

The following document clarifies some Frequently Asked Questions by players. It also includes some errata.

Q: Tiles 8V & 9V mine and cemetery: Which are Building zones and which are Street Zones?

A: They are all considered Street zones.



FAQ

★ ZOMBICIDE: UNDEAD OR ALIVE

Q: If Molly (**townsfolk**) was standing in Carl's position, would she see all the way to the top of the map? and she also sees into the room where May is?

A: Yes, she can.

Q: If Molly (**townsfolk**) was standing in Carl's position, would she see all the way to the top of the map? and she also sees into the room where May is?

A: Yes, she can.

Q: If Molly was standing in May's position, can she see all the way to the top of the map (Into the top building and out of it)?

A: Yes, she can.

Q: If Molly was standing in the room at the bottom right, can she still see all the way to the top of the map?

A: Yes, she can

See Townsfolk Class rule in Page 24

Q: Noise marker on train: Where exactly do you place the Noise token on the train?

A: The Noise token is placed in the locomotive cabin when the train enters the board.



★ ZOMBICIDE: DEAD WEST

Q: Does Deezbaa' start with pistol old timer + Deezbaa's bow?

A: Deezbaa' starts with her Old Timer and Deezbaa's bow.

Q: Is Deezbaa's bow considered a pistol? Can she use fanning skill with it? Since it's her starting weapon, is it placed in her favorite slot?

A: The bow does not work like a pistol (It doesn't have the pistol icon on it, unlike standard weapons. You can't fan with the bow). The bow cannot be placed in the favorite slot.



ERRATA

★ ZOMBICIDE: UNDEAD OR ALIVE RULEBOOK

Page 26 – STEP 1 - ACTIVATION – Diagram

The original diagram printed was incorrect as the Zombies would not have needed to split into groups as they moved towards Hanna. Please find the correct diagram below.

Page 45 – MISSION 1 – The Bandwagon

The Survivor Starting Zone is meant to be outside the Wagon.

Page 48 – MISSION 4 – Be Quick or Be Dead

The set up show x7 Objectives however, there should be 8 Objective tokens in this mission.

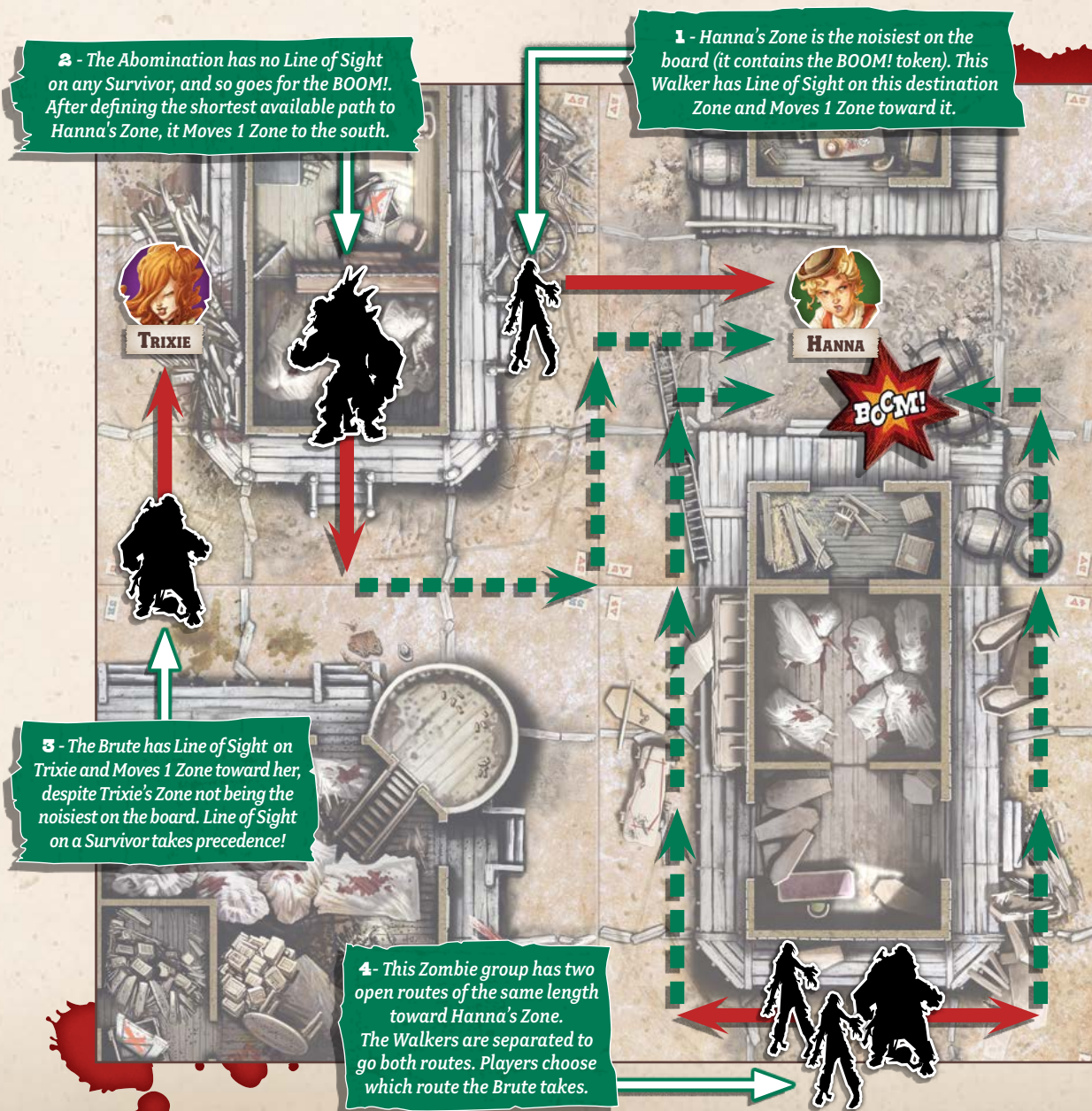
Page 56 – SKILLS

The Skill '+1 Vade Retro per Turn' should read:

The Survivor has 1 extra use of the Faithful Class Ability, Vade Retro, each time they activate. This allows the Survivor to cast several Vade Retro per Turn!

The Skill 'Steady hand' is missing from the rulebook. It should read:

The Survivor can ignore other Survivors of their choosing when missing with a Ranged Action. This Skill does not apply to game effects killing everything in the targeted Zone (such as a Dynamite, for example).



New Step 1 - Activation diagram.