to.

Athletics Actions

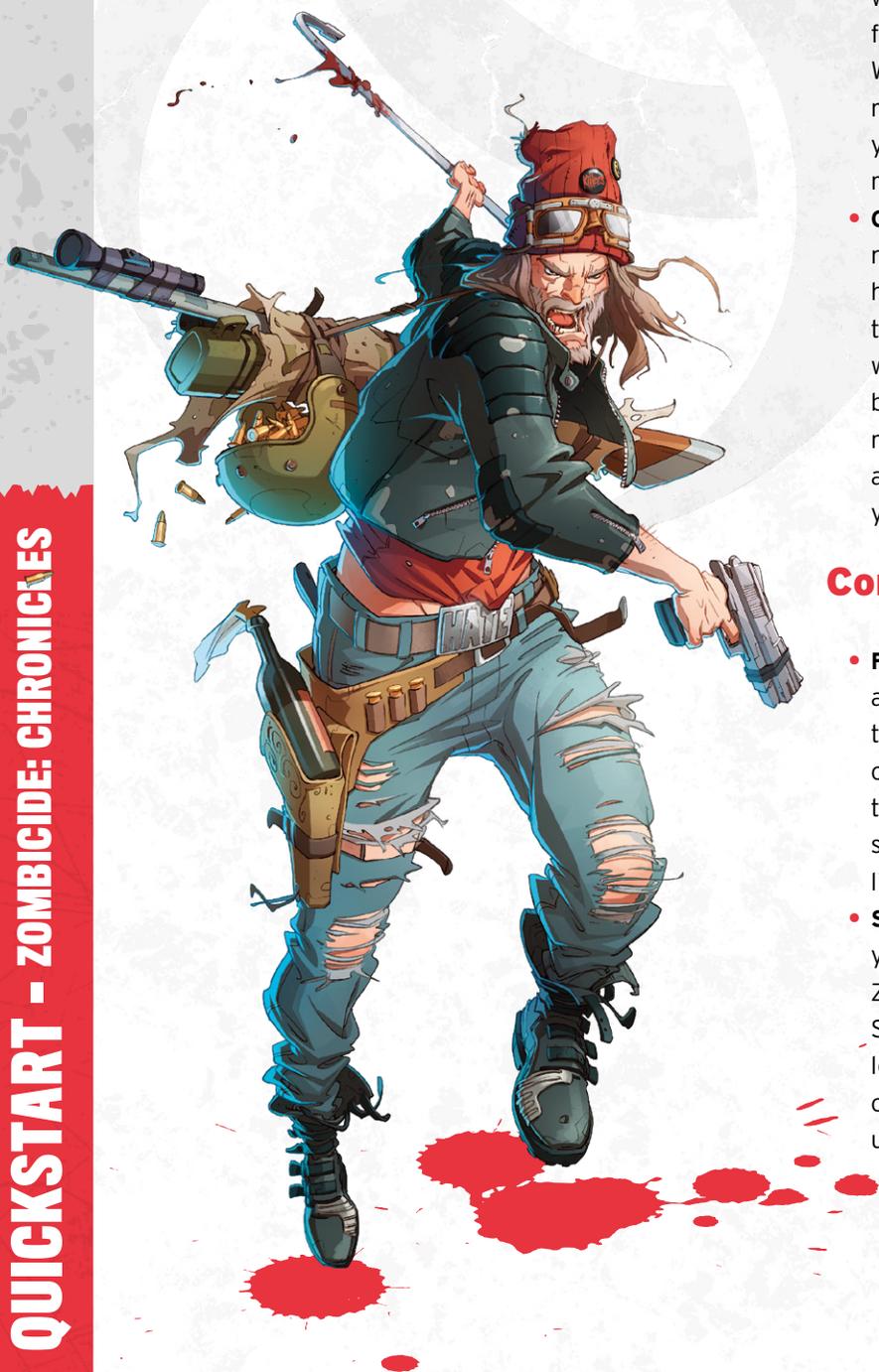
- **Stunt (Muscle).** You roll Stunt when you are profiting from your physical preparedness to accomplish something, be it breaking down a door, climbing the face of a ruined building, or driving your car around moving dead bodies. If you have only a few dice, you risk twisting an ankle when rushing down the stairs. With a lot of dice in your pool, you can survive bungee jumping with a stiff rope.
- **Sneak (Brains).** Use Sneak to crawl your way out of view, let the darkness be your ally, and push open that squeaky door as if it were thoroughly greased. At lower scores, you have enough finesse to perform simple card tricks. At higher scores, you will backstab Brutes even before they can smell your flesh.
- **Endure (Grit).** If Zombies didn't kill you, neither will wind or rain. Roll Endure to resist the effects of being exposed to harsh weather, or extreme fatigue and pain. With a few dice, you'll find it hard to go out even when it's just raining. If you roll a lot of dice, you'll have a chance to shrug off the pain inflicted by severe burns.

Attitude Actions

- **Appeal (Muscle).** You roll Appeal when you want others to like you. Maybe you play upon their needs and expectations, or you just rely on your animal magnetism. With a few dice, you can get some people to laugh at your jokes. With a lot of dice, you can be so charming that you will have to tell people to stop following you after you talked to them once.



- **Convince (Brains).** During the apocalypse, no one does anything for nothing. You can Convince them that you are deserving of help or that what you ask is in their best interest. With a few dice, you may try to have the last bite of their snack. With more dice in your pool, you can talk your way out of the worst situations.
- **Hearten (Grit).** Once, your friends called you when they needed advice or just a shoulder to lean on. Now, you roll Hearten when you must lift someone from their misery, rally your fellow Survivors, or when you try to tell them that the horde of Zombies outside is not really that dangerous. At lower scores, you can dispense some words of wisdom. When you roll more dice, you can spark some hope in the darkest hour.



Background Actions

- **Security (Muscle).** Security covers all those shady talents like lock-picking, pickpocketing, and other ways to overcome problems connected to security measures. For example, roll Security to break into a closed apartment, or to elude a still functioning intrusion alarm. If you have a few dice, you probably know a lot about the art, but you didn't practice much. Meanwhile, a lot of dice in your pool may indicate that your job often required night shifts.
- **Education (Brains).** Remember those boring books at the library and those workshops on dissecting frogs? Not so useless now, eh? You roll Education whenever you need to tap into your knowledge and find something useful for the situation at hand. With a few dice in the pool, you may successfully remember how to tie a rope. With a lot of dice in your pool, you can jot down the best formula to make things go boom!
- **Contacts (Grit).** Gone are the days where social networks and cellphones cut distances and enabled home delivery. Roll Contacts when you need to find the right person for a job. Maybe you knew a guy who might still be alive and get you what you want, be it information or resources. At lower scores, you may still grasp some gossip from people from your area. With higher scores, everyone used to wave at you and stop by for a quick chat.

Combat Actions

- **Fight (Muscle).** It's showtime! You Fight when you attack in close combat, brawling bare-handed or tearing down every last Walker with your roaring chainsaw. With a few dice, you are barely able to take down a couple Zombies in a row. With a higher score, you can confront Abominations and probably live to tell the tale.
- **Shoot (Brains).** Lock 'n load! Most of the time, you don't want to get up close and personal with Zombies. In *Zombicide: Chronicles*, you'll get to Shoot at them with lots of different guns. At lower levels, unloading a full magazine will get you a couple bullets in your target. At higher scores, you unleash an alarming amount of firepower from afar.

- **Cool (Grit).** Don't panic. Things are already bad. Please don't make them worse. When you absolutely need to stay calm or you are facing unfathomable horrors, roll Cool. At lower scores, you can reload your weapon under fire without shaking too much. At higher scores, you keep your composure in front of hordes of Runners coming to get you.

Perception Actions

- **Spot (Muscle).** Sometimes, the capability to identify a Runner Zombie hiding in a pile of corpses can make the difference between life and death. You roll Spot when you're looking for something that is hard to find. With a few dice, you will barely figure out where the shots came from. With a lot of dice, even a tiny critter is identifiable blocks away.
- **Evaluate (Brains).** Thinking with a cool head can be hard when you're busy taking out Zombies. You roll Evaluate when common sense isn't enough and you need to assess a complex situation or draw a conclusion about what someone is thinking. At lower scores, you may sense hostility, anger, or fear. At higher scores, your capability for deduction rivals that of a professional sleuth.
- **Scout (Grit).** Taking one for the team, you go Scouting the area. Whether your mission is to find where those Walkers are coming from or search for a nice spot to make a new shelter, it's just you exploring the unknown. If you have just a few dice, you may not want to be alone, ever. With a lot of dice, your chest would be adorned with countless explorer's medals!

Survival Actions

- **Scavenge (Muscle).** The world has changed, at times for the better. For example, money is only good to light your cigar. Everything is free. Just grab it! As long as you know where to look, you'll be fine. At lower scores, you may find enough food to survive another day. At higher scores, you will lay your hands on plenty of resources for all your fellow Survivors.

- **Tinker (Brains).** Stuff breaks, firearms jam, and you're pretty sure the warranty has expired. With Tinker, you can repair items and barricades and even pimp your weapons for maximum effect. At lower scores, you may be able to unjam basic handguns. At higher scores, you may even craft your own weapons of mass destruction.
- **Heal (Grit).** Heal measures your ability to treat injuries and conditions on others and yourself. It will be useful, you can be sure of that. At lower scores, you are able to dress wounds and tell a laxative from an antibiotic. At higher scores, you can perform amputations and treat the most exotic ailments with the perfect mixture of herbs and drug.





× STRESS

(Brains + Grit) x2

When the going gets tough, the tough get going! Stress measures your capability to push yourself beyond your limits so you can get things done.

- As the game progresses, you can stress yourself to turn a failure into a success or to improve an already successful result (see page 17).

Of course, everyone has a limit, and you should always keep in mind what's yours. From time to time, catch a break and lower your current Stress and always try to get a few hours of sleep, like a good soldier.

× HIT POINTS

(Grit + Muscle)

I'm sure you know it already... when you lose Hit Points (HP), it means you got hurt! I hope that's not a bite mark there on your arm...

- During the game, you lose Hit Points when fighting or by doing stupid things like climbing some rickety stairs and falling down.

You do not suffer negative consequences from accumulated damage (after all, you're tough) until you reach OHPs or less. When you do, you are knocked out and risk becoming food for dead people if no one helps you out.

× ADRENALINE

A lot of people perform better under pressure, and those who don't like to say so anyway because it's cool. Adrenaline gauges the good effects of being hard-pressed.

- Your Adrenaline rises as you succeed in doing what you are trying to do, like for example killing Zombies and achieving significant objectives that advance the completion of a Mission.

You keep track of Adrenaline using the bar printed on top of your ID Sheet. The bar is divided into 4 intensity sections: Blue, Yellow, Orange, and Red. When you reach new sections of the Adrenaline track, you also unlock the Skills assigned to each section on your ID Sheet. You can use them freely from now on. That's when the real fun begins.

Adrenaline Gaining

You gain Adrenaline whenever you achieve something meaningful:

- **Success!** You gain 1 point of Adrenaline for every success you get on any Action die roll, including forced successes.
- **Adrenaline Boost.** You gain 5 Adrenaline points whenever you achieve something out of the ordinary, like dealing with an exceptionally tough adversary.



× SKILLS

Skills in *Zombicide: Chronicles* are special abilities representing qualities that allow a Survivor to do what must be done: kill and avoid being killed.

- The Survivors see their capabilities improve dramatically over the course of a gaming session as they unlock new Skills every time the Adrenaline bar reaches a new intensity section.

MEANINGFUL ROLLS

The rules for gaining Adrenaline points through dice rolls may lead players to roll the dice too often. But dice rolling in *Zombicide: Chronicles* should mark a momentous incident, not a trivial occurrence.

So, players should refrain from rolling the dice unless the circumstances facing the Survivors represent a turning point. Something that is going to determine a dramatic change in the game, based on its result.

- To further remove the incentive to make unnecessary rolls, the GM should deny any Adrenaline gain should a roll be deemed insignificant.

Examples of meaningful rolls include, but are not limited to: HEAL rolls to recover lost HP, rolls of FIGHT or SHOOT that successfully damage or kill Zombies, HEARTEN rolls to gain Adrenaline, SCAVENGE rolls that let Survivors find useful Items or Weapons, Travel rolls and Interaction rolls that let Survivors obtain something useful, etc.



× RECOVERY

Going on Missions is hard work and can get you worn down quick. Also, you can get hurt in many different ways during a Mission phase and you better think about preserving your health, lest you end up joining the undead ranks.

Catch a Break

Zombies die hard, but old habits die even harder. To relieve some Stress, you can indulge in your favored habit: smoke a cigarette, read a book, take a bite off your favorite snack... or maybe do all these things at the same time!

- Once per day, you can spend a number of Adrenaline points to reduce your accumulated Stress by an equal number. There is a limit, though. You can never reduce your Adrenaline below your current level.

Heal

If you have been injured, you can do something to mend your wounds.

- Once per day, roll HEAL to restore a number of lost Hit Points equal to the number of successes rolled. The roll to treat your injuries can be made by another Survivor.

Rest

Eating something and then getting some shut-eye is the best way to get back in shape for a new day of Zombie-hunting.

- If you rest for at least 6 continuous hours in a 24-hour period and eat some food, you get to reduce your current Stress by an amount equal to your Brains rating and heal a number of lost HP equal to your Muscle rating.

Hearten

Call it a rallying cry, a motivational speech, or a pep talk. When you are down, well-chosen words can make a difference.

- Once per day, 1 Survivor in the group can roll HEARTEN to give the other Survivors a number of Adrenaline points equal to the number of successes rolled (the acting Survivor gains Adrenaline too, based on the normal rule for Adrenaline gain).

Note that no more than 1 Survivor can roll for this each day. Motivational speeches get boring quickly.

SKILLS

Tell me how you kill zombies, and I'll tell you who you are.

Talents, gifts, special abilities. Skills are what make you special and different from all the others who tried to become Survivors and failed.

In game terms, Skills are superior capabilities that are unlocked when you feel the rush of Adrenaline. You start the game with a set of 4 Skills, 1 for each Adrenaline level.

- When, during a Mission Phase, you pass from one Adrenaline section to the next (for example, from Blue to Yellow) you activate a new Skill and can now use them freely along with the ones you previously acquired.

If you have more than 1 Skill to choose from, simply pick 1. The effects of each Skill are immediate. This means that they may be employed in the same Turn in which they are acquired. In case of a conflict with the general rules, the Skill rules have priority.

✖ SKILLS BY RANK

The table below lists the Skills based on their rank. In the full game, these are used in conjunction with the rules for Experience levels. For now, simply let the players use the skills listed on their Identity Sheets.

SKILL RANKS

Basic	Advanced	Master	Ultimate
Adrenaline Junkie	Combat Reflexes	Ambidextrous	Barbarian
Born Leader	Dual Expert	Blitz	Brother in Arms
Break-In	Gunslinger	Bloodlust	Bullseye
Destiny	Hit & Run	Charge	Full Auto
Field Medic	Improvised Weapon	Dreadnought	Mindfulness
Hoard	Is That All You've Got?	Fast	Super Strength
Hold Your Nose	Jump	Precision	-
Lifesaver	Lucky	Reaper	-
Longshot	Regeneration	-	-
Low Profile	Shove	-	-
Point-Blank	Sidestep	-	-
Scavenger	Slugger	-	-
Slippery	Sprint	-	-
Sniper	Swordmaster	-	-
Steady Hand	-	-	-
Tactician	-	-	-
Taunt	-	-	-
Tough	-	-	-

✖ SKILL DESCRIPTIONS

The following list presents 46 Skills in alphabetical order.

- **Adrenaline Junkie (Basic)**

You gain a boost of +4 Adrenaline. If this Skill is taken at blue level, you start with 4 Adrenaline.

- **Ambidextrous (Master)**

You treat all weapons as if they had the Dual symbol.



- **Barbarian (Ultimate)**

When resolving an Attack using a Melee weapon, you can replace your weapon's Dice rating with the number of adversaries you're facing. Skills affecting the Dice value, like Swordmaster, still apply.

- **Blitz (Master)**

You gain 1 Extra Attack using a Ranged weapon.

- **Bloodlust (Master)**

You gain 1 Extra Attack using a Melee weapon.

- **Born Leader (Basic)**

During your turn, you can give 1 Extra Support Action of your choice to another Survivor to use immediately. Then, your turn resumes. Only 1 Survivor can use this Skill each turn.

NOTE: this Action cannot be used to Evade.

- **Break-In (Basic)**

You open standard locked doors and windows automatically without using any gear or making noise. You cannot use this ability to open security doors. When in combat, you can open a door or make a SECURITY roll as an Extra Action.

- **Brother in Arms (Ultimate)**

When you acquire this Skill, choose another Skill of Master level or lower you possess. All Survivors at Range 0 benefit from the indicated Skill.

- **Bullseye (Ultimate)**

You gain a +1 Damage bonus with all Ranged weapons.

- **Charge (Master)**

You may spend a Support Action to make an Extra Attack using a Melee weapon. If you do, you gain a number of additional bonus dice equal to the Damage of your weapon.

- **Combat Reflexes (Advanced)**

In every first Combat Round, you gain an Extra Attack at Range 0.

- **Destiny (Basic)**

Each time you roll for an Item or a weapon as a result of a Search Action, you may ignore the first result and roll again.

- **Dreadnought (Master)**

Once per Zombie Phase, you may ignore 1 point of damage inflicted by Zombies.

- **Dual Expert (Advanced)**

When you have Dual weapons equipped, you may spend a Support Action to Attack.

- **Fast (Master)**

You gain an Extra Action that can be used to either Disengage or Evade.

- **Field Medic (Basic)**

You gain an Extra Action that can be used exclusively to apply First Aid.



- **Full Auto (Ultimate)**

When resolving an Attack with a Ranged weapon, you can replace your weapon's Dice rating with the number of adversaries you're facing. Skills affecting the dice value, like Gunslinger, still apply.

- **Gunslinger (Advanced)**

You roll an extra die when attacking with Ranged weapons. Dual weapons each gain a die for a total of +2 extra dice.

- **Hit & Run (Advanced)**

When you score 1 or more hits with a Ranged or Melee Attack, you can then spend a Support Action to Disengage, gaining the hits you inflicted as bonus dice to the STUNT roll.

- **Hoard (Basic)**

Your backpack slot can carry up to 4 items (instead of 2).

- **Hold your Nose (Basic)**

Once per Mission Phase, you find a random object whenever the last Zombie standing in a Horde is eliminated (roll once on the Search Category table, then on the appropriate table).

- **Improvised Weapon (Advanced)**

You may perform an Extra Attack each turn using these characteristics:

Type	Range	Dice	Acc.	Dmg.	Trait
Ranged	0-1	1	5+	1	Silent

- **Is That All You've Got? (Advanced)**

Use this Skill when you are about to lose Hit Points. You may negate 1 point of damage for each point of Stress that you gain this way.

- **Jump (Advanced)**

You may spend a Main Action to Disengage. If successful, you remain at Range 1 also during the next Combat Round as well.

- **Lifesaver (Basic)**

Once per turn, choose another Survivor. That Survivor gains an Extra Disengage Action.

- **Longshot (Basic)**

The maximum Range of Ranged weapons you use is increased by 1.

- **Low Profile (Basic)**

You can't get hit by Friendly Fire (Molotov still apply), and you ignore the Noisy trait of all weapons.

- **Lucky (Advanced)**

For each Action you take, you may choose to roll all dice again. The new result replaces the previous one.

- **Mindfulness (Ultimate)**

At the end of each Combat Round, you may decrease your Stress by 1.

- **Point-Blank (Basic)**

You can always perform Ranged Attacks at Range 0, no matter the minimum Range of the weapon you are using. When you do, you freely choose the targets regardless of their Speed.

- **Precision (Master)**

Subtract 1 point from the Accuracy of each weapon you use (a 5+ becomes a 4+, and so on).

- **Reaper (Master)**

Each time you inflict 1 or more hits with an Attack, you score 1 additional hit.

- **Regeneration (Advanced)**

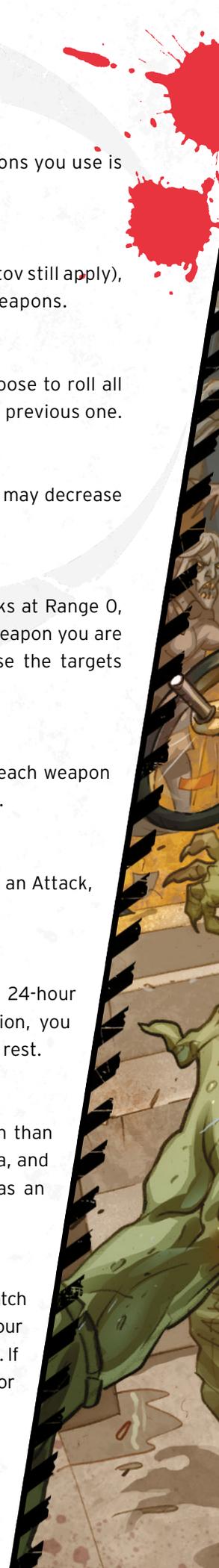
You only need 3 continuous hours in a 24-hour period to rest (instead of 6). In addition, you regain all your lost Hit Points with each rest.

- **Scavenger (Basic)**

You can always perform 1 more Search than the number normally allowed in an area, and you may even search during combat as an Extra Action.

- **Shove (Advanced)**

When you Disengage, you have to match or beat the highest Strength among your adversaries, instead of the highest Speed. If you do, you may choose another Survivor to be Disengaged, instead of yourself.





- **Sidestep (Advanced)**

If you want, you may begin your first turn of combat (not considering Opening Shots) at Range 1 (no roll or Disengage Action required). You return to Range 0 at the start of the next round, as usual.

- **Slippery (Basic)**

When you attempt to Evade or Disengage, you roll an extra die.

- **Slugger (Advanced)**

Consider the Damage Value of all your Melee weapons to be 2.

- **Sniper (Basic)**

You gain an Extra Action that can be used exclusively to Aim.

- **Sprint (Advanced)**

You need 1 less success to Disengage (down to a minimum of 1 success).

- **Steady Hand (Basic)**

You gain an Extra Action that can be used to Draw/Trade, Pick Up, or reload weapons with the Reload trait.

- **Super Strength (Ultimate)**

You gain a +1 Damage bonus with all Melee weapons.

- **Swordmaster (Advanced)**

You roll an extra die with Melee weapons. Dual weapons each gain a die for a total of +2 extra dice.

- **Tactician (Basic)**

You are never caught unprepared and cannot be surprised by Zombies in combat (you always take your turn first).

- **Taunt (Basic)**

You gain an Extra Action that can be used exclusively to Make Noise. In addition, your Make Noise Action doesn't count as using a Noisy weapon.

- **Tough (Basic)**

You gain a boost of +2 HP (both current and maximum).

COMBAT

This is not only about revenge. It's about the future.

✖ COMBAT SEQUENCE

Combat in *Zombicide: Chronicles* is a bloody, brutal mess. It's not a duel of wits between generals or a tactical skirmish fought by experts in urban guerrilla warfare. It's living, breathing people against the mindless dead. It's butchery, plain and simple.

With this, we don't mean it's not dangerous. It means you must get proficient in Zombie-killing, as the faster you can take them out, the more likely it is that they won't overwhelm you with their sheer numbers, or end up landing a lucky blow that tears a chunk of flesh off your bones.

Most *Zombicides* begin with a Zombie horde approaching as you open fire against them. Unfortunately, though, that won't likely stop them, and to kill 'em all, you'll have to get up close and personal.

- A Combat Sequence consists of a number of Opening Shots followed by a cycle of Combat Rounds.

Opening Shots

Unless you've been surprised (see page 31) or you decided to dive into the midst of a Zombie horde, you should have spotted your unliving opponents from a distance. If that is the case, you may take the chance to fire a few shots into the advancing brutes using ranged weapons before combat at close range is initiated.

The number of Opening Shots you can take depends on the precise circumstances of the fight as presented by the GM (for example, the presence of obstacles between the Survivors and the advancing Zombies).

- In general terms, the maximum number of Opening Shots you are allowed to take is equal to the Range of the weapon you're firing. Usually, it varies from 1 to 3, but it can be reduced by the GM if the visibility is bad or if the dead were already close.



Opening Shots are resolved as normal Ranged Attack rolls, starting with the weapon with the longest range.

Once all Survivors have had their chance to fire, the enemy has gotten close enough for you to risk getting ripped apart.

Combat Rounds

Once contact with the walking dead is initiated, gameplay breaks down in a series of close-range Combat Rounds.

- During the course of a round, Survivors and their enemies take turns to perform Actions, dividing each round into a **Survivor Phase** and a **Zombie Phase**.

Being alive and quicker than the dead, the Survivor Phase is generally resolved first, with each Survivor performing their Actions during their individual turn.

Then, all Zombies act simultaneously in the Zombie Phase, slowly but inexorably.

✖ SURVIVOR PHASE

Survivors act one at a time, in the order of their choice.

- When it is your turn to act, you get to execute 2 Actions, in any order you prefer - **1 Main Action** and **1 Support Action**.

Under most circumstances, you spend your Main Action to attack your opponents, while you use your Support Action to accomplish other things.

- An Attack is always considered a Main Action, which is described below, while the many other ways to employ your Main Action or your Support Action are described in the Combat Moves section. Unless stated otherwise, a Secondary Action cannot be used to Attack.

Attacks

Attacking is probably the best way you can put your Main Action to use. Hence why it's getting its own section here.

To attack at close range during a Combat Round, you spend the Main Action of your turn using a Melee weapon or a Ranged weapon with a minimum Range stat of 0. You don't choose a specific target. Instead, you are shooting into the undead crowd or hacking away at a mass of undead bodies.

Roll FIGHT if you are using a Melee weapon, or SHOOT if you are using a Ranged weapon. Each success is a hit.

Assign Hits

If you are using a Melee weapon, you can divide your hits as you see fit, distributing them among the available targets.

If you are using a Ranged weapon, you must instead assign your hits in order of Speed:

- Assign hits starting with the slower targets until they have all been eliminated. Then, proceed to assign remaining hits to faster targets, and so on. If several targets have the same Speed, choose how to assign your hits among them.

The Targeting Priority Order below lists each Zombie type in order of increasing Speed.



For example, you're shooting at 2 Walkers and 2 Runners. You score 3 hits: you must assign your hits to the Walkers first, wiping them both out. The remaining hit inflicts damage to the Runners, killing 1 of them.

TARGETING PRIORITY ORDER

1. Speed 1: (Brute or Abomination - the attacker chooses)
2. Speed 2: (Walker)
3. Speed 3: (Runner)
4. Speed 4: (Dogz, other fast animals)

EXTRA ACTIONS

As the game progresses and Adrenaline kicks in, you may gain Skills allowing you to perform extra Actions, possibly including Attacks. Extra Actions break your limit of 2 Actions (1 Main and 1 Support) per turn.

Combat Moves

Performing any of the Moves described in this section requires that you to spend 1 of your 2 Actions for the turn. Most Moves allow you to spend any 1 of the 2 Actions, with the following exceptions:

- **Aim** requires you to spend your Support Action.
- **Disengage** requires you to spend your Main Action.

All the other Moves allow you to choose freely which Action to spend (simply announce which Action you are spending when you are performing a Move).



Aim

Spend your Support Action to take aim with a Ranged weapon.

- Then, if you Attack with a Ranged weapon in the same Combat Round, you assign any hits as you see fit, ignoring the Targeting Priority. Also, ignore any Trouble causing Friendly Fire.

Disengage

You try to put distance between you and the undead while remaining within shooting range.

- Spend your Main Action to roll STUNT. You must score a number of successes matching or beating the highest Speed among all Zombies you're facing.

If the roll is successful, you are considered to have moved away at Range 1 until the end of the round. If you still have an Action available, you may choose to flee and leave the fight. If you have an Extra Action that allows you to do so, you may make a Ranged Attack at Range 1.

Draw/Trade

Spend 1 Action to ready a weapon or other object placed in your holster inventory box and/or trade it with another Survivor.

Evade

Evade is unlike any other Move, as it is not resolved during your individual turn, but when you are attributed 1 or more Attacks from your opponents (see Zombie Phase). To be able to Evade, you must have saved 1 Action if you have already taken your individual turn. Or you must spend it in advance if the enemy acted before your turn.

For example, if you have been surprised by a group of Zombies and they attack you before your turn comes, you can choose to spend 1 Action now and roll to Evade incoming Attacks. When your turn comes, you will have only 1 Action left.

- To Evade, spend 1 Action to roll COOL. Each success reduces the number of Attacks aimed at you this round.

You don't need a weapon or other defensive tool to defend yourself. You are doing all you can to stay away from the grasp of the dead, including dodging, evading, or exploiting any opportunity to find cover.

Note that you can spend more than 1 Action to Evade, if you want to. If you do so, simply roll COOL as many times as the Actions you spent to Evade and reduce the number of Attacks aimed at you by the total successes scored.

First Aid

Spend 1 Action to apply a tourniquet to a bleeding limb or otherwise patch yourself up or revive an unconscious friend. Both you and the target Survivor must be at Range 1 or more from any opponents.

- Roll HEAL to restore a number of lost Hit Points equal to the number of successes rolled. This counts for your daily HEAL roll.

Make Noise

Spend 1 Action to attract the Zombies' attention, drawing them away from your mates.

- If other Survivors attempt a Disengage Action this turn, they automatically succeed. This Move counts as using a Noisy weapon (see page 35).

Pick Up

Spend 1 Action to recover a dropped item, weapon, or something else lying around in the battlefield.



Improvised Moves

You want to do more than just what's listed here, right? Like risking your life is not your problem...

When your turn to act comes, you can attempt anything that can be reasonably executed while engaged in a fight. For example, opening a door or passing a lighter to another Survivor about to light up some spilled gasoline.

- Simply tell the GM what you want to do: Most of the time you will have to spend 1 of your Actions and possibly make a die roll.



Surprise

Zombies are not particularly good at sneaking up on the living, and they generally can't help but moan loudly when they see potential prey. So, Survivors are not particularly likely to get taken by surprise. Similarly, zombies are not easily scared, so ambushing them is not really going to provide a great advantage.

But in the world of *Zombicide: Chronicles*, a lot of things can go really wrong, and that's when the fun begins. For example, the Survivors might find themselves in the middle of a Zombie crowd because the floor under their feet collapsed, or because they were running blindly in the dark. Or, on the contrary, some circumstances might give them an unexpected advantage. For example, allowing them to fire on an advancing Abomination from a distance.

- When a well-engineered plan, or luck, gives the Survivors an advantage, you can allow them to make 1 or 2 additional Opening Shots.
- Conversely, if the situation sees the Survivors unprepared to face the enemy, you can determine that they are surprised and that they will all act after all the Zombies have acted.

✖ ZOMBIE PHASE

When it's time for the Zombies to act, all Zombies attack! Simply add up the Strength rating of all Zombies in the fight. The result is the number of Attacks that the Survivors must face as a group.

- Survivors may now split the Zombies' Attacks in any way the players prefer (Survivors who successfully **Disengage** cannot be assigned any Attacks).

Survivors who Evade make their rolls now and reduce the number of Attacks aimed at them by the number of successes they get. Zombies do not roll for Attack. Any remaining, uncancelled Attack inflicts Damage (see next page).

For example, 3 Survivors face a group of 6 Walkers and 2 Brutes. During the Survivors Phase, they mow down all the Brutes and 1 Walker, leaving 5 Walkers to attack them. The number of Attacks that the Survivors must split among them (as they see fit) is 5.

The characteristics of the various types of Zombies are summarized in the **Zombipedia** (see page 50).

Speed

This rating is used to establish the Targeting Priority order of Ranged Attacks.

Strength

This score is used to check the minimum Damage Value required to injure the Zombie and the number of Attacks it deals to Survivors.

Hit Points

Most of the time, if you hit 'em, they're down. HP measure how many hits it takes to lay them to rest once and for all.



ZOMBIE TYPES

Type	Speed	Strength/Hit Points	Special Rules
Abomination	1	3	-
Brute	1	2	-
Walker	2	1	-
Runner	3	1	Runners reduce the maximum number of Opening Shots to 1. Then, they attack twice: once before the Survivor Phase, and once during the Zombie Phase.

✖ DAMAGE

Survivors inflict Damage to their targets with their Attacks and can in turn be injured by them. In both cases, the result of an Attack is a reduction of the total Hit Points of its target.

Inflicting Damage

Each hit inflicted on a target by an Attack roll reduces its Hit Points by 1, but only if the Damage Value of the weapon used matches or beats the Strength of the target. Otherwise, it simply bounces off and the hit is wasted.

- When a Zombie is reduced to 0 Hit Points or less, it crumples into a heap of rotting body parts.



For example, if a Survivor is shooting 2 Brutes and 6 Walkers using a Damage 1 gun, all hits will be wasted on the Brutes. In order to eliminate the Walkers, the Survivor needs Damage 2 weapons to take down the Brutes first or use the Aim Action to ignore the Targeting Priority.

Suffering Damage

Survivors who are targeted by 1 or more Attacks have their Hit Points reduced by an equal amount.

- Survivors who are reduced to 0 Hit Points are knocked unconscious and suffer a Major Injury, a potentially lethal wound.

...must we really say what happens if you pass out in a crowd of hungry dead guys?

- An unconscious Survivor who is in contact with Zombies will be killed at the end of the following round.

Major Injury

When you are reduced to 0 HP, roll a die and check the table below.

MAJOR INJURY TABLE

Roll a D6	Consequences
	That was close! You are alive, but remain unconscious until you're back to positive HPs. You're left with a nice scar as a souvenir.
Numerical result	Serious Injury. In addition to the above, you suffer -1 to an Attribute of your choice (Brains, Muscle, or Grit, to a minimum of 0) for a number of weeks equal to the numerical result. Modify all Derived stats accordingly (Stress and HPs).
	Fatality! Ouch, you're dead. You might one day rise again as a zombie, unless your friends make sure you don't...

GEAR

I know better. Rate of fire is life. Keep on firing!

Don't forget to gear up! When you go on a mission, you can be certain you'll face a horde of Zombies or two, so be sure to bring weapons. But you'll also need something to smash doors, clear a boarded-up window, or bring down walls.

And if you're lucky, you won't need a shovel to dig a grave.

OBJECT SIZE

For the sake of simplicity, all items you carry count as 1 piece each. If you are interested in adding a level of realism here, you can consider that large objects or items that are particularly heavy may count as 2 or even 3 items.

For example, a chainsaw is large and unwieldy and you might consider it to count for 2 items. This would mean that a chainsaw would occupy all your ready slots, or your 2 holster slots.

× INVENTORY

You keep track of what you carry using the 3 boxes at the bottom of your ID Sheet (if you're playing with components from the Zombicide board game, these boxes can be used to hold Equipment cards).

- The **ready** slot can hold a maximum of 2 items, indicating what you have in your hands, ready to be used. Of the 2 allowed items, only 1 can be a weapon, unless you are wielding 2 identical weapons with the **Dual** Trait.
- The **holster** slot can carry up to 2 items or weapons and indicates something you can reach and ready quickly (using the Draw/Trade Move).
- The **backpack** slot holds up to 2 items and is used to indicate what you carry around in a rucksack or duffel bag. Different from the items you carry in your Holster slot, you cannot access what you hold in your backpack during combat.

× TOOLS

As seen under the rules for Actions, when you are doing something, if you are using the right tool for the job, the GM will determine if you are allowed to add 1 or 2 dice to your Action dice pool.

- If a tool is deemed to be **useful** for the Action at hand, you'll get to roll 1 additional die. If the tool is **very useful**, you'll get 2 dice instead.

Sometimes, a tool might not add dice at all, but simply allow you to do something you would not be able to do at all without it. For example, making a hole through a thick wall without a mallet or a pickaxe, or climbing down a sheer wall without a rope, etc.

× WEAPON STATS

All weapons in Zombicide: Chronicles feature a number of values: Range, Dice, Accuracy, and Damage. Additionally, they may have one or more special traits, characteristics indicating particular advantages or flaws.

Oh, I'm sure you figured this out already: A weapon may either be a Melee or a Ranged weapon.

Ranged

Melee weapons have a Range of 0, indicating that they can be used exclusively against targets you're in contact with. Ranged weapons have a minimum and a maximum range. They cannot shoot under their minimum range (usually 1 or 0) or beyond their maximum range (usually 1 to 3).

In the rules for combat, Range indicates the maximum number of Opening Shots they can fire before close combat is joined. Ranged weapons with a minimum range of 0 can be used in closed combat. However, attacking with a ranged weapon at range 0 is still a Ranged Attack (Targeting Priority Order applies).

RANGE MEASUREMENTS

Outside of combat, a weapon's Range rating can be used to determine how far the weapon can be used to effectively hit something.

- Range 0, or contact range, corresponds to what you can hit with *your fist* or a katana.
- Range 1, short range, corresponds to pistol and submachine gun range (up to 20 meters).
- Range 2, medium range, corresponds to assault rifle range (up to 100 meters).
- Range 3 is long range. It corresponds to sniper rifle range (up to 200 meters).
- Range 4 is very long range and corresponds to a military grade sniper rifle range (up to 400 meters).

Dice

This score indicates a number of dice that you add to your roll when you use the weapon. The rating ranges from 1 to 5 (improvised weapons, like a Molotov cocktail, have no Dice rating, and thus you get to add 0 dice when you use them).

Accuracy

As explained before under the rules for forcing successes, in combat, the minimum number you need to roll to force a die result is indicated by the weapon's Accuracy rating.

Damage

This is the weapon's Damage Value that is compared to the target's Strength. If the weapon's Damage matches or beats the target's Strength, each success scored on the roll reduces the target's Hit Points by 1. Conversely, if Strength exceeds the Damage Value of the weapon used, that weapon is completely ineffective against that target.

✖ ADDITIONAL WEAPON TRAITS

Door-opening

Pieces of equipment like a crowbar or a chainsaw let you smash open most doors without rolling dice.

Dual

If you are wielding 2 identical weapons with the Dual Trait, you can use them together to make a single Attack. When you do, add up the Dice value of both weapons.

Noisy

Whenever you use a Noisy weapon or tool, you risk attracting some unwanted attention (see the rules for Hordes on page 45).

Reload

If this weapon is used to attack, you must subsequently spend an Action to reload it before you can use it again.

Silent

It's quite self-explanatory. Using a Silent tool or weapon does not make noise. Note that some objects can be Silent when used as weapons, but Noisy when used to open a door (or perform other tasks).

Sniper

You may freely choose the targets of your Ranged Attacks. Friendly Fire is ignored.

✖ PROTECTION

They say that the best defense is a good offense, but having some protection is never a bad idea when dealing with Zombies. Survivors may use all sort of items to protect themselves: shields, padded or reinforced clothing, armor... these items are not considered tools. Therefore, they do not add the usual 1 or 2 dice to Actions. If the Survivors manage to find or build some type of protective item, the GM may instead attribute them a Hit Points value. Protection usually comes in 2 forms:

- Shields, like a riot shield, have 2 Hit Points and must be held in 1 of the Survivor's ready slots.
- Armor, such as sporting gear or a flak jacket, has 1 or 2 Hit Points and occupies 1 or both of the Survivor's Backpack slots respectively, depending on how tough and bulky the item is.

When Survivors lose Hit Points because of a physical trauma (or any other source of damage that can be prevented by the armor's protection), they can attribute some or all of the damage to 1 of their protective items.

Once a protective item has lost all of its Hit Points, it breaks and becomes useless. However, it can be repaired with a TINKER Action that takes about an hour and restores 1 HP per success (up to the item's maximum).

✖ MELEE WEAPONS LIST

All Melee weapons are used rolling FIGHT.

Baseball Bat

Do you want to know why I prefer a wooden bat? Try putting nails on an aluminum one!

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	2	3+	1	-	Silent	-



Chainsaw

...vrinnn Vrinnn, VRINNN! That's music to my ears. The lyrics would be more like kill, Kiiiii, KIIIIIII!

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	5	5+	2	-	Noisy	Door-Opening (Noisy)



Crowbar

I can open doors or skulls with this. You tell me.

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	1	4+	1	-	Silent	Door-Opening (Silent)



Fire Axe

Shouldn't we call it a Zombie Axe?

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	1	4+	2	-	Silent	Door-Opening (Noisy)



Katana

Silent... and deadly.

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	2	4+	1	Yes	Silent	-



Kukri

Do you think this blade looks funny? Think again.

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	2	4+	2	-	Silent	-



Machete

Keep on cutting. Where the branches end, the Zombies begin.

Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Melee	0	1	3+	2	Yes	Silent	-



✖ RANGED WEAPONS LIST

All Ranged weapons are used rolling SHOOT.

Pistol

Always hold her with both hands and aim only at the head. If you don't blow their brains out, it's useless. Or, use one in each hand, and fire away!



Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Ranged	0-1	1	3+	1	Yes	Noisy	-

Sawed-off

Aim at the knees. If they still have them.



Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Ranged	0-1	2	3+	1	Yes	Noisy	Reload

Shotgun

When you see that mountain of undead flesh, you know it's time to take out the big guns.



Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Ranged	0-1	2	4+	2	-	Noisy	-

Sniper Rifle

Handy when you have enough space to take out those pesky Runners one after the other...



Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Ranged	1-3	1	3+	2	-	Noisy	Sniper

Sub-MG

Do not remove your finger from the trigger until the magazine is empty!



Type	Range	Dice	Accuracy	Damage	Dual	Trait	Trait 2
Ranged	0-1	3	5+	1	Yes	Noisy	-

MOLOTOV COCKTAILS

Alcohol consumption has certainly skyrocketed since the beginning of the outbreak! Well, anything flammable, to be precise...

The Molotov cocktail has become the ultimate weapon of the discerning Survivor since the discovery that the dead burn like dry kindling.

You can throw a Molotov cocktail as if you were using a weapon with Range 0-1, which is consumed after is it thrown.

- To throw a Molotov, roll STUNT. The result is dealt as Damage to everybody at Range 0, including Survivors (unless the Molotov was thrown as an Opening Shot). Undead suffer double Damage.

Aim straight, though! If you cause Trouble with your STUNT roll, you have poured some burning liquid on yourself and suffer 1 damage.



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#03

RUNNING THE GAME



THE GAMEMASTER'S SECTION

We are looking for other survivors and have already made contact with some of them. Most are not as experienced as we are at Zombicide, but they can learn.

The Gamemaster (GM) is the player who describes and adjudicates the world of Zombicide: Chronicles. It is their responsibility to take the player's actions and translate them into rules, die rolls, and results.

What you see, hear, smell, and fear is all up to the Gamemaster. They are the ultimate referee in disputes and the storyteller of the end of days. Whoever read this whole booklet first, or has experience with other RPGs, should be the Gamemaster.

RULES TO LIVE BY

- **Rule #1: You are the Eyes and Ears of the Survivors** - The capability of the GM in bringing the world of Zombicide to (un)life is the main way for the Survivors to visualize what's going on. That, and their imagination, of course. Your main goal is to feed that imagination constantly with your descriptions.



- **Rule #2: You are not the Enemy** - While you will often confront the players with desperate odds, your role is to create interesting situations for them to get into trouble, not to punish them. Use the entire arsenal of Zombicide: Chronicles to evoke the right mood and suspense, not to butcher them.
- **Rule #3: Know your players** - Zombicide: Chronicles doesn't offer wild continents to explore or great mysteries to solve. The game tells the story of the Survivors. The better you know your players' expectations and goals, the easier it will be for you to add more chapters to their story.

- **Rule #4: Zombicide: Chronicles is a collaborative effort** - The game is not your sole responsibility! Never forget that you are here to have fun as much as the other players.

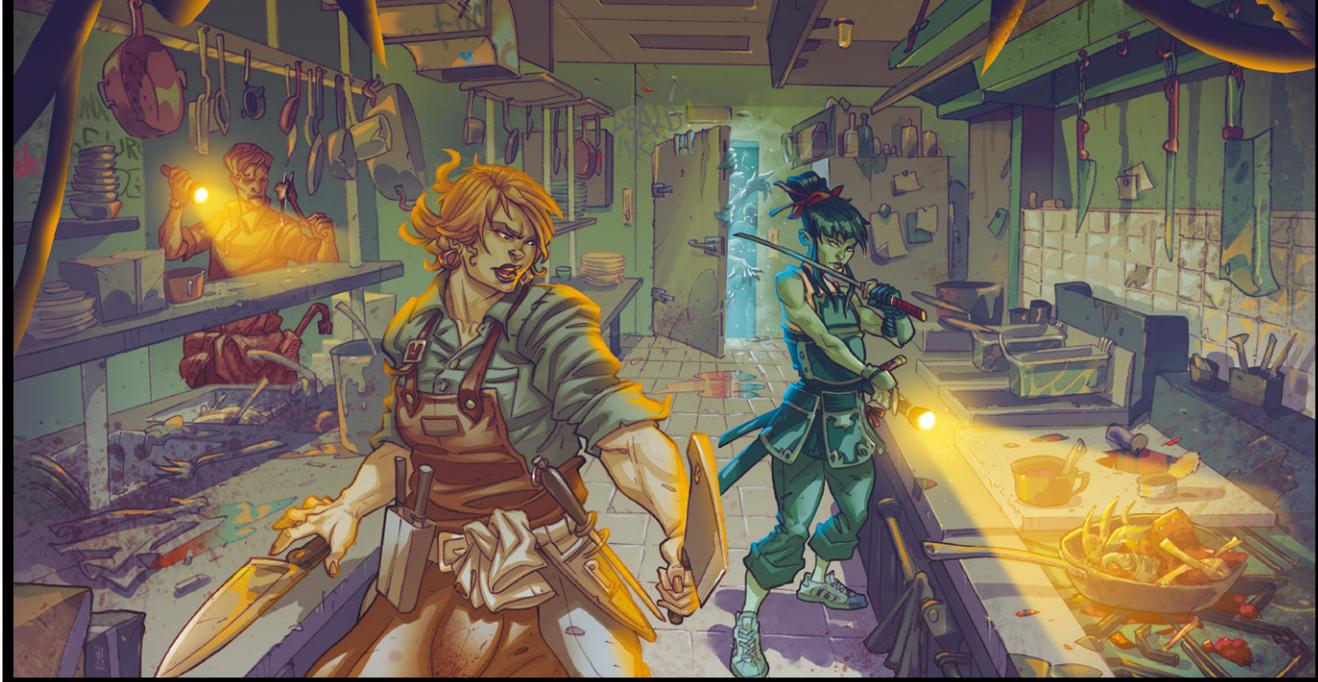
- **Rule #5: Keep it Crazy, Keep it Fun** - Yeah, that's what we said to the players, too. But in your case, it's even more important. Whenever you can, infuse your scenes with the wicked humor of Zombicide. Hordes of Walkers risk becoming boring unless you add the occasional undead cosplayer, Santa Claus, or even a celebrity to the bunch.

- **Rule #6: The Zombicide world is at your disposal** - Zombicide: Chronicles is fully compatible with the Zombicide board game. Using the board game components, such as tiles and miniatures, is a great way of improving the player's experience.

While it may seem daunting at first, the task of the Gamemaster is an extremely satisfying experience. The rules for Zombicide: Chronicles make it easy to set up a gaming session with little or no preparation.

Never forget one thing, though: Zombicide: Chronicles is a game, and the key for the creation of a truly cooperative roleplaying experience is to share its rules among all participants and apply them.

Nothing is more detrimental to a player's suspension of disbelief than the feeling that a character's fate is being dictated by the choices of the Gamemaster and not their own.



✖ SEARCHING

Something characters almost inevitably do in *Zombicide: Chronicles* is searching. The world lays in ruin and folks must scrounge what they can to survive. When characters decide to search any given area, use the following rules.

When Survivors look for something specific in a place that can be reasonably considered to contain it, for example, a bucket of paint in a general store, the task is normally handled as an ordinary Action. The GM may allow you to find what you are looking for automatically or ask you to make a roll of SPOT or SCAVENGE.

But in the world of *Zombicide*, almost anything found still in working order can prove to be useful sooner or later. For this reason, all Survivors have adopted a good practice of always checking a place that doesn't look like it was thoroughly ransacked before.

- In gaming terms, this is called a **Search**, and it's handled as a SCAVENGE Action generally requiring 3 successes. In the full game, this is known as a prolonged action, but we won't worry about that for now. Suffice it to know you need 3 successes.
- If the Search is completed successfully, 1 useful item is found and can be added to a Survivor's inventory.

Every Survivor in a searchable area can contribute to reach the required total. If a searched area is large enough (or well stocked), the GM may allow for multiple Search Actions, thus potentially providing for more than a single found object.

The term in brackets indicates the category of the Search (**General, Health, Sports, Outdoors, Safety, or Weapons**), and the number specifies the number of available Search attempts. If the term in brackets is (**Any**), then the GM must first roll on the Search Category Table to determine what can be found there.



The Searched Area is:	# of Searches
Small or poor (single room, cellar, wrecked car)	1
Medium or well stocked (hardware store, parking lot)	2
Large or really well stocked (industrial warehouse, large bank, mall)	3

Otherwise, what can be found with a successful Search can be improvised by the GM based on where the attempt is made or determined randomly by rolling on the tables below.

- If a fully random find is required, roll first on the Search Category Table and then on the specific sub-table.
- If you want to narrow the result down to an item of a specific category, roll directly on the appropriate column.

Obviously, the items listed in the tables don't represent everything that can be found in the world of *Zombicide*. Use them as guidelines to create your own. Remember, pretty much everything you can find in a store today can be a precious commodity after the outbreak.

SEARCH CATEGORY

Roll a D6	
1	Weapons
2	Health
3	Sports
4	Outdoors
5	Safety
6	General

WEAPONS

Roll a D66	Weapon
11-16	Broken Weapon
21-26	Baseball Bat
31-33	Crowbar
34-35	Fire Axe
36	Chainsaw
41-43	Machete
44-45	Katana
46	Kukri
51-53	Pistol
54-55	SMG
56	Sniper Rifle
61-63	Sawed-Off
64-65	Shotgun
66	Molotov

ITEMS

Roll a D6	General	Health	Sports	Outdoors	Safety
1	Broken Item				
2	Tool Set	First Aid Kit	Climbing Tools	Camping Tools	Fireproof Blanket
3	Trade Magazines and Manuals	Painkillers	Professional Sportswear	Multi-function Compass	Rechargeable Flashlight
4	Set of Lockpicks	Surgical Masks and Gloves	Protective Gear	Multi-purpose Binoculars	Gas Mask
5	Quality Toiletries (Aftershave, Toothpaste, Makeup Products)	Antibiotics	Bike or Skateboard	Camo Fatigues	Flak Jacket
6	Methanol	Alcohol	Paraffin Oil	Petrol	Turpentine



✖ TROUBLE

Survivors cause Trouble whenever an Action roll gets more failures than successes, regardless of whether the Action was successful or not. Depending on the circumstances, Survivors causing Trouble can attract unwanted attention, lose something important, or even hurt themselves.

Combat Trouble

If a Survivor causes Trouble rolling SHOOT or FIGHT, the immediate consequences are simple, if unpleasant:

Friendly Fire

If you cause Trouble rolling SHOOT in a Combat Round and there are other Survivors in the fight, you have a case of Friendly Fire!

- Apply your first hit to another Survivor (players' choice). Then, proceed to apply any additional hits normally, in Speed order.

Weapon Dropped/Stuck

If you cause Trouble on a FIGHT roll, you just dropped the weapon you were using, or it remained stuck in a Zombie's skull.

- If the roll was successful, apply damage normally, but the Survivor will have to spend an Action to pick up the weapon or dislodge it from whatever nasty place it got stuck in.



All Sorts of Trouble

When Trouble happens using Actions different from SHOOT or FIGHT, even outside of combat, the consequences are up to the GM to determine, generally building on the circumstances the Survivors find themselves in. The GM must keep in mind that Trouble always means that something went wrong and that things are going to get worse for the Survivors.

Noise

If the GM is finding it hard to improvise the consequences of Trouble, they can always describe how the Survivor's actions made noise. And making noise is bad, as there is no question that Zombies have excellent hearing. For example, rolling Trouble on a SCOUT roll may have you return to your fellow Survivors with a few walking cadavers in town.

TROUBLE TABLE

Severity	Examples
Annoying	You forget something. You lose your voice for a day. You slip and cut a finger. You embarrass yourself in front of others.
Worrisome	You drop something. You hurt a foot and now hobble. You sprain a wrist. You lose your temper.
Distressing	You lose something valuable. You bang your head and are now stunned. You break a finger. You insult someone needlessly.
Traumatic	You break a weapon. You fall from a great height. You cut yourself and are now bleeding. You injure someone else.
Catastrophic	You wreck a vehicle. You seriously hurt yourself and pass out. You shoot a friend. You destroy something.


PENNY

✗ CONDITIONS

Life as a Survivor is hard, but it can become harder very quickly. In a world that is slowly spiraling down to a new Stone Age, you could easily end up freezing, starving, suffering from a sickness, or be forced to search for something in the dark.

When a Survivor's situation is made worse by any source, be it environmental or the consequence of an accident or a particularly nasty attack, the GM may impose 1 or more Conditions, impairments that make it more likely for a Survivor to fail or cause Trouble.

After an Action dice roll, but before a player chooses to spend Stress to force successes, the GM enforces the following:

- If a Condition can reasonably be considered to be **hindering** the Survivor, pick the Action die showing the highest numerical result and flip it to a Zombie Head.
- If the Condition can reasonably be considered to be **impairing**, flip the 2 highest numerical results instead.

Only ordinary dice are subjected to the effects of Conditions (Mastery dice are always exempted). Players keep track of Conditions by recording them on the notes space on their ID Sheet.

SAMPLE CONDITIONS

Hindering Conditions: Low visibility, splitting headache, stunned, tired, intoxicated, very cold, demoralized, shaken, falling accident, etc.

Impairing Conditions: Darkness, partial blindness, sickness, poisoned, starving, freezing, suffocating, exhaustion, panic, etc.

✗ ZOMBIE HORDES

While it is possible to meet solitary Zombies, the dead display the annoying tendency to show up in large numbers.

- In *Zombicide: Chronicles*, a large crowd of the undead is called a **Horde**. You'll see Hordes in the sample Missions.

A Horde of Zombies can be compared to a mass of undead flesh attacking in waves. As with every type of crowd, a Horde's composition is varied, but its bulk is formed by the ever-present Walkers.

- In game terms, the number of Walkers in a Horde depends on the number of Survivors in a group. The uncomfortable presence of Brutes, Runners, and Abominations is instead based on the Threat Level of the area. Threat Levels represent how dangerous an area is for the Survivors and are detailed in the sample Missions and main rulebook.

Walkers in a Horde

Larger groups of Survivors attract more attention. In game terms, this translates into a Horde multiplier, a value normally ranging from x1 to x6.

- A Horde multiplier determines how many Walkers are there for each Survivor in the group.

For example, if 4 Survivors are about to face a Horde (x2), it means they will encounter 8 Walkers.

If you must improvise a Horde multiplier, just add 1 to the TL (Threat Level see pag 48) of the area the Survivors are in.

For example, if the Survivors encounter a Horde in a TL 2 area, they will face a Horde (x3).



Brutes & Co.

The presence of Zombies of different types in a Horde is determined using the Horde Composition table below.

- Roll a die and add to its result the Threat Level of the District the encounter is taking place in. Then, check the corresponding entry.

Each column in the table is used to determine the quantity of Zombies of a given type that can be added to the basic number of Walkers determined by the Horde multiplier.

Quantities are expressed as a multiplier, this time ranging from x0.5 to x3. If the multiplier is x0.5, it means that the number of adversaries is equal to half the number of Survivors (round up fractions, sorry guys!).

For example, if 4 Survivors are facing a Horde containing x1 Runners, it means that there's 4 of them among the Walkers.

The GM is always free to tweak the number of Zombies in a Horde to make the life of the Survivors easier or even more miserable than it already is. For this reason, the quantities shown in the Horde Composition table are to be considered suggestions. In particular, the addition of Abominations to a Horde must be considered carefully.

- Published missions may modify the number of Zombies in a Horde adding a number after the multiplier in brackets.

For example: a Horde (x3) + 1 Brute means you must add an extra Brute to its usual roster of rotten creatures.

Horde Waves

When dealing with a Horde, you know when a fight starts but not when it's going to end, as the dead are a curious lot, and for all their normal sluggishness, they cannot wait to join their brethren in the melee. So, what you just faced in a round might be only a first wave.



At the end of each combat round, if there is at least 1 Zombie standing, the GM rolls 1 die for each Survivor that made Noise, such as using a Noisy weapon:

- If 1 or more dice result in a Zombie Head, a Horde (x1) joins the fight in the following round.

You can add Zombies of different types by rolling again on the Horde Composition table, considering the TL of the area equal to 0. Each new round can generate another Horde, and so on. They just keep on coming...

For example, of the 4 Survivors fighting a Horde in a TL 2 District, 2 used Noisy weapons. At the end of the round, the GM rolls 2 dice and gets 1 Zombie Head. A Horde (x1) approaches! Then, the GM rolls on the Horde Composition table (with a modifier equal to 0) to see whether different Zombie types show up. The GM rolls a 4: a total of 4 Walkers and 2 Runners join the undead.

HORDE COMPOSITION TABLE

D6 Roll + TL	Runners	Brutes	Abominations
1-2	-	-	-
3-4	0.5	-	-
5-6	x1	0.5	-
7-8	x2	x1	-
9-10	x2	x1	1

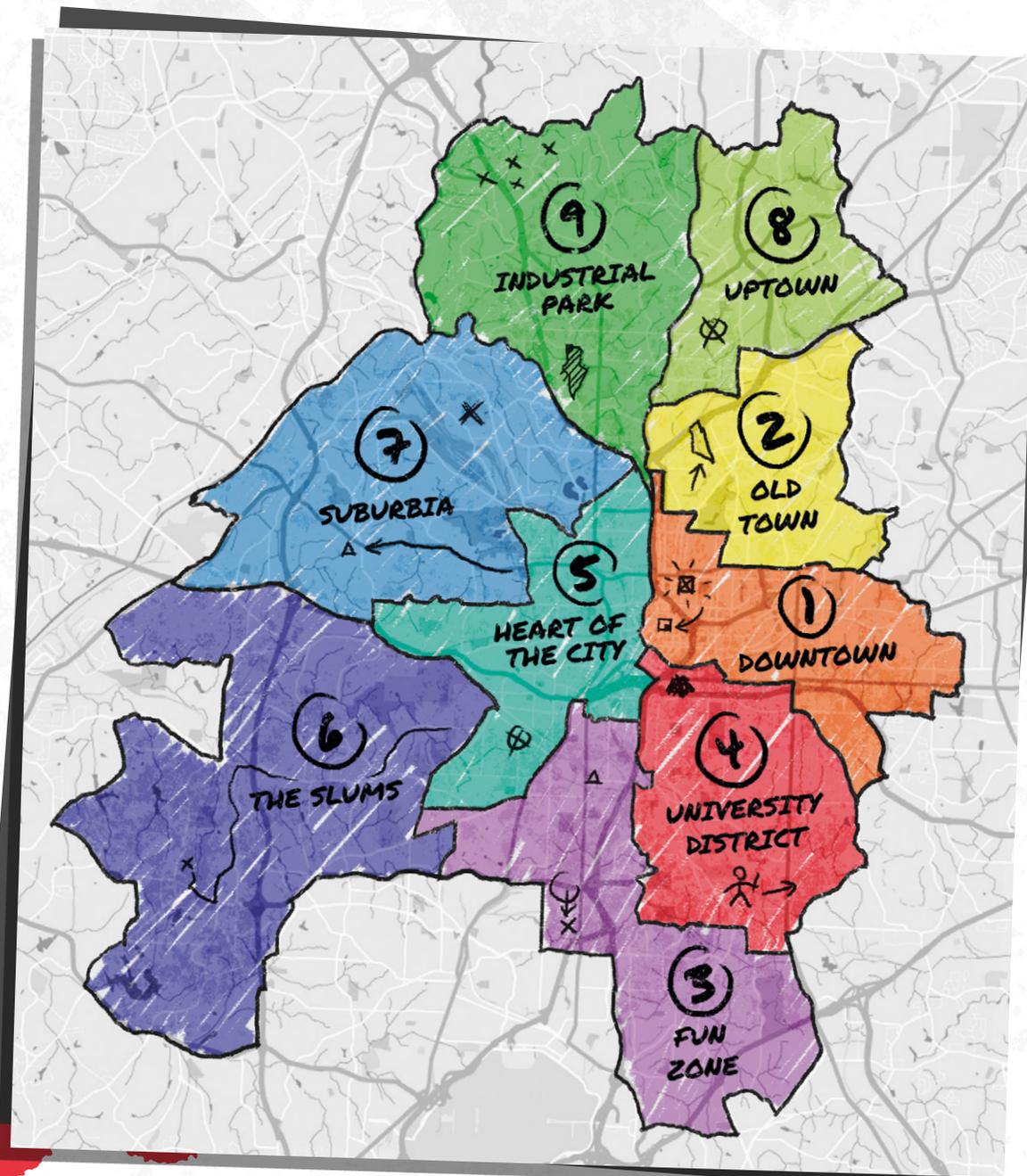


THE CITY

Where were you when the Zombie invasion began? Of course I remember. We were in the City. We didn't know each other yet. We were ordinary people, leading ordinary lives. We were consumers with jobs and bills. Bricks in the wall.

We should have seen it coming. We were clever, once. But we didn't, even if we had all the information we needed. We felt safe in our cities of steel and concrete, and we never thought the things we saw happening around us would actually happen to us.

Well, it turns out the City was probably the worst place to be in when the outbreak erupted. Diseases love places with a high density population combined with high levels of poverty. And that's what it was, in the beginning: just a disease.



Even before the dead started to rise, we discovered that it's hard to contain an outbreak without radical measures. And when we found the guts to take those radical measures, it was too late. For they had already started to walk the Earth...

First, we called the cops and the firefighters. Then, the army intervened. They leveled entire neighborhoods with extreme prejudice. Other areas went up in flames by "accident". It was not enough. A quarantine was called on the entire City, and there we were, isolated from the rest of the world. It was up to us. We were alone.

We still are. But we're not afraid. Not anymore.

✕ THE MAP

The City of *Zombicide: Chronicles* is an abstraction of many metropolises around the world. The map shown below is meant to be used as-is, disregarding any real-world specifics. Otherwise, it can be adapted and modified to recreate a fictional metropolis. Finally, you can use it as a template to superimpose on a real place, perhaps even bringing the apocalypse to your own neighborhood.

1. Downtown
2. Old Town
3. Fun Zone
4. Un iversity District
5. Heart of the City
6. The Slums
7. Suburbia
8. Uptown
9. Industrial Park

As you can see from the map, the City is divided into 9 Districts. This partition is used by the GM to regulate movement, and by the Survivors to scout the town and keep track of the changes that will occur as gameplay progresses. Blocks may be cleaned up and secured from the dead, others may be quarantined, others can be marked as interesting when news or rumors hint at useful resources to be found.



If you choose to use the map as a starting point for your own real-world adaptation, the first thing you should do is to assign the different district types described in this chapter to existing ones, rearranging the map to fit the one you are trying to model.

Survivors can make copies of the map to take notes and keep track of any useful information concerning the City, especially in conjunction with any Rumors they collect during the Shelter Phase.



✖ THREAT LEVEL

Survivors rate each District of the City with a Threat Level (TL) based on the shape the area is in as far as the ruin of civilization is concerned, but also for the type of Zombies that they are more likely to encounter there. For some reason, the most dangerous specimens of aggressive cadavers tend to crowd around the most dilapidated areas.

- TLs range from 0 to 4. In game terms, this rating is used in conjunction with the rules for Crossing the City and Zombie Hordes.

✖ CROSSING THE CITY

East or west, home is best! But to get things done during the Mission Phase, the Survivors must often leave their area and move across town. And this means danger

Navigating the City of the dead is by no means safe. The streets are clogged with ruined vehicles and human remains. Fires still burn unchecked. Buildings collapse and explosions break the grim pall of silence hanging everywhere.

THREAT LEVELS TABLE

Threat Levels	Description	Descriptive Notes
0	<i>I Could Get Used to This</i> (Easy)	If it wasn't for the fact that no one is around, the area looks almost as it did before the outbreak. Yeah, there's a few Walkers around, but it's no big deal.
1	<i>That's Still OK</i> (Normal)	Broken windows, the occasional burnt building. The dead are manageable, apart from the occasional Runner.
2	<i>Come and Get Me!</i> (Medium)	This is becoming adventurous. Come here only when you've earned your stripes and found some good gear. Here be Brutes!
3	<i>Not for the Faint of Heart</i> (Hard)	If you enjoy decay, pain, gore, and destruction in general, this is where the fun starts. It has it all, from whole blocks that were incinerated, to big herds of the most grotesque and misshapen Zombies you'll ever see.
4	<i>Nightmare City. Population: Us.</i> (Very Hard)	A wasteland, crowded with undead monsters. The moaning of the dead is unceasing, broken only by the roaring of Abominations.

TRAVEL EVENT TABLE

Roll a D6	Type	Travel roll	Consequences of Failure
	Fight	COMBAT	Lose 1 Hit Point
	Delay	PERCEPTION	Gain 1 Stress
	Accident	ATHLETICS	You're now Tired (<i>hindering</i>)
	Encounter	ATTITUDE	You're now Demoralized (<i>hindering</i>)
	Risk	SURVIVAL	Lose 1 object you're carrying
	Opportunity	BACKGROUND	Nothing. On a success, all Survivors gain 1 XP

**For information on Hindering and XP, see the core rulebook.*

Travel Rolls

In game terms, when the Survivors move across town, you must:

- 1 - Determine the total Threat Level of the traversed Districts, adding up their TL values.
- 2 - Then, the Survivors must nominate a pathfinder to roll SCOUT. For each success scored, reduce the total Threat Level of the journey by 1 (to a minimum of 1).
- 3 - Finally, make a number of rolls on the table below equal to the final Threat Level of the journey. Each entry represents a separate incident befalling the Survivors, so resolve multiple incidents 1 at a time.

To resolve each incident, 1 Survivor (players' choice) must make a roll using an Action of their choice corresponding to the Proficiency indicated in the entry. If there are 4 or 5 Survivors, the roll is made with DL1. If there are 6 or more Survivors, the roll is made with DL2. Apply the corresponding consequence to the rolling Survivor if the roll is a failure.

Travel Time

Survivors mostly move across the City by foot. Cars and other motorized vehicles are used for emergency escapes, or to move to a new shelter, for a lot of good reasons. First off is fuel consumption. There's not a lot of Go-Juice left. Second, they make a lot of noise. To go somewhere on a car or motorbike is a surefire way to find a welcoming party when you get to your destination.

- So, as a rule of thumb, crossing a District on foot requires a number of hours equal to its Threat Level.



TRAVEL TIME TABLE

District	Threat Level
Downtown	TL3
Old Town	TL2
Fun Zone	TL3
University District	TL1
Heart of the City	TL2
The Slums	TL2
Undercity (extra)	TL3
Suburbia	TL2
Uptown	TL1
Industrial Park	TL1

ZOMBIPEDIA

We are no longer the people we used to be. The past is gone, we are now free to choose our fate. It won't be a zombie world. It is time for payback. Time for Zombicide!

So, finally we arrived at the meat of Zombicide: Chronicles (no pun intended): Zombies. In this section, you'll find everything you need to know about the various manifestations of the undead, the main actors of the outbreak.

The information presented here is hardly top secret, but players of Zombicide: Chronicles should abstain from reading this section anyway, to preserve some level of mystery.

You, as the GM, can use this information as you see fit. For example, to better describe what the Survivors encounter as they tread the dead city.

✕ EVERYDAY ZOMBIES

Some say that Zombies are just a reflection of our fears and failures. Tame your inner Zombie and you'll win half of the battle. The problem is that you must deal with the other half by using rapid-fire weapons.

- Everyday Zombies, the ones that are more commonly encountered, are distinguished into 4 main types: **Walkers**, **Runners**, **Brutes**, and **Abominations**.



Walkers

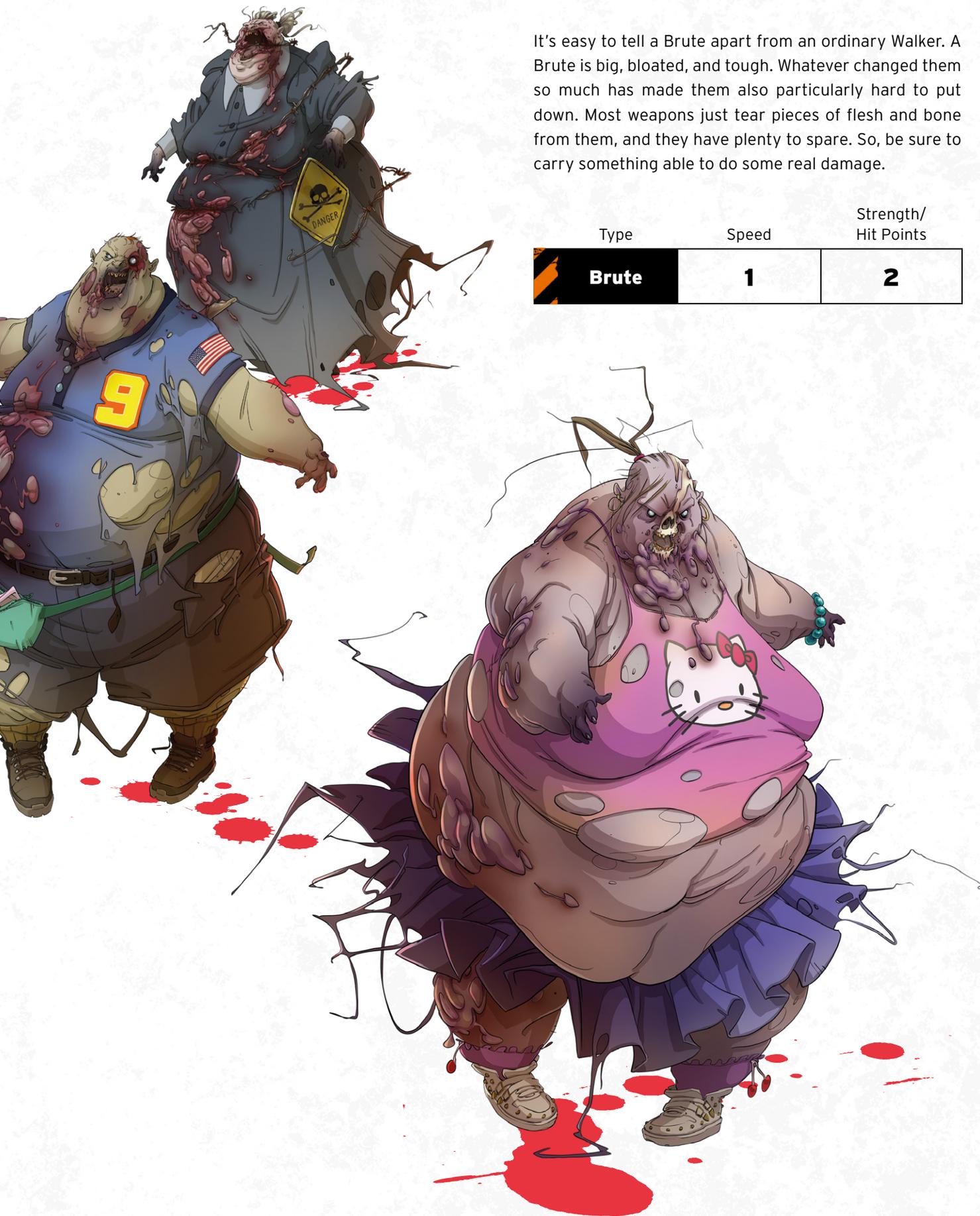
We call the most basic type of Zombie a Walker. That's because they just take their time to get to you. But when they do, you'd be wrong to consider them less dangerous than other types of undead. That's because they may be slow, but there's a LOT of them, and their bites are no less damaging than those of their more-aggressive brethren. Underestimate them and you'll find yourself overrun in no time.

Type	Speed	Strength/ Hit Points
Walker	2	1

Brutes

It's easy to tell a Brute apart from an ordinary Walker. A Brute is big, bloated, and tough. Whatever changed them so much has made them also particularly hard to put down. Most weapons just tear pieces of flesh and bone from them, and they have plenty to spare. So, be sure to carry something able to do some real damage.

Type	Speed	Strength/ Hit Points
 Brute	1	2



Runners

Amped up for some reason, Runners are super aggressive. They hide behind other Zombies, especially Brutes, and will be upon you in no time unless you take them out first. They can be fast, but they still won't easily overcome obstacles set before them.

Special Rules

Runners reduce the maximum number of Opening Shots to 1. Then, they attack twice: once before the Survivor Phase and once during the Zombie Phase, with all the other Zombies.

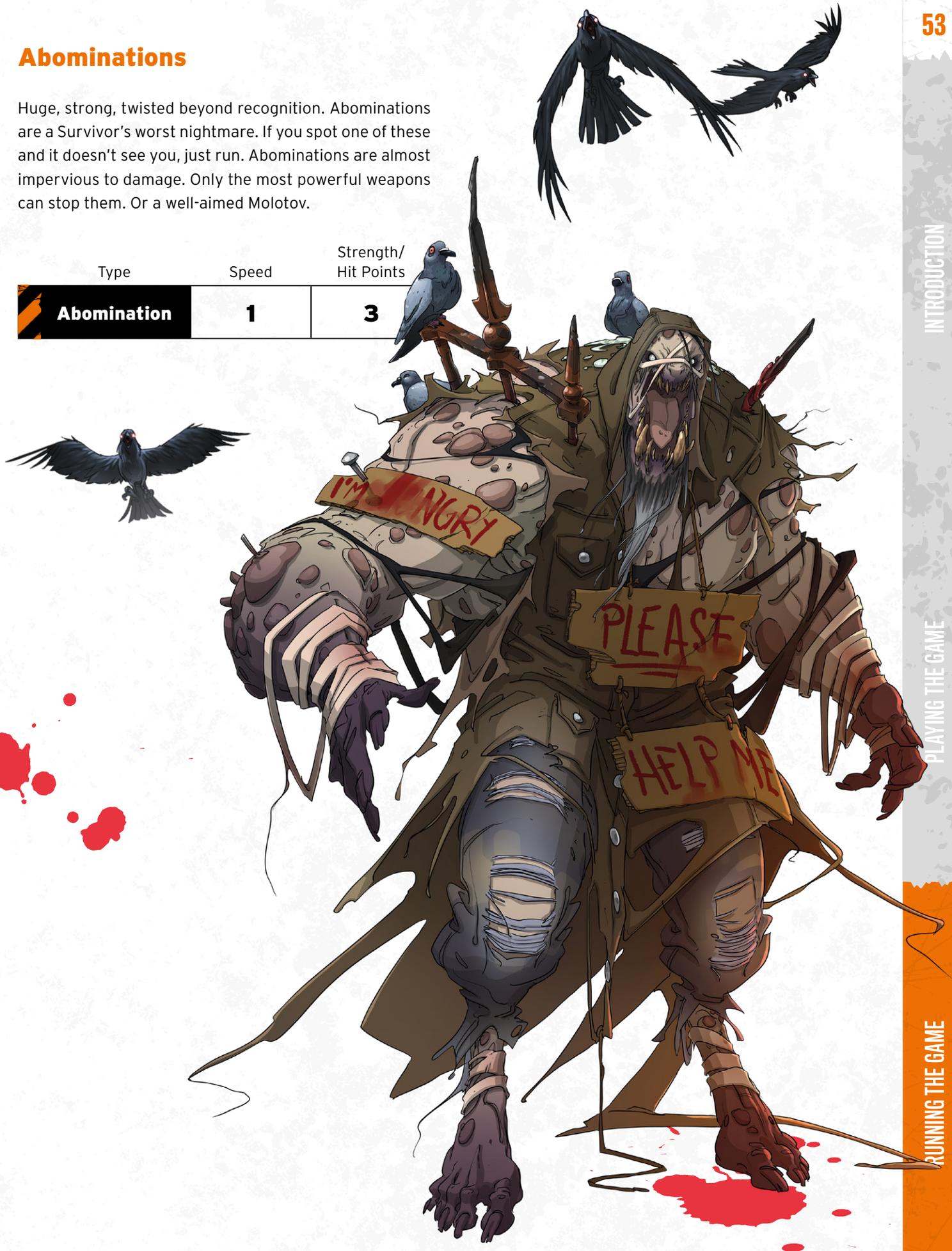
Type	Speed	Strength/ Hit Points
Runner	3	1



Abominations

Huge, strong, twisted beyond recognition. Abominations are a Survivor's worst nightmare. If you spot one of these and it doesn't see you, just run. Abominations are almost impervious to damage. Only the most powerful weapons can stop them. Or a well-aimed Molotov.

Type	Speed	Strength/ Hit Points
Abomination	1	3



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SKILLS

Progress bars for skills with colored arrows (blue, yellow, orange, red) indicating levels.

BIO

NAME:

LEVEL:

OCCUPATION:

HABIT:

LOOKS:

WEAPONS



Traits

Four empty square boxes for recording traits.

Lined writing area for notes.

MUSCLE

BRAINS

GRIT

ACTIONS

ATHLETICS

STUNT

SNEAK

ENDURE

ATTITUDE

APPEAL

CONVINCE

HEARTEN

BACKGROUND

SECURITY

EDUCATION

CONTACTS

COMBAT

FIGHT

SHOOT

COOL

PERCEPTION

SPOT

EVALUATE

SCOUT

SURVIVAL

SCAVENGE

TINKER

HEAL



STRESS

GEAR

HIT POINTS

CONDITIONS:

Stress card with a fist icon.

Gear card with a toolbox icon.

Hit Points card with a cross icon and a checkbox labeled "Hoard".



**GEAR UP,
TEAM UP,
LEVEL UP,
TAKE 'EM
DOWN!**

QUICKSTART

ZOMBICODE
CHRONICLES

QUICKSTART