

# ZOMBICIDE

BLACK OPS



**RULES AND MISSIONS**

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# 02 GAME COMPONENTS

## 6 SURVIVOR MINIATURES AND ID CARDS



Kyle



Jean



Maria



Andrei



Fiona



Solomon



## 2 MACHINE MINIATURES



XN35 "Crawley" Bot



Meteor Sentry Gun

## 1 JUGGERNAUT ABOMINATION MINIATURE



### 3 GAME TILES (DOUBLE-SIDED)



### 26 TOKENS

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



### 33 MINI-CARDS

#### 6 Juggernaut Abomination Cards



#### 27 Equipment Cards



### 48 TRACKERS



### 6 SURVIVOR COLOR BASES



### 6 SURVIVOR DASHBOARDS



# 03 PAINT ME BLACK

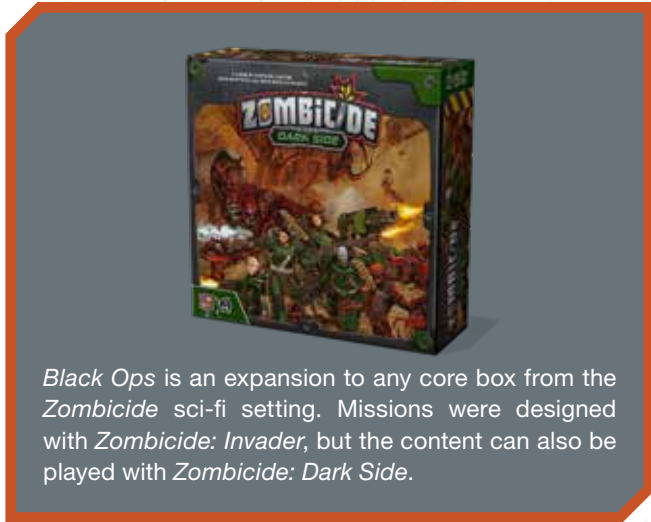
*I can't believe it's only been 24 hours since we intercepted the emergency call from PK-L7. I also can't believe I fired so much ammo since then.*

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

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

*Most of the time, that is.*

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



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

# 04 BLACK SQUAD ARSENAL

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



## STARTING EQUIPMENT



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



*Black Squad Survivors display this symbol on their ID card.*

## XN35 "CRAWLEY" BOT



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

**NOTE:** The Crawley cannot perform Melee Actions.

## METEOR SENTRY GUN

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

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

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

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



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

# 05 NEW XENO: JUGGERNAUT ABOMINATION

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

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



**Damage dealt:** 3

**To eliminate:** see Special rules

**Experience provided:** 5 points

**Special rules:**

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



# 06 NEW TILES: POD ZONES AND SECURITY ROOMS

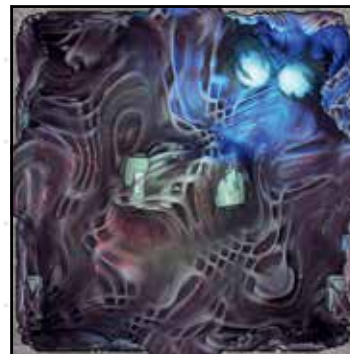


*We landed on PK-L7's surface and entered an invaded laboratory, turned into a Xeno hideout. We know it won't be empty and silent for long. We read about the substance called Mold in the few messages we received. It's disgusting, as if it had a life of its own. The news is, mold seems to grow some...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

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

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

## POD ZONES



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

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

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

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

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

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

## SECURITY ROOMS



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

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

## SPECIAL RULES

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



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# GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY.

## EACH ROUND BEGINS WITH:

### 01 - PLAYERS' PHASE

The first player activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

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

## WHEN EVERY PLAYER HAS FINISHED

### 02 - XENOS' PHASE

#### STEP 1 - ACTIVATION: ATTACK OR MOVE

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

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

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

#### STEP 2 - SPAWN

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

### 03 - END PHASE

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

## TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO ELIMINATE	EXPERIENCE EARNED
1	TANK/ ABOMINATION	1	2/3 (3/4)*	1/5
2	WORKER	1	1 (2)*	1
3	HUNTER	2	1 (2)*	1

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