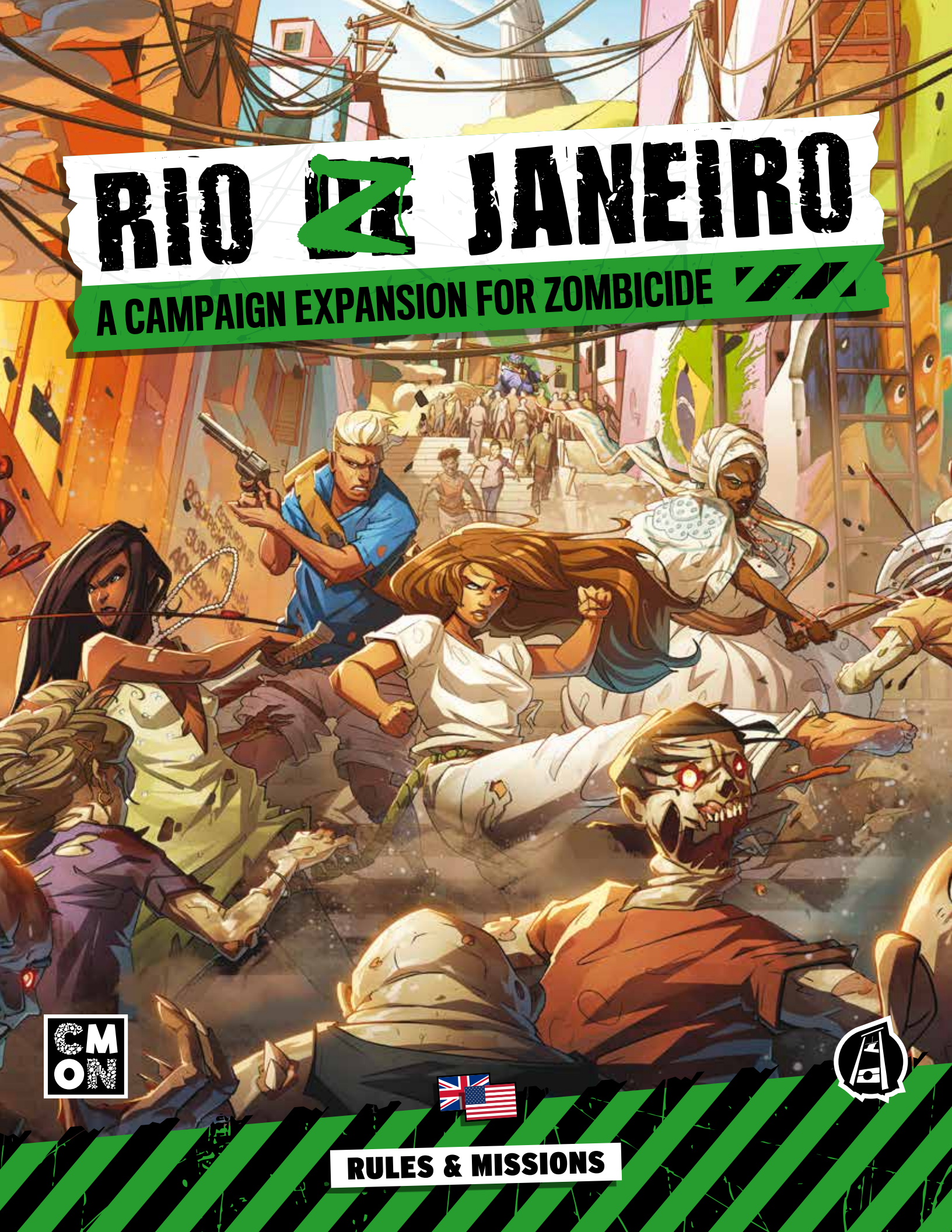


RIO DE JANEIRO

A CAMPAIGN EXPANSION FOR ZOMBICIDE



RULES & MISSIONS

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#01 GAME COMPONENTS

6 ID CARDS



1 CAMPAIGN SHEET NOTEPAD



24 Sheets

12 TOKENS

1 Black Opala



3 Surprise Spawns

2 Improvised Gates



6 Broken Walls

97 OBJECTIVE CARDS



7 DOUBLE-SIDED TILES



66 EQUIPMENT CARDS



1 Reference Card

6 Advanced Starting Equipment



47 Advanced Equipment



12 Epic Weapons



12 MINIATURES

6 Survivors



Ney Eliete Steven Dona Cacilda Vivi MC Jordim

30 WOUND CARDS



6 Zombies



4 Walkers 1 Brute 1 Runner

6 ALL-OUT DICE



#02 WELCOME TO RIO

Every year, millions of people come from all around the world to enjoy the Carnival holidays in Rio de Janeiro, Brazil. There are sunny beaches, lively samba, colorful streets, and the beautiful scenery Rio has to offer, from the top of Cristo Redentor all the way down to the Copacabana sidewalks.

However, Carnival this year has been tinted with something new: a zombie outbreak that trapped millions in an infected city with no way out. It's impossible to know how it began, but maybe we have a chance to put an end to it.

Let's show Rio will remain beautiful even during the end of the world.

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

What is a campaign? A campaign is a series of Missions telling a story where the Survivors are the heroes. The choices players make have direct influence over the unfolding events. The Survivors improve along the way, earning new Skills and trying to keep some gear from one game to the next. The best reward, however, is not the loot. It's the memories of the story you played and shared with your friends along the way.

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

New rules also include the Wound deck, a new deck of cards to simulate all kinds of wounds that Survivors might endure, and a new Spawn token to produce Zombies in unique locations. Enjoy your time in Rio!

Zombicide: Rio Z Janeiro is an expansion to *Zombicide: 2nd Edition*.



#03 ADVANCED RULES

The advanced rules detailed in this chapter are meant to enhance *Zombicide* games with new features. They are used in the Carnival of the Dead campaign (P. 15) and to add flavor to one-shot Missions as well!

ADVANCED EQUIPMENT RULES

Two things are for sure: Brazilians are very creative and they know how to defend themselves. You can't find this kind of stuff everywhere.



The Advanced Core decks use the new All-Out and Keep rules, replacing *Zombicide's* corresponding Equipment decks.

Zombicide: Rio Z Janeiro comes with new dice and Equipment decks using the special All-Out rules. These replace the *Zombicide: 2nd Edition's* Equipment, Starting Equipment, and Epic Weapon decks with the All-Out and Keep values detailed on the next page.

To use them, simply replace the corresponding decks with their Advanced counterparts.

! FOR ADVANCED PLAYERS

If players are familiar with the Campaign rules from Washington Z.C. or Fort Hendrix, they can just go ahead and check these new, unique rules used in *Zombicide: Rio Z Janeiro*:

- Taking Wounds (P. 7)
- Surprise Spawns (P. 7)
- Narrow Zones (P. 8)
- Zombie Pull (P. 8)
- Thin Walls (P. 9)
- New Map Tiles: (P. 9)

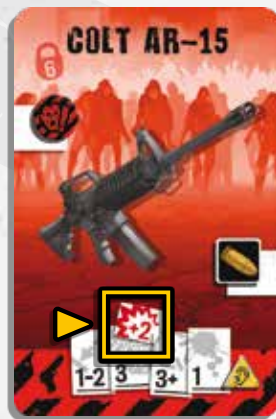
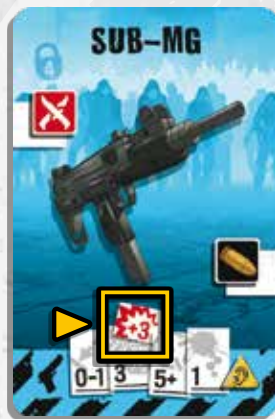
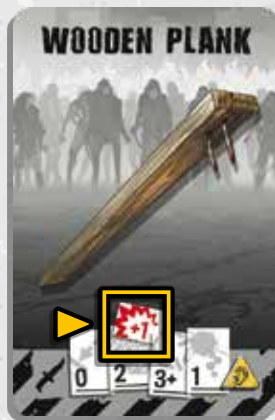
THE ALL-OUT DICE



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

• GOING ALL-OUT

During a zombie outbreak, either you learn how to improvise or you're dead. This goes for your weapons, too. This shiny rifle of yours can still be used to knock some heads off even after it runs out of ammo.



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

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

For the ensuing Combat Action, the player adds the written number of All-Out dice to their standard dice, then resolves the Action. It's all or nothing! The full All-Out dice amount is always added to the pool.

The All-Out dice act like standard dice, adding hits if the weapon's Accuracy value is met. However, rolling 1 or more Breaks on **any** of the All-Out dice (ONLY All-Out dice. Standard dice do not generate Break results) means that the weapon broke. Discard the weapon card right after the Combat Action is resolved.



Dual weapons are used normally, adding both weapons' All-Out dice to the pool (remember, it's all or nothing. Either you go All-Out or you go home). Each Break rolled means 1 of these weapons is lost. So, both weapons are lost whenever 2 or more Breaks are rolled.

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

EXAMPLE 1: Vivi goes All-Out with a Wooden Plank. This weapon rolls 2 standard dice and 1 All-Out die. All 3 dice are grouped for the roll with 3+ Accuracy. The standard dice roll 2 and 1, obtaining 1 hit. The 1 is not a Break, as it is a standard die. The All-Out die rolls a 1, adding 1 hit. The Attack roll obtained 2 hits total.

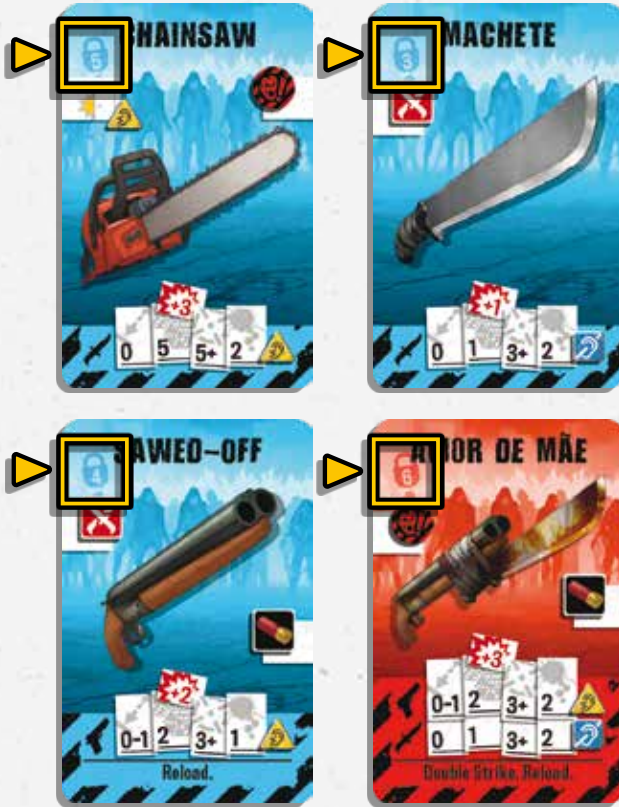
EXAMPLE 2: Ney goes All-Out with a Shotgun. This weapon rolls 2 standard dice and 2 All-Out dice. All 4 dice are grouped for the roll with 4+ Accuracy. The standard dice roll 2 and 2, obtaining 2 hits. The All-Out dice roll 1 and 1, obtaining 1 hit and 1 Break. The Attack roll obtained 3 hits total and 1 Break. All hits are assigned normally. Then, the Shotgun card is discarded.

EXAMPLE 3: Steven goes All-Out with dual Sub-MGs while having a Plenty of Bullets card in his inventory. Each weapon rolls 3 standard dice and 3 All-Out dice. All dice are grouped for dual use, totaling 6 standard and 6 All-Out dice with 5+ Accuracy. The standard dice roll 1, 2, 3, 4, 5, and 6, obtaining 1 hit. The All-Out dice roll 1, 1, 1, 2, 2, and 3, obtaining 2 hits and 3 Breaks. All-Out dice cannot be re-rolled, meaning both Sub-MGs are lost to the 3 Break results after the Ranged Action is resolved. The player can use Steven's Plenty of Bullets card to re-roll the 6 standard dice to try and improve his results, though!



• KEEPING YOUR EQUIPMENT

It's not exactly easy to find good equipment on the streets of Rio, so it's important you take good care of the stuff you've got. It's not only about guns. I'm talking about food and meds as well. Try your best not to waste anything.



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

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

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

- If 1 or more Breaks are obtained, the Equipment card is discarded. It had a malfunction of some sort before the next Mission and is lost.
- If no Breaks are obtained, the Equipment card is kept. The Survivor begins the next Mission with the Equipment. Its card is automatically assigned to them during Setup, in addition to

any Starting Equipment they usually get. They can organize their inventory as they please before the game starts.

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

EXAMPLE: Ney ends the Mission with a Chainsaw (Keep 5), a Machete (Keep 3), a pair of Sawed-Offs (Keep 4), and a Plenty of Shells (no Keep value) Equipment card.

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

KO / R.I.P. RULES

Look me in the eye and pay attention now. Don't do that again. You might not be so lucky a second time.

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

A Survivor losing their last Health point is considered **KOed (BUT NOT DEAD)**. Lay down their miniature in the Zone they currently occupy and discard all Equipment cards they may have (no Keep rolls allowed).

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

- If the KOed Survivor is taken, place their miniature on their own Dashboard. The KOed Survivor is not dead, but cannot be played until the next Mission.
- If the KOed Survivor is **not** taken, they are **dead** for good. Remove their miniature. Check the Mission's Objectives, as they may state it is lost whenever a Survivor dies. The dead Survivor cannot be played again until the end of the Campaign.

NOTE: Keep note of all Survivors that die to make sure they aren't used in the same Campaign.

The dead Survivor's player may choose another Survivor for the next Mission, starting with a new Campaign Sheet. Choosing another Survivor results in the loss of all Equipment, CXP, Bonus Actions, and Campaign Skills (see P. 11). **Campaign Achievements, on the other hand, are kept from one dead Survivor to their successor.**

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

• TAKING WOUNDS

It's impossible to avoid getting hurt in situations like this. Except getting bitten. That should be avoided at all costs.



For each Wound a Survivor suffers, they must also immediately draw a card from the Wound deck and apply its effects.

The Survivor still loses 1 Health as usual, unless the card says otherwise. Most cards also contain additional effects (either positive or negative), except for the Light Wound card, which has no additional effect. If a Survivor suffers more than 1 Wound, they must read and apply the card's effect for the first Wound before dealing with the next one.



EXAMPLE 1: Ney is in the Zone where a Survivor performs a failed Ranged Attack and suffers 1 Wound due to Friendly Fire. He draws Weak Spot from the Wound deck, taking 1 extra Wound and gaining 5 Adrenaline Points.



EXAMPLE 2: A group of 2 Walkers activate in the same Zone as MC Jordim. He draws 1 card from the Wound deck for each Wound suffered. The first card drawn is Broken Arm. He keeps the card next to his Dashboard and reorganizes his equipment to keep only 1 weapon equipped. The card for the second Wound is a Light Wound, so nothing else happens.

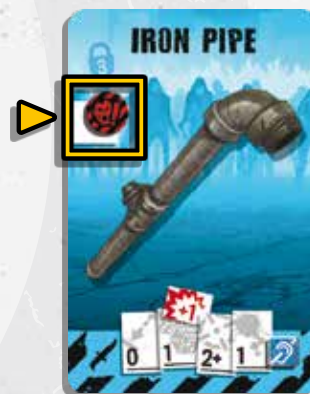
SURPRISE SPAWNS

Zombies have a strange habit of gathering into large groups, but it is not unusual to see a lone zombie surfacing from the sea or popping out of a narrow space. Sometimes, these surprises can be fatal.

In some Missions, Surprise Spawn tokens are placed in specific Zones during setup.



Every time a card with a Surprise Spawn icon is drawn with a Search Action or by taking an Objective card, before resolving the card effect (if any), players must immediately spawn 1 Walker per icon in each Zone with a Surprise Spawn token. If there are no tokens on the map, simply do not perform the Surprise Spawn. The Surprise Spawn effect happens even if the card is discarded after being drawn. Surprise Spawn icons are ignored for any Equipment card or Epic Weapon card drawn from the deck in any way other than by Search Actions.



The Iron Pipe has a Surprise Spawn icon. So, any time the Iron Pipe is drawn with a Search Action, immediately spawn 1 Walker in each Zone with a Surprise Spawn token.

NARROW ZONES

The favelas in Rio are built with no planning at all. It's common to have a narrow space between buildings, where only a not-too-large person can pass.

Some Zones in *Zombicide: Rio Z Janeiro* are called Narrow Zones. They are street Zones between buildings with circular icons called Spots.

The number of Spots in a Narrow Zone limits the number of Actors allowed in that Zone. Each Spot can be occupied by a single Actor.



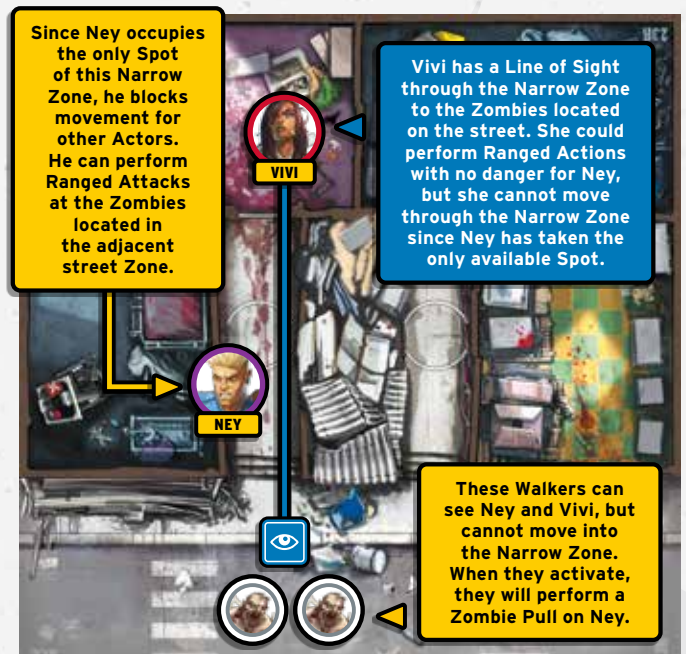
This Narrow Zone has 2 Spots. It counts as a single Zone that allows only 2 Actors in it.

When moving into a Narrow Zone, an Actor can occupy any empty Spot in that Zone (the position does not matter). An Actor standing on a Spot does not block other Actors' Lines of Sight. They do not block movement either, provided there is an available free Spot in their Zone.

It's not possible for an Actor to move into a Narrow Zone if all its Spots are occupied. Before the Zombie Activation, any Zombies adjacent to a Narrow Zone perform a Zombie Pull (see the next section).

Narrow Zones cannot be Searched. Cars cannot enter Narrow Zones.

Narrow Zones are considered blocked Zones for Abominations. They cannot move into or trace a path through a Narrow Zone, but will perform Zombie Pulls just like any other Zombie.



Since Ney occupies the only Spot of this Narrow Zone, he blocks movement for other Actors. He can perform Ranged Attacks at the Zombies located in the adjacent street Zone.

Vivi has a Line of Sight through the Narrow Zone to the Zombies located on the street. She could perform Ranged Actions with no danger for Ney, but she cannot move through the Narrow Zone since Ney has taken the only available Spot.

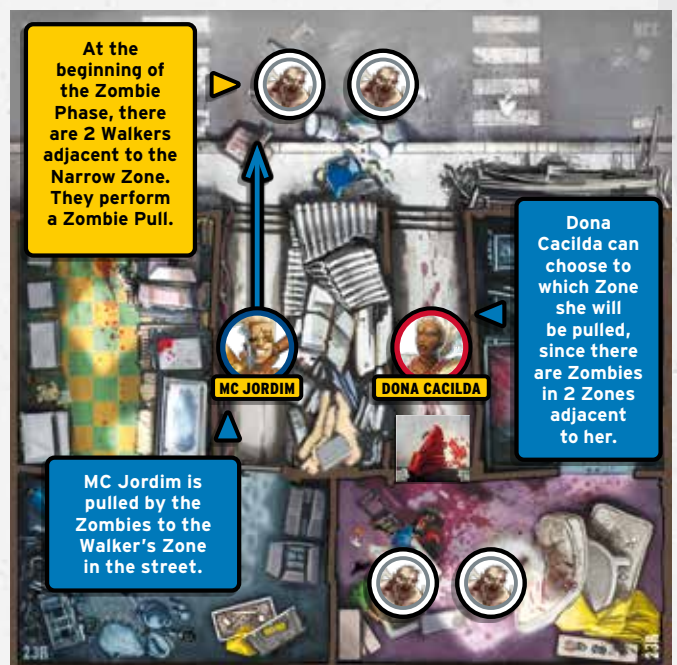
These Walkers can see Ney and Vivi, but cannot move into the Narrow Zone. When they activate, they will perform a Zombie Pull on Ney.

• ZOMBIE PULL

When walking through the favelas, the maze of passages makes it hard to see what is going on behind you. Try not to get distracted or else a zombie might grab you from behind.

At the start of the Zombie Phase, before any Zombie Activation, all Zombies will pull Survivors in adjacent Narrow Zones, dragging them into their Zones. This does not count as a Zombie Action.

Each Zombie can only pull 1 Survivor. If there are multiple Zombies in Zones adjacent to a Narrow Zone and/or multiple Survivors in a Narrow Zone, players decide the order in which each pull is performed.



At the beginning of the Zombie Phase, there are 2 Walkers adjacent to the Narrow Zone. They perform a Zombie Pull.

Dona Cacilda can choose to which Zone she will be pulled, since there are 2 Zones adjacent to her.

MC Jordim is pulled by the Zombies to the Walker's Zone in the street.

THIN WALLS



Many houses in favelas are built with all sorts of available materials. It's not hard to break your way through these walls, but it's also a risky thing. Break too many walls and the whole building will collapse.

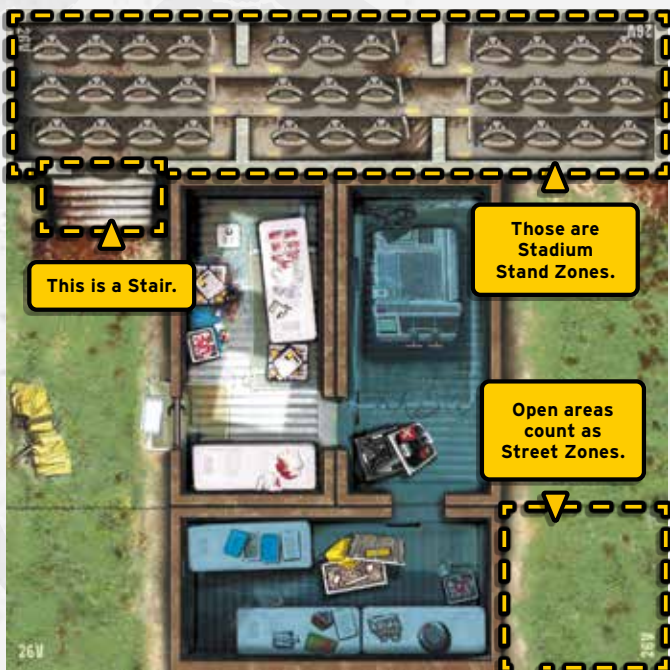
Thin Walls can be destroyed by performing an Action with any door-opening Equipment. No roll is required. Just place a Destroyed Wall token on the Thin Wall. The Destroyed Wall counts as an opening for movement and tracing Line of Sight.

Using this Action counts as opening a door, so it can produce 1 Noise token, depending on the Weapon used.

Each tile can have only 1 Thin Wall destroyed. If a Thin Wall separating 2 different tiles is destroyed, it counts for both tiles.

NEW MAP TILES

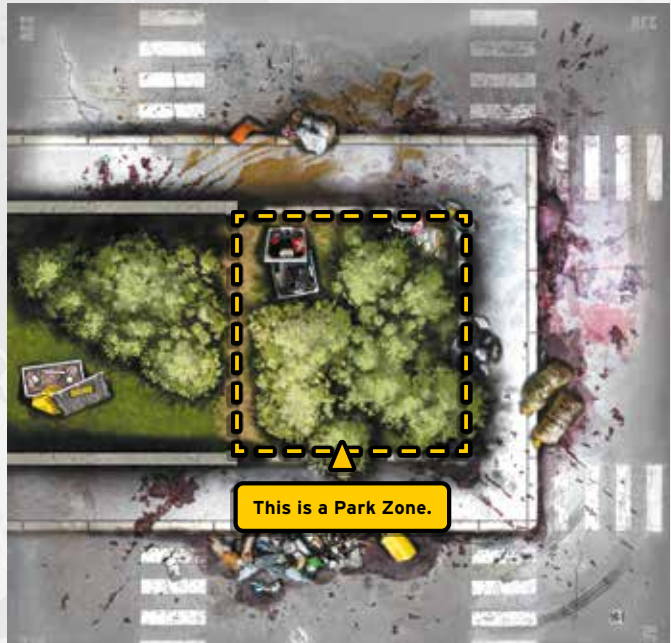
• MARACANÃ STADIUM



Stairs: Stairs link the ground floor to the Stands. They work as open Doors for any purpose.

Stands: Stadium Stands count as building Zones **that cannot be Searched** and are separated by linear markings.

• PARK



Counts as Dark Zones and **cannot be Searched**. The Park obstructs Line of Sight. It can be entered from any adjacent Zone without a wall.

• SEA ZONES

Zones with water (on the Beach tiles) cannot be entered by Survivors or Zombies. Zombies spawned in a Sea Zone will always move away from it.



#04 CAMPAIGN RULES

The Campaign rules detailed in this chapter complete *Zombicide's* core and advanced rules, to be used specifically with the *Carnaval of the Dead* Campaign (P. 15).

CAMPAIGN SHEET

Survivors always have stories to tell, not always related to the horrors of the zombie outbreak. Sometimes, mementos from a happier past are the only things helping us move forward. These things make us stronger. Make us remember what we are fighting for.

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



The Campaign Sheet is used to track each Survivor's individual progress. When the Campaign begins, each Survivor gets their own Campaign Sheet from the sheetpad. Write down the Survivor's story!

The different sections are explained below.

CXP BAR: Check the boxes as your Survivor earns CXP. Reaching the indicated Milestones grant the Survivor Bonus Actions or Campaign Skills (P. 11).

CAMPAIGN SKILLS: Each time your Survivor earns a Campaign Skill, choose 1 from the list and check the corresponding box (P. 11).

BONUS ACTIONS: Each time your Survivor earns a Bonus Action, check a Reserve box here. They are cumulative, but each can be used only once per Mission! (P. 11).

EQUIPMENT KEPT: Write down the Equipment the Survivor will keep for the next Mission here (P. 11).

SURVIVOR NAME:

PLAYER NAME:

CXP

1	
2	+1 Bonus Action OR +1 Campaign Skill
3	
4	
5	+1 Bonus Action OR +1 Campaign Skill
6	
7	
8	+1 Bonus Action OR +1 Campaign Skill
9	
10	
11	+1 Bonus Action OR +1 Campaign Skill
12	
13	
14	+1 Bonus Action OR +1 Campaign Skill
15	
16	
17	+1 Bonus Action OR +1 Campaign Skill
18	
19	
20	+1 Bonus Action OR +1 Campaign Skill

CAMPAIGN SKILLS
(Blue Level)

- Combat reflexes
- Destiny
- Hoard
- Hold your nose
- Home defender
- Is That All You've Got?
- Lifesaver
- Low Profile
- Shine in Darkness
- Sidestep
- Starts with 2 AP
- Starts with an Ammo card (Plenty of Bullets OR Plenty of Shells)
- Steady hand
- Webbing

BONUS ACTIONS
(Once per Mission)

Reserve	Spent
1	<input type="checkbox"/>
2	<input type="checkbox"/>
3	<input type="checkbox"/>
4	<input type="checkbox"/>
5	<input type="checkbox"/>
6	<input type="checkbox"/>
7	<input type="checkbox"/>

Campaign Achievements

Equipment Kept

CAMPAIGN ACHIEVEMENTS: Write down the keywords epitomizing the Survivor's significant choices and feats here. They have an impact on campaign events (P. 12).

• CXP BAR

Each Survivor may earn up to 2 CXP per Mission:

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

Reaching Ultrared Levels (Core rulebook P. 35) doesn't count. Some Missions may allow Survivors to earn additional CXP.

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

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

CXP are earned as the Mission goes on. Milestone rewards are immediate and may be used the Turn in which they are acquired. With each Milestone comes a reward choice, either a Bonus Action or a Campaign Skill.

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



• CAMPAIGN SKILLS

None of us ever imagined being part of something like this. Sure, we've always wondered what would happen if zombies suddenly started roaming the streets... But not really, you now? Seemed impossible back then. And now, look at us. Seems almost like we've been doing it our entire lives.

The Survivor earns a Campaign Skill of the player's choosing among those available on the list. Check the corresponding box.

From then on, the Survivor gets the chosen Skill at Blue Level, in addition to any Blue Level Skill(s) they already possess. It can be used immediately. Some Skills are new and detailed on P. 27.

EXAMPLE: MC Jordim's player goes for the Lifesaver Campaign Skill. From now on, MC Jordim has both Shine in Darkness and Lifesaver as Blue Level Skills. Lifesaver may even be used immediately!

• BONUS ACTIONS

I can't really explain it, but sometimes you feel like you can't take it anymore. You're too tired. There's no way your body will take it. But then, it does. You keep on going. And the next time you feel your limit is close again, surprise! You still keep on going.

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

This reward may be selected multiple times during the Campaign. Check the corresponding amount in the Reserve boxes of the Bonus Actions section. Check a Spent box **with a pencil** each time the Survivor spends 1 Bonus Action, up to their Reserve amount. The Survivor may use several Bonus Actions in the same Turn. The Reserve is fully replenished at the end of each Mission. Erase the Spent marks.

EXAMPLE: Steven got the +1 Bonus Action reward 3 times over the course of the Campaign. He has up to 3 Bonus Actions to spend during each Mission, in any way he pleases. Bonus Actions are recovered at the end of each Mission.

• EQUIPMENT KEPT

The Keep rules (P. 6) allow Survivors to keep Equipment from one Mission to the next. This section may be used to write down the list with a pencil for easier tracking.



• **CAMPAIGN ACHIEVEMENTS**

Maybe this will make a cool story one day.

Campaign Missions may either require an important decision to be made or get Survivors to perform a significant feat. The choice or feat may result in writing down a Campaign Achievement, usually a descriptive keyword (like The Tourist or Curiosity Killed the Capybara, for example) in the corresponding section of the Campaign Sheet.

Campaign Achievements may be individual or collective. They may have an impact on future Missions. Obtaining a specific Achievement may unlock special events, influence the behavior of Companions towards the Survivor, or change the course of the Campaign itself.

OBJECTIVE CARDS

Ever feel like you're an important part of something bigger? There are people around here that depend on us, so it's our duty to do our best, fight our hardest, and live to see another day.



In Campaign Missions, Objective tokens are replaced with Objective cards. These cards are designed to be set in specific Zones. Their back blends in with the tile's environment. **Don't flip and read an Objective card until a Survivor picks it up, as it would spoil the gaming experience.**

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



• SETUP

Each Campaign Mission has its own set of Objective cards gathered into an **Objective set**.

Make sure to take the right set for the chosen Mission and place the Objective cards as described on the Mission map. **For easier setup, Objective cards display the number of the tile they are placed on.**

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



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



These are Notes. They may be picked up and read over the course of the game, according to situations or choices made with the Objective cards. For example, Objective card #06 may lead players to choose between 2 options. Each of them is then explained on its corresponding Note, #1 or #2.



• **TAKING AN OBJECTIVE CARD**

Objective cards set in Objective Zones are taken in the same way as classic Objective tokens.

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

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

Unless otherwise stated, Objective cards are discarded after their effects are resolved. Some of them may ask you to keep them revealed. Keep them faceup in the Zone they were picked up, or near the board, as reminders of game effects to apply. Survivor's Skills do not trigger when an Objective Card's effect occurs.

EXAMPLE 1: *When an Objective card spawns a Zombie, the Survivors in that Zone cannot use Skills such as Combat Reflexes, Sidestep, etc.*

EXAMPLE 2: *When an Objective card indicates for a Survivor to draw a card, the Survivor cannot use Skills such as Destiny, Search: 2 cards, etc.*

• **ACHIEVEMENTS, KEYWORDS, AND COMPANIONS**

Objective cards may feature Achievements to write down on the Survivor's Campaign Sheet (see P. 10). Some Objective cards also feature capitalized keywords linking them to other Objective cards in a narrative way.

EXAMPLE: *Ney takes an Objective card. The player reads it and discovers a new Companion the players decide to help. The player is directed to read Note #3 that might grant the Survivors an Achievement at the end of the Mission. This Achievement might come in handy in the future!*

Companions are always discarded after each Campaign Mission unless otherwise stated by any specific Objective card or Mission setup.



#05 RIO Z JANEIRO CAMPAIGN: CARNAVAL OF THE DEAD

Carnaval of the Dead is a 10-Mission campaign for 6 Survivors. Play the Missions in order. It uses the core rules and all the rules detailed in this expansion. Don't forget to give each Survivor a Campaign Sheet!

M1 - BLOOD AND SAMBA

Medium / 45 minutes

It's Carnaval! We all met at a party on a private boat where we spent most of the previous day and the whole night. We docked at the beach just in time to see the sunrise. Well, maybe "crashed" is a better word, but let's not quibble. There was a guy in a flowered shirt nearby on the beach. We asked him what was going on and he tried to attack us! The fella wasn't simply drunk. He was dead! What happened in Rio during the hours we were away? Everybody is shambling around and they aren't just one of the famous "bloquinhos" from Rio parading on the beaches. They are zombies, a bloco of dead people. The sound of automatic weapons is coming from far away, probably Rocinha. It makes perfect sense that favelas, being in tall mountains and filled with narrow passages are the perfect place to take shelter during a zombie apocalypse. And, hey, armed people also mean living people, right? So, we'll go for it, and we better grab anything useful we find on the road. This is going to be a Carnaval to remember. Let's hope it's not our last.

Tiles needed: 6R, 7V, 23R, 24V, 25R, & 28R

• OBJECTIVES

Accomplish the Objectives in order to win the game.

- 1- Gather the Supplies.** Take all Objective cards.
- 2- Head for Rocinha.** Reach the Exit Zone. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

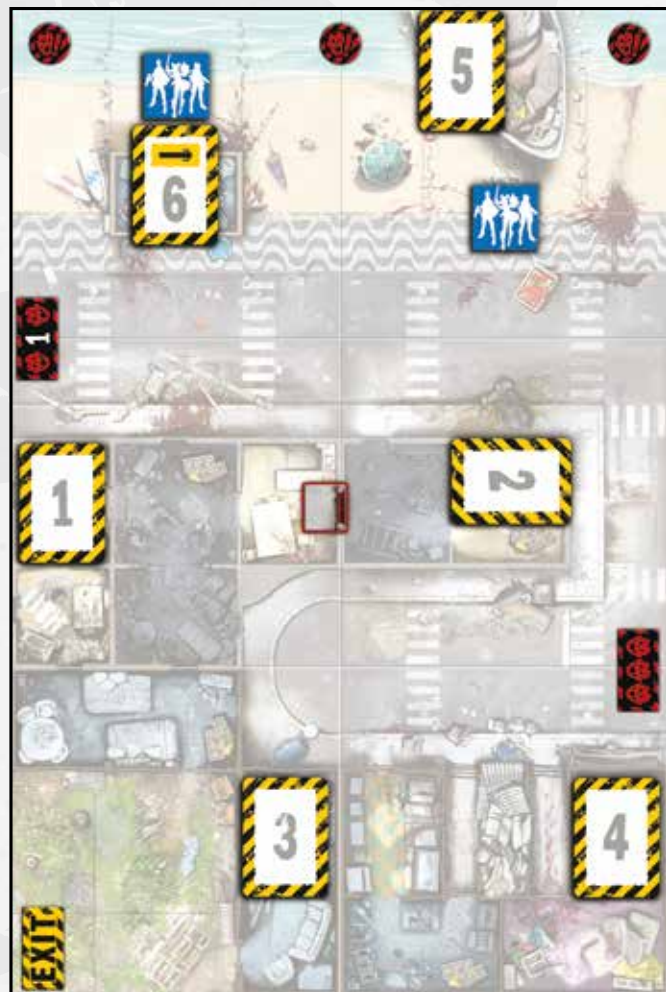
• SPECIAL RULES

- **Setup.** Place 3 Survivors in each Starting Zone.
- **If you want to laugh, make me laugh first.** As long as a Zone has an Objective card, apply the following rules:
 - This Zone cannot be Searched.
 - Its Epic Weapon Crate cannot be taken.

28R	24V
7V	6R
25R	23R



<p>Survivor Starting Zone</p>	<p>1 Spawn Zones</p>	<p>6x Objective Cards</p>
<p>Closed Door</p>	<p>Exit Zone</p>	<p>3x Notes</p>
<p>3x Surprise Spawn</p>	<p>6x Epic Weapon Crates</p>	



M2 - "ROCINHA, THE SAFEST PLACE ON EARTH"

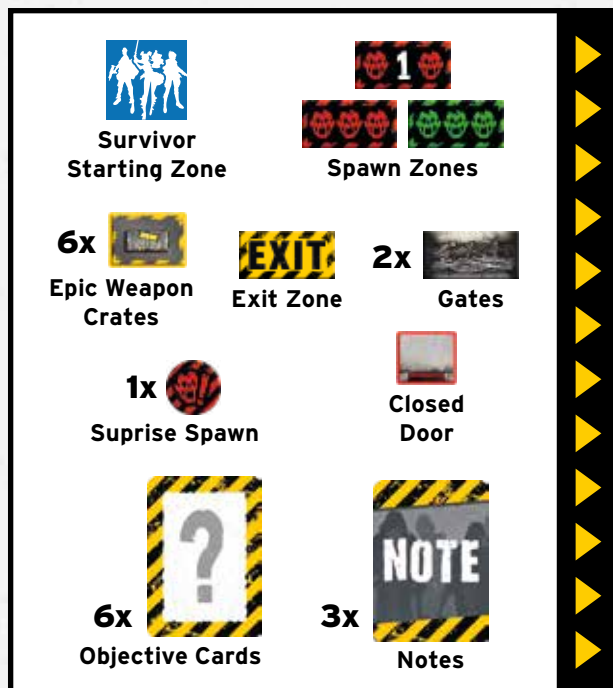
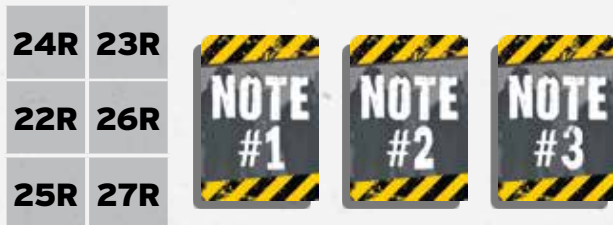
Medium / 60 minutes

We finally arrived at Rocinha and we were all still in one piece. The place is a maze of narrow streets, shanty buildings, and colored walls all decorated for Carnaval.

Currently, more than one hundred thousand people live in Rocinha, making it the biggest favela in Rio." Or so says the tourist guide we grabbed earlier from a stall. Damn. This means a lot of zombies. At least we're better here than out in the open on the beaches... Right?

The sound of automatic weapons we heard before is closer now. If they are as well prepared for this crisis as they sound, it would be good to find them and offer them any help they might need before the situation becomes too... crowded.

Tiles needed: 22R, 23R, 24R, 25R, 26R, & 27R



• OBJECTIVES

Accomplish the Objectives in order to win the game.

1- Explore Rocinha. Take all Objective Cards.

2- Go out! Reach the Exit. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• HOLD! The Green Spawn Zone only receives 1 Zombie of the indicated type for each card drawn (if an Abomination is drawn, substitute it for a Brute). At any time, if there are 5 Zombies in the Green Spawn Zone, remove the Gate tokens and replace the Green Spawn token with a Red Spawn token.

• Party Crashers. The Gates block movement for Zombies and Survivors, but Zombies can be attacked through the Gates with Ranged weapons.

• Safety First. As long as a Zone has an Objective card, that Zone cannot be Searched.



M3 - PROFESSOR LUANA, I PRESUME?

Medium / 60 minutes

While we were getting deeper into Rocinha, the words of the dying soldier resonate in our minds. "Find professor Luana. She has a cure for the plague." Words worth dying for. So, it's difficult not to keep our hopes high. But how can we find her in a place like this? There are literally thousands of places where a person could hide, without considering that the dead are coming from everywhere. We must slow them down in some way or we'll be moaning before dawn. Next year, we'll watch Carnaval from the couch. I swear!

Tiles needed: 6R, 23R, 24R, 25R, 26R, & 27R

• OBJECTIVES

Accomplish the Objectives in any order to win the game.

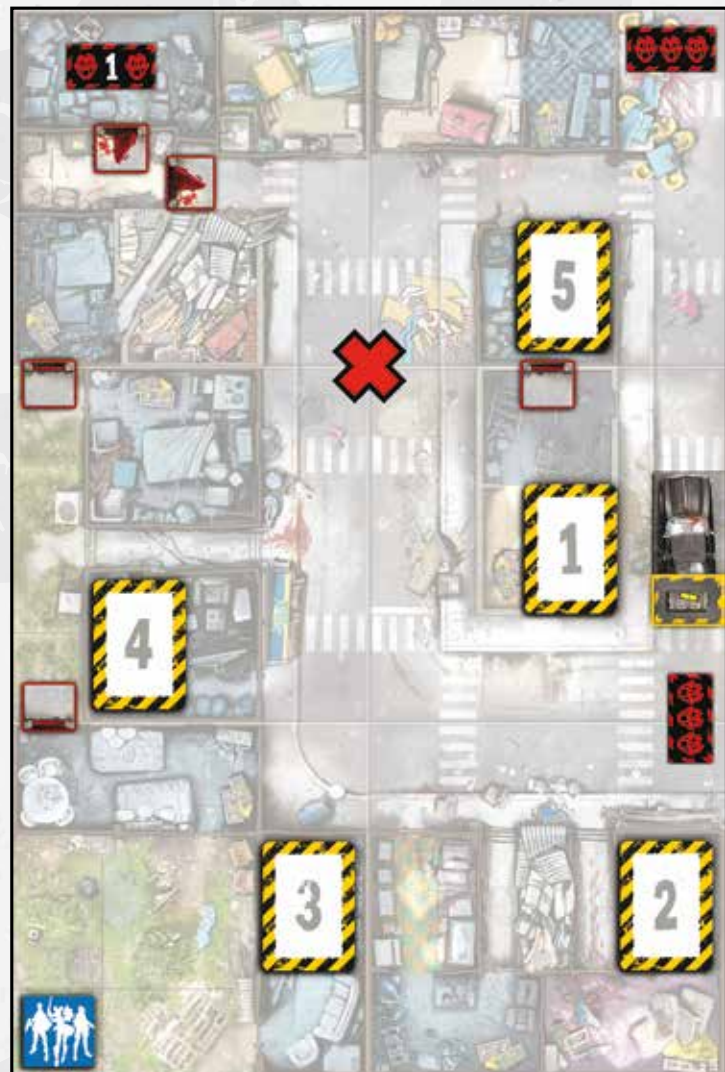
- **Slow them down.** Take the Opala to the marked location (X) and set it on fire.
- **Every Carnaval has to end!** Destroy the Starting Spawn Zone.
- **Cure, really?** Find Professor Luana.

27R	26R					
24R	6R	NOTE #1	NOTE #2	NOTE #3	NOTE #4	NOTE #5
25R	23R					

Survivor Starting Zone	Spawn Zones	Opala Marked Location
Open Doors	7x Epic Weapon Crates	Opala (can be driven)
Closed Doors	5x Objective Cards	5x Notes

• SPECIAL RULES

- **Setup.** If no Survivor has the Slow the Invasion Achievement, immediately draw 1 Zombie card for each Spawn Zone. Tile 27R has no Objective card.
- **Well, that will be useful.** The Opala holds 1 Epic Weapon. It cannot be Searched after the Epic Weapon is taken.
- **Burn, Baby, Burn.** When the Opala is in the marked location, any Survivor in a Zone adjacent to the Opala can spend 1 Action to set it on fire. Place 3 permanent Noise tokens on it and eliminate all Actors in the same Zone as the Opala. This blocks the Zone. No Actor can enter the blocked Zone or draw Line of Sight through it.
- **Open your way.** The Starting Spawn Zone can be destroyed using a Molotov.
- **Look out!** As long as a Zone has an Objective card, apply the following rules:
 - This Zone cannot be Searched.
 - Its Epic Weapon Crate cannot be taken.



M4 - TIME TO ROCK!

Medium / 120 minutes

We must leave Rocinha and go to the military base located in Maracanã Stadium where Professor Luana's data is stored.

This will be a hard trip. Can't do much about it, apart from trusting her. For now, let's focus on getting there.

To get to the Stadium, we must get off the favela. It's getting a little too crowded for our taste, anyway. Damn. We can still hear guys singing samba through the streets, luring zombies like flies to honey. Don't people understand Carnaval ended early this year?

With the dead piling on like this, there is only one way out: let's make a Zombicide!

Tiles needed: 2V, 3V, 6R, 9R, 22R, 23R, 26R, & 27R

• OBJECTIVES

Accomplish this Objective to win the game.

• **Dressed to Kill.** Reach the Exit Zone with all Survivors, Prof. Luana, and the Opala. A Survivor may escape through this Zone at the end their Turn, as long as there are no Zombies in it. If the Survivors inside the Opala have at least 4 Epic Weapons, all Survivors also receive 1 CXP and the Black Opala Achievement.

• SPECIAL RULES

• **Invasion In Progress.** Draw 1 Zombie card for each Spawn Zone after Setup. If any Survivor has the Slow the Invasion Achievement, they draw 6 Zombie cards and choose 1 Zombie card to be spawned on each Spawn Zone. Discard the other cards.

• **Muscle Car.** The Opala holds 1 Epic Weapon. It cannot be Searched after the Epic Weapon is taken.

• **Stolen parts!** Some jerk took the battery and siphoned the fuel from the Opala and, without those, it is only a piece of dead metal (although it still looks good). The Survivors need to get a new battery and fuel to be allowed to drive the Opala. They must be found somewhere in the scenario.

• **Gate.** The Gate blocks movement for all Actors. It can be removed by any Survivor with the Gate Key, spending 1 Action to remove the Gate while standing in its Zone. Zombies can be attacked through the Gate with Ranged Weapons. The Gate will be destroyed if 5+ Zombies are adjacent to it. Once destroyed, passage is possible.

• **Special Weapons.** As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.



9R	3V
6R	23R
26R	27R
2V	22R



Survivor Starting Zone



Spawn Zones



Exit Zone

2x



Gates

9x



Epic Weapon Crates



Closed Door



Opala
(can be driven)



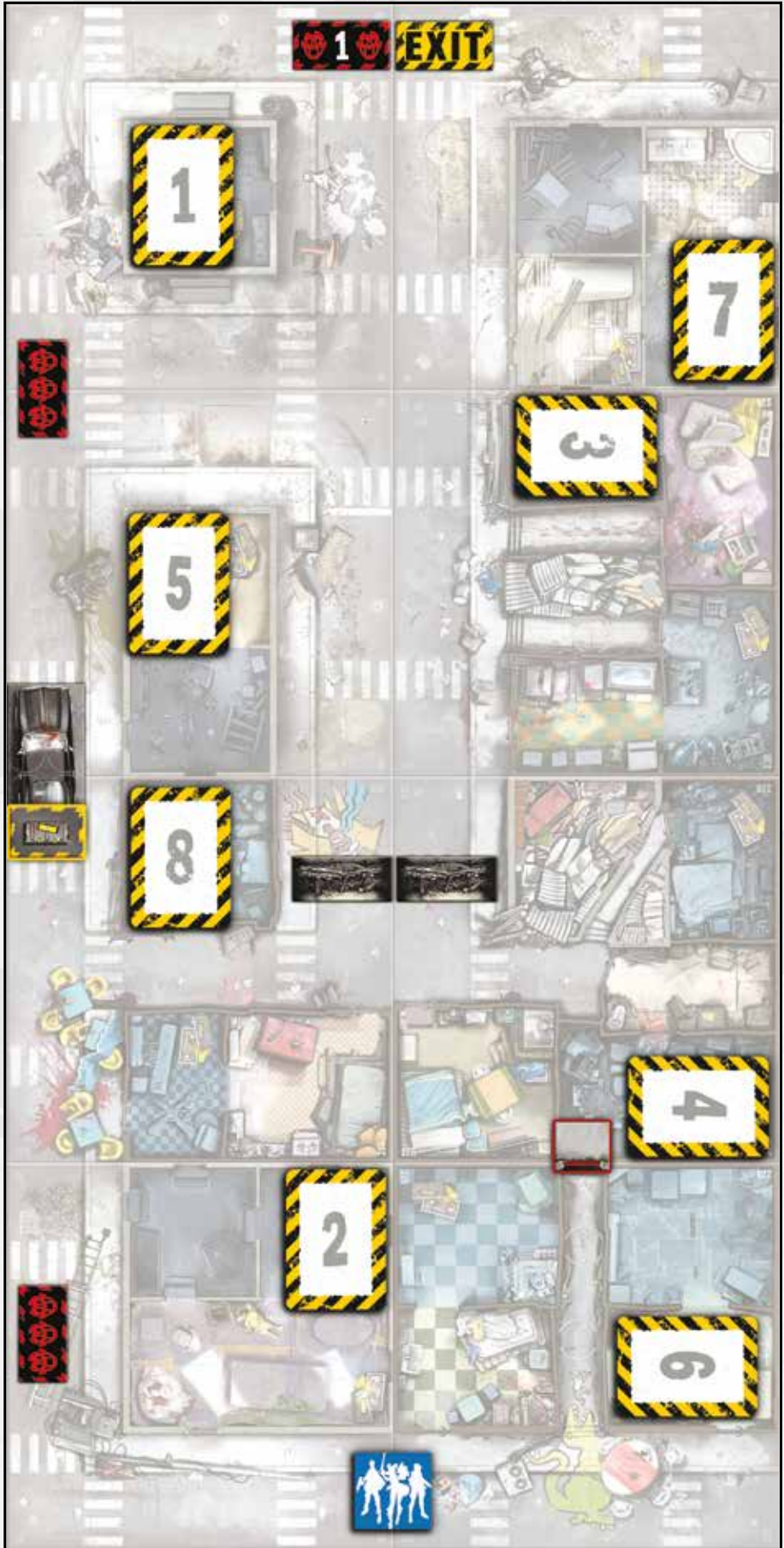
8x

Objective Cards



2x

Notes



M5 - NIGHT AT THE STADIUM

Medium / 60-90 minutes

Maracanã is one of the biggest stadiums in the world. And now, it is the last bastion in Rio against the dead. It is still fully illuminated, meaning there is someone alive inside. As we roam the streets around the neighborhood, we understand it is not the impenetrable fortress we imagined. The outskirts are surrounded by zombies, and from the number of dead military scattered around, the situation is dire. This asks for a change of plans. We need to get in, get the data, and get out. The Professor has one last haven in mind.

Tiles needed: 2V, 7R, 23R, 25V, & 26R

• OBJECTIVES

Accomplish the Objectives in order to win the game.

1- Find the Clearance Card! Survivors must find the Clearance Card to open the Gate.

2- Where there is a will, there is a way. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• **Setup.** Add 1 Abomination, 4 Runners, 2 Brutes, and 6 Walkers to the marked Zone. They will not Activate during the first Zombie Phase.

• **Find the Gate Security Clearance.** The Gate blocks movement for all Actors, but Zombies can be attacked through the Gate with Ranged Weapons. A Survivor with the Clearance Card may spend an Action in the Gate's Zone to remove it from the board.

• **Raided Town.** Tile 25V has no Objective or Epic Weapon Crate.

• **Look out!** As long as a Zone has an Objective card, apply the following rules:
 - This Zone cannot be Searched.
 - Its Epic Weapon Crate cannot be taken.

25V			
2V	7R	NOTE #1	NOTE #2
23R	26R	NOTE #3	

Survivor Starting Zone (Icon: 3 survivors)

Exit Zone (Icon: EXIT sign)

4x Epic Weapon Crates (Icon: Weapon crate)

2x Surprise Spawn (Icon: Red skull)

Spawn Zones (Icon: 1 and 3 red skulls)

1x Gate (Icon: Gate)

4x Objective Cards (Icon: Question mark)

3x Notes (Icon: NOTE sign)

Zombies (Icon: 8 zombie icons)

Place in this Zone:
 - Abomination x1
 - Brute x2
 - Runner x4
 - Walker x6

M6 - "NEXT TIME, HAVE A BACKUP PLAN!"

Medium / 90 minutes

We finally made it. We managed to get inside the Maracanã. The stadium has been transformed into a makeshift military base against the dead, but something has clearly gone wrong. Right now, the dead are swarming inside, and we don't have much time to spare. This place held the best equipment and best prepared personnel inside, and still... If things are this ugly here, I can't imagine what the rest of the city is like.

We need to get what we came here for. And, to get it, we must first slow down the zombie tide that's breaking in.

Time for another Zombicide.

Tiles needed: 25V, 26V, 27V, & 28V

• OBJECTIVES

Accomplish these Objectives in any order to win the game.

- **Copy the Data.** Find Professor Luana's computer and retrieve the data from it.

- **Cleaning the Stadium.** Find a way to block all Stadium entrances, removing the Spawn tokens and eliminating all Zombies inside the Stadium.

• SPECIAL RULES

- **Setup.** Place the Walkers (10) and the Abomination as shown on the map.

- **Double Spawn.** Always reveal 2 Zombie Cards for the Green Spawn Zone.

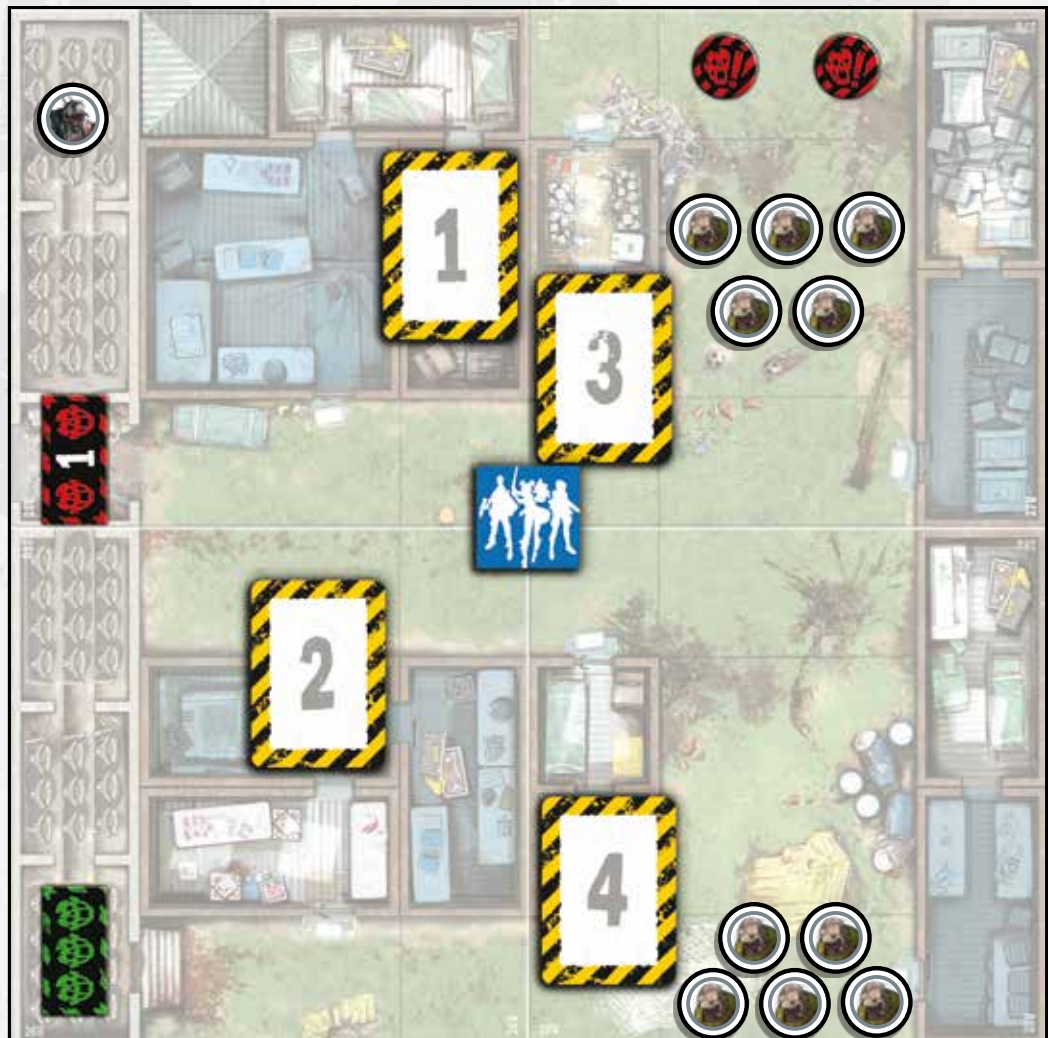
- **Military Protocol.** As long as a Zone has an Objective card, it cannot be Searched.



25V 27V

26V 28V

- Survivor Starting Zone
- Spawn Zones
- 2x Surprise Spawn
- 4x Epic Weapon Crates
- Walker Abomination
- 4x Objective Cards
- 1x Notes



M7 - "MAYDAY! MAYDAY!"

Hard / 90 minutes

"Now that we have the data, I can keep my end of the bargain. There is a secret lab at Ilha Grande. This is the place where we need to bring the hard disk. It is a safe haven, surrounded by sea, impregnable. It is a safe haven, surrounded by sea, impregnable. I must send my friends there a message to arrange an extraction point. There is a comm center in the stadium and we still have power. We only need to..." Professor Luana doesn't finish her sentence, as all lights in the Stadium start to slowly fade, then die. We're in the dark now, and we can hear the zombies closing in.

Tiles needed: 5V, 23R, 25V, 26V, 27V, & 28V

• OBJECTIVES

Accomplish these Objectives in order to win the game.

1- Restore the Power. A short circuit in nearby houses made the power go out for the whole area. Take the Objective cards #01 and #02 to find a way to fix it.

2- Find the Radio. Find where the radio room is located and have Professor Luana call Ilha Grande.

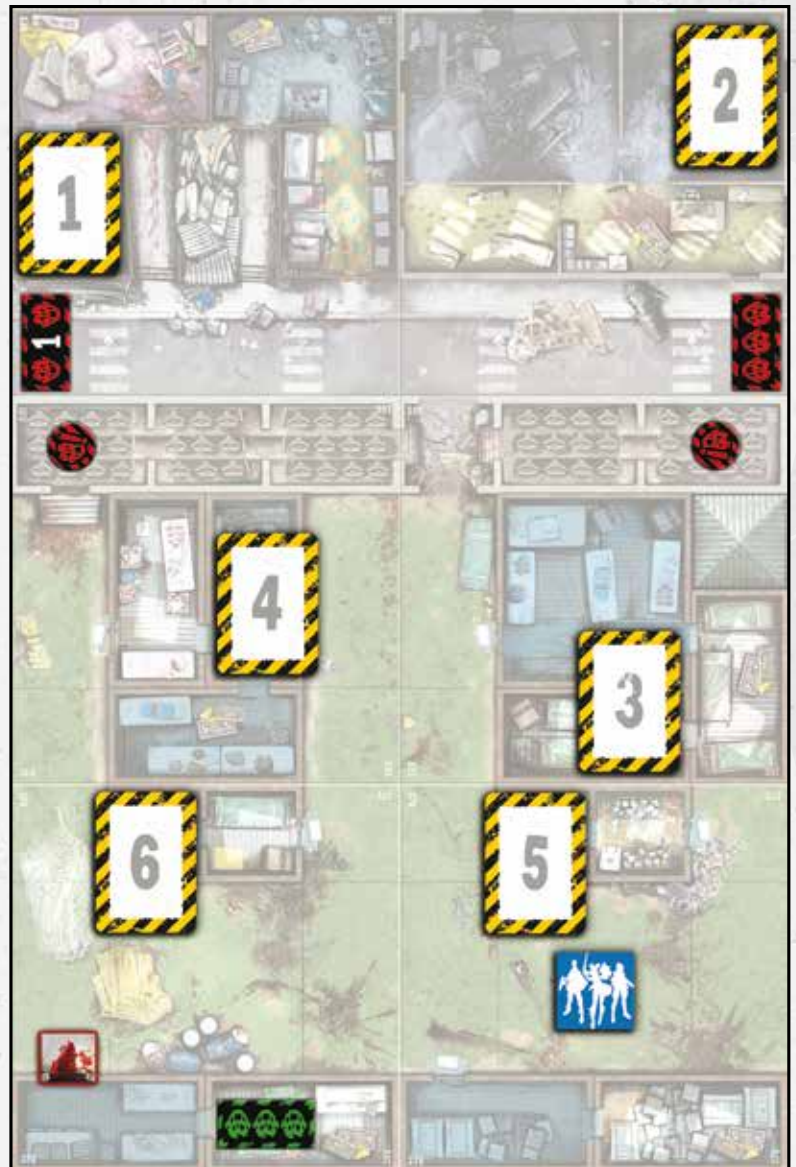
• SPECIAL RULES

- **Setup.** Draw 1 Zombie card for each Spawn Zone.
- **Shut them Down.** Use a Molotov to destroy the Green Spawn Zone, closing the tunnel's entrance. Then, all Survivors earn 5 AP.
- **Professor Luana Calls Home.** Luana's Leader must spend 1 Action in the Radio Room to have her make the call.
- **Be safe!** As long as a tile has an Objective card, it cannot be Searched.



23R	5V
26V	25V
28V	27V

- Survivor Starting Zone
- Open Door
- 2x Surprise Spawn
- 1 Spawn Zones
- 6x Objective Cards
- 6x Epic Weapon Crates
- 3x Notes



M8 - ROAD MOVIE

Hard / 60 minutes

Maracanã is lost, but we don't have time to worry about it. We need to get back to Copacabana beach, where this all started for us ages (or maybe hours?) ago. The problem is, there is no way we can get there by foot. We need a ride, and a good one. I love the smell of gasoline early in the morning. It smells like victory!

Tiles needed: 1V, 2V, 3V, 4V, 6R, & 23V

OBJECTIVES

Accomplish the Objectives in order to win the game.

1- Prepare the Car. If any Survivor has the Black Opala Achievement, immediately read Note #4. Otherwise, read Note #5. Survivors must find the Car Keys and a Gallon of Gas.

2- Back to the Beach. Reach the Exit zone with all Survivors, Professor Luana, and the Opala. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

SPECIAL RULES

Setup. Place the Walkers (7), Runners (3), and Brutes (3) as shown on the map.

Cautious Move. As long as a Zone has an Objective card, apply the following rules:

- This Zone cannot be Searched.
- Its Epic Weapon Crate cannot be taken.

Survivor Starting Zone

Spawn Zones

Exit Zone

3x Surprise Spawn

7x Epic Weapon Crates

Closed Doors

Brute

Runner

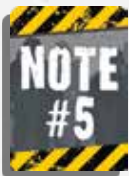
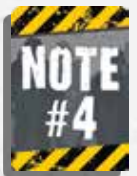
Walker

Opala Car (can be driven)

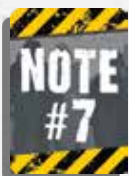
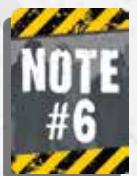
6x Objective Cards

7x Notes

The map shows a grid of zones with various items and zombies placed on it. Objective cards 1 through 7 are placed in specific zones. A Survivor Starting Zone is at the bottom center. An Exit Zone is on the right side. Various zombie types (Brute, Runner, Walker) are placed according to the special rules.



3V	4V
1V	2V
23V	6R



M9 - COPA, COPACABANA

Hard / 90 minutes

We reached Copacabana Beach after one hell of a ride through Rio. It's hard to admit, but even now, the city still looks beautiful. Now, we only need to meet up with the Island team. The comm was not very clear, but we have a rendezvous point, and we understand why they said we have a one-time window only.

The sky is dark and we smell rain. The mother of all summer storms is coming our way. Fighting zombies while soaking wet isn't really how we plan to spend the rest of this day.

Tiles needed: 3R, 4R, 5V, 6V, 22V, & 28R

• OBJECTIVES

Accomplish this objective to win the game.

- **Reach the Rendezvous Point.** Any Survivor must reach Objective card #06 and try to find a way out of this mess.

• SPECIAL RULES

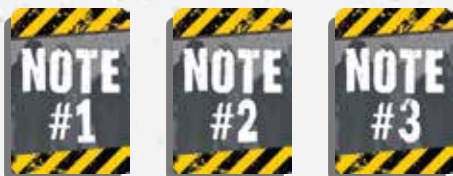
- **Setup.** Place the Walkers (6) as shown on the map. Survivors must start the mission split equally between the 2 Starting Zones.









- **Eyes on the Prize.** Survivors can only take a new Objective after reaching the Rendezvous point and taking Objective card #6.

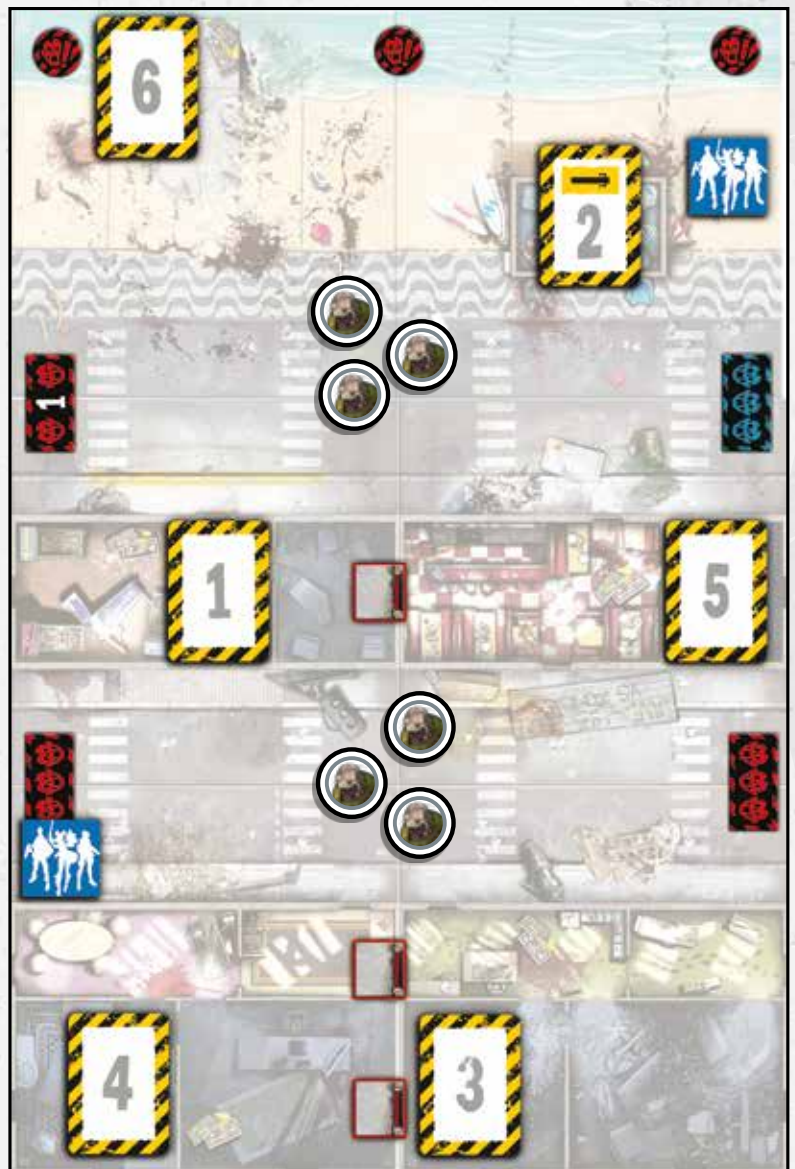
- **Blue Spawn.** This Spawn Zone stays inactive until any Abomination is spawned. The Abomination must be placed on the Blue Spawn Zone. Draw a new card to replace the original Spawn. From now on, the Blue Spawn is active as a regular Spawn Zone.

- **Concealed Objective.** Objective card #05 can only be revealed by a Survivor holding the Tactical Radio. Try to find it.

- **Fast, but slow.** As long as a Zone has an Objective card, apply the following rules:
 - This Zone cannot be Searched.
 - Its Epic Weapon Crate cannot be taken.



22V	28R		6x 	
3R	4R	Survivor Starting Zone	Epic Weapon Crates	Closed Doors
6V	5V	3x 		Walker
		1 	6x 	3x 
		Spawn Zones	Objective Cards	Notes



M10 - LEAVE NO ONE BEHIND

Very Hard / 120 minutes

The storm is terrible, raging all around us. Visibility is reduced almost to zero. When we arrived at the place where the boat should be, the rain stopped for a bit and we noticed that Lieutenant Francisca is missing. She must have gotten lost during the storm. "She cannot be far away," Professor Luana said. "We cannot leave without her. Too many people died in the last few days. She risked her life coming for us. Nobody is left behind." We agree. Even more because none of us is able to sail a boat in this weather.

Tiles needed: 1V, 3V, 5V, 6V, 8R, 22V, 23V, 24V, & 28R

28R	24V	22V
6V	1V	23V
5V	3V	8R



• OBJECTIVES


Accomplish these objectives in order to win the game.


- 1- **Find Lieutenant Francisca.** She must have taken shelter somewhere nearby.
- 2- **Find that Damned Boat.** Survivors need to find a way to leave the city and reach Ilha Grande safely with Professor Luana and Lieutenant Francisca.


• SPECIAL RULES


- **Setup.** Place the Walkers (4) and the Runners (4) as shown on the map. There are 2 starting locations for Survivors, at least 1 Survivor must be placed in each location.
- **The noise will bring them.** The Blue Spawn Zone is not active (for now).
- **Broken Car.** The Opala cannot be driven or Searched.
- **If you want to laugh, make me laugh first.** As long as a Zone has an Objective card, apply the following rules:
 - This Zone cannot be Searched.
 - Its Epic Weapon Crate cannot be taken.





9x  Epic Weapon Crates

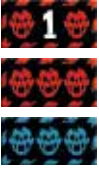
3x  Suprise Spawn



9x  Objective Cards

7x  Notes

 Survivor Starting Zone

 Opala Car (cannot be driven)

1  Spawn Zones

 Runner  Walker

The mission map shows a city street layout with various locations marked. Objective cards numbered 1 through 9 are placed at specific points: 1 is in a building on the left; 2 and 3 are in a building in the lower-left; 4 is in a building on the left; 5 is in a building on the right; 6 is on a car in the middle-right; 7 and 9 are on the beach at the top; 8 is on the beach on the left. A blue square with three white figures (Survivor Starting Zone) is located in the upper-middle. A black car (Opala Car) is on the right. Red circular icons with a skull and crossbones (Suprise Spawns) are located at the top and bottom. Blue circular icons with a skull and crossbones (Spawn Zones) are located in the middle and bottom. A red circular icon with a skull and crossbones (Epic Weapon Crates) is on the left. A blue circular icon with a skull and crossbones (Epic Weapon Crates) is on the right. A blue square with three white figures (Survivor Starting Zone) is at the bottom right. A red circular icon with a skull and crossbones (Suprise Spawns) is at the bottom center.

#07 NEW SKILLS

In case of a conflict with the general rules, the Skill rules have priority. The effects of the following Skills and/or bonuses are immediate and may be used the Turn in which they are acquired. This means that if an Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill grants).

Blessed - All other Survivors in the same Zone as this Survivor can re-roll 1 of their dice once during the Player Phase. This Skill stacks with the Lucky Skill, so any Survivor with Blessed and Lucky can re-roll the same die twice.

Capoeira fighter - The Survivor is always considered equipped with the following Melee weapon:



The Survivor doesn't need Equipment to open doors and gains 1 free Open Door Action once per Turn.

Double strike - The Survivor gets 1 free Ranged Action whenever they perform a successful Melee Attack.

Good eye - When performing a Search Action, draw 3 cards and choose 1, discarding the others. AAAHH! cards are applied even when they are not chosen.

Master planner - This Survivor always selects who receives the First Player token in the End Phase.

Shine in darkness - Ignore Dark Zones. The Survivor has +1 die when attacking into any Dark Zone.

Well-equipped - The Survivor starts with 1 Plenty of Bullets OR Plenty of Shells card from the Equipment deck.



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In loving memory of Christiano Santos.

GAME ROUND SUMMARY

The player with the First Player token 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.

EACH ROUND BEGINS WITH:

01 - PLAYER PHASE

- **MOVE:**

Move 1 Zone (spend extra Actions if there are Zombies in the starting Zone).

- **SEARCH (1x per Turn):**

In a building Zone free of Zombies only. Draw a card from the Equipment deck. If Searching from an Epic Weapon Crate, pick a card from the Epic Weapon deck.

- **OPEN DOORS:**

The Survivor uses door-opening Equipment to open a door in their Zone. No roll is required.

NOTE: Open Doors cannot be closed again.

- **REORGANIZE/TRADE:**

The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.

- **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:** All remaining Actions are lost.

WHEN EVERY PLAYER HAS FINISHED:

02 - ZOMBIE PHASE

STEP 1: ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on the situation. Resolve all the Attacks first, then all the Moves. Each Zombie performs either an Attack OR a Move with a single Action.

- **ATTACK:**

Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful and does not require any die rolls.

- **MOVE:**

The Zombies that have not Attacked use their Action to Move 1 Zone towards Survivors.

NOTE: Runners get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.

STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission maps show where Zombies appear at the end of each Zombie Phase. These are the Spawn Zones.

- The **Starting Spawn Zone** is always the first one to spawn.

- Always draw Zombie cards for all Spawn Zones in a clockwise order starting with the Starting Spawn Zone.

- Zombies spawn following the **highest Danger Level** among Survivors (Blue, Yellow, Orange, or Red).

03 - END PHASE

- Remove all Noise tokens from the board.

- The first player hands the First Player token to the player to their left. Another Game Round then begins.

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 kill	Adrenaline earned
1	BRUTE/ABOMINATION	1	2/3	1/5
2	WALKER	1	1	1
3	RUNNER	2	1	1