

The cover art for Zombicide White Death depicts a chaotic battle scene in a snowy, medieval-style town. In the center, a woman with white hair and a red cape (The Witch) casts a pink spell. To her left, a man with a tiger's head (The Tiger) roars while wearing a large, ornate helmet. In the foreground, a man in a blue hooded cloak (The Assassin) is shown in a dynamic pose. To the right, a man with a beard and a blue tunic (The Samurai) holds a large katana. In the bottom foreground, a large, grotesque zombie with glowing green eyes and a wide, bloody mouth is shown. The background features snow-covered buildings and a castle tower. The title "ZOMBICIDE" is written in a large, stylized, jagged font with a skull in the letter 'O', and "WHITE DEATH" is written in a smaller, simpler font below it. The overall style is a detailed, comic-book inspired illustration.

ZOMBICIDE

WHITE DEATH

RULES AND QUESTS



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GAME COMPONENTS

6 SURVIVOR MINIATURES AND ID CARDS



Jenia



Ogon



Yasuke



Lorna



Dragomir



Sarnaï



9 GAME TILES (DOUBLE-SIDED)

65 ZOMBIE MINIATURES



x5



x5



x5



x5



x5



x5



x5

35 Walkers



1 Khan Abomination



x7



x7



x7



x7

14 Brutes

14 Runners



1 Defiler Necromancer



x4



x4



x4

12 GUARDS MINIATURES

6 SURVIVOR COLORED BASES



6 DICE



6 SURVIVOR DASHBOARDS



48 TRACKERS



RULES - ZOMBICIDE

64 TOKENS

Beacon x1

Cauldron x4

Exit/Flag x1

First Player x1

Freeze x6

Rope Ladder x2

Noise x18

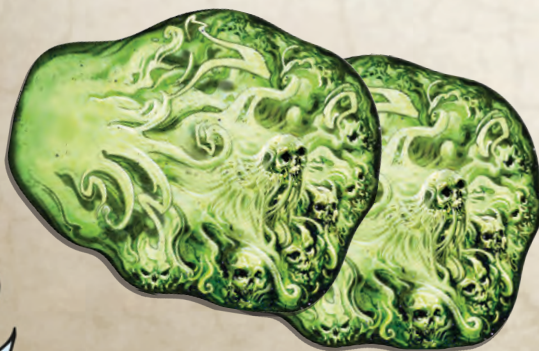
Objective x11

- ♦ Red/Blue.....x1
- ♦ Red/Green.....x1
- ♦ Red/Red.....x9

Zombie Spawn x5

- ♦ Zombie Spawn #1 (Starting).x1
- ♦ Zombie Spawn #2x1
- ♦ Zombie Spawn #3x1
- ♦ Zombie Spawn #4x1
- ♦ Defiler Spawn Zonex1

Corruption x15



161 MINI-CARDS

72 Equipment cards

- ♦ Lance (Starting Equipment)..... x 2
- ♦ Power Blast (Starting Equipment)..... x 1
- ♦ Shashka (Starting Equipment)..... x 2
- ♦ Short Bow (Starting Equipment)..... x 1
- ♦ Aaahh!! 1 Brute!x1
- ♦ Aaahh!! 1 Runner!.....x1
- ♦ Aaahh!! 1 Walker!.....x1
- ♦ Aaahh!! 2 Walkers!x1
- ♦ Apples.....x2
- ♦ Combat Shield.....x2
- ♦ Crossbow.....x2
- ♦ Dagger.....x2
- ♦ Disintegrate.....x2
- ♦ Dragon Bile.....x4
- ♦ Fire Bolt.....x2
- ♦ Great Axe.....x2
- ♦ Great Sword.....x2
- ♦ Guisarme.....x2
- ♦ Halberd.....x2
- ♦ Healing.....x1
- ♦ Heavy Armor.....x2
- ♦ Horn Bow.....x2
- ♦ Ice Storm.....x2
- ♦ Jump.....x1
- ♦ Katana.....x2
- ♦ Lightning Bolt.....x2
- ♦ Repulse.....x1
- ♦ Salted Meat.....x2
- ♦ Spear.....x2
- ♦ Sprint.....x1
- ♦ Sword.....x2
- ♦ Torch.....x4
- ♦ Triple Crossbow.....x2
- ♦ War Bow.....x2
- ♦ Water.....x2
- ♦ Baba Yaga's Blessing.....x1
- ♦ Baba Yaga's Pestle.....x1
- ♦ Dervish Blade.....x1
- ♦ Fury Of Aykay the 47th.....x1
- ♦ Ice Bow.....x1
- ♦ Royal Guard's Halberd.....x1
- ♦ Storm Crossbow.....x1
- ♦ The Partizan.....x1

- ♦ 1 Reference Card (Guard Actions)
- ♦ 14 Guard Skill Cards



56 Zombie Cards (#429 to #484)

9 Abomination Cards



9 Necromancer Cards



WHITE DEATH - RULES



DARK SUN ON THE HORIZON

Wintergrad, the Sun's Gate.

For centuries, this name carried an aura of prestige and wealth. From this city, the legends said, the sun rose every morning and brought renewed life to a frozen land. Kings and generals considered Wintergrad the door to the East. Wintergrad also used to be the crossroads of many merchant routes, bringing riches and crime along the way.

And then, the zombies came.

These days, Wintergrad is a battlefield, a symbol of the war between the living and the dead. Empires and kingdoms have fallen and their leaders with them. Khans, barbarian leaders of the hinterlands, and most of their armies, are now zombies, led by the dreaded Defiler Necromancers. The monsters besiege the city to seize its riches and secrets. If they succeed, a dark sun will dawn on the horizon.

The remnants of several armies have joined forces and rallied in Wintergrad to form the last line of defense against the infected. Will you join them? Now is the time to rise and shine. Now is the time for bravery, for resistance. Now is the time for... **Zombicide!**

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A FANTASY RANGE

The Zombicide game series allows players to battle Zombies in many settings (fantasy, modern, sci-fi, and more), creating unique atmospheres with dedicated Survivors, Zombies, and other features.



White Death is a core box in the Fantasy setting, along with other core boxes like Black Plague and Green Horde. Core boxes are entry points for the game. Each comes with its own setting, being both self-sufficient and compatible with the others in the same setting. Players can mix and match at their leisure!

Zombicide: White Death is a cooperative game where 1 to 6 players face hordes of Zombies controlled by the game itself. Each player controls 1 to 6 Survivors in a fantasy city besieged by Zombies. Once a Quest has been set, the goal is simply to have fun completing the objectives, surviving and killing as many Zombies as possible! Zombies are slow and predictable, but there are a lot of them. Watch out for the Abominations and Necromancers too! Survivors use whatever they can get their hands on to kill Zombies.

The better the weapon, the higher the body count, but the more Zombies will appear, attracted by the onslaught. Survivors can trade equipment and players can share tactics. Only through cooperation can players achieve victory! Battling Zombies is fun, and Survivors will have a lot to do while exploring the besieged Wintergrad: rescuing fellow survivors, protecting vital areas, neutralizing dire threats, and much, much more!

RULES - ZOMBICIDE



SETUP

A *Zombicide* game usually features 6 Survivors, distributed in any way seen fit among the players. We recommend new players join the game with a single Survivor to get a quick grasp on the game mechanics. A veteran player can easily control a whole team of 6 Survivors and protect the city of Wintergrad on their own!

1. Choose a Quest.
2. Place the tiles.
3. Place the Spawn Zones, tokens, and miniatures as indicated by the Quest.

NOTE: Take note of the numbered Spawn Zones. They will spawn Zombies in ascending order.

4. Select the indicated number of Survivors and distribute them between the players. As they are cooperating against the game, all players form a single team. Players sit around the table in any order they choose.

5. Players take 1 Dashboard for each of their Survivors, placing the Survivor's ID Card on it. They take a colored plastic base and attach it to the Survivor's miniature to help identify it. They also take 5 plastic trackers of the same color as their base.

6. Set aside the following cards, identified by their category and their respective color. Shuffle each of these decks and place them facedown close to the board.

♦ **Equipment:** The gear and weapons the Survivors will find during the game.



This is an Equipment card.

Tracker on the 0 of the Wound Bar

3 trackers in reserve

Lorna has a Shashka as a Starting Equipment card

Tracker on the 0 of the Blue Danger Level

Tracker on the Blue Skills

Lorna's base color matches the Dashboard's trackers



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WHITE DEATH - RULES

♦ **Zombies:** The foes the party will face during the game. The more Zombies Survivors kill, the more they come in all shapes and sizes!



This is a Zombie card.

♦ **Vault Weapons:** These spectacular weapons are found under special circumstances. Abominations and Necromancers drop them upon being eliminated. Special rules detailed in the chosen Quest may also show where to find some!



This is a Vault weapon card.



This Quest is ready to be played. Let the Zombicide begin!

RULES - ZOMBICIDE

- ♦ Place the **Khan Abomination** and **Defiler Necromancer** cards within view of all players. These cards act as reminders of their game abilities and do not belong to any single player.



7. Distribute the starting Equipment cards as the players see fit among the Survivors. White Death is a cooperative game, so decide as a team. Each Survivor starts the game with at least 1 card. If a Survivor's starting Skill lists any starting weapons, they receive those cards now, independent of the Starting Equipment that was just distributed.
8. Place the miniatures representing the chosen Survivors in the Survivor Starting Zone(s) as indicated by the Quest.
9. Each player places their Survivor's Dashboard(s) in front of them. Make sure the sliding arrow is on the 0 space in the blue area of the Danger Bar. Then, they place a tracker in in the 0 slot of their Wound Bar, and another tracker in the slot for the first (Blue) Skill. Place 3 more trackers in the reserve slots at the top of the Dashboard. Starting Equipment may be set in Hand, Backpack, or Body (if applicable) slots of the Dashboard (P. 17).

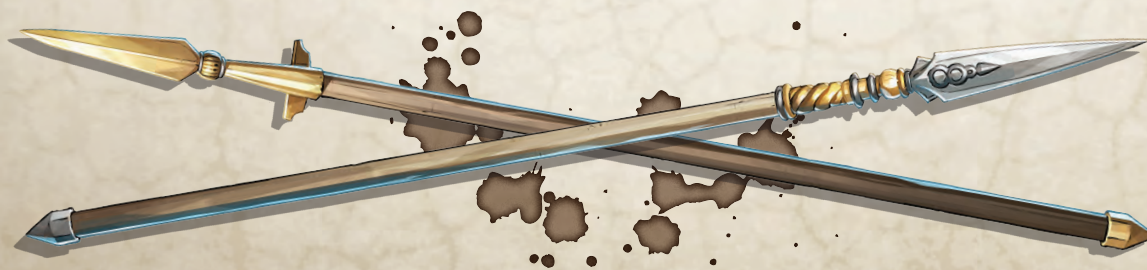
NOTE: *White Death's Survivors have 2 Skills right from the start at Blue Level. The second one is used with Guards, special non-player characters (P. 23).*

10. Decide who will be the first player and give them the First Player token.

CHANGES FROM PREVIOUS EDITIONS

Zombicide players from *Black Plague* and *Green Horde* will find the following changes to the core setup and rule terms:

- ♦ The tiles predefine places for Objective tokens.
- ♦ *White Death* does not use Doors. As such, there are no Zombie spawns in buildings.
- ♦ Spawn Zones are numbered from 1 to 4, for easier Spawn Step (P. 28). The Defiler Necromancer spawns with its own Defiler Spawn Zone (P. 19).
- ♦ *White Death* does not use colored Spawn Zones.
- ♦ The game is no longer lost when there are 6 or more Spawn Zones on the board.
- ♦ Zombies still use Lines of Sight and Noise to choose their target Zone. However, they now favor open paths leading to targets they can reach (P. 27). This avoids Zombies being stationary against crowded ramparts while lone Survivors stand next to them in the street.
- ♦ Zombies do not split into multiple groups when moving in this edition.
- ♦ Brutes now have higher targeting priority order than Walkers.
- ♦ When running out of a certain type of Zombie, instead of all Zombies of the indicated type immediately resolving an extra Activation, an Abomination will spawn or be given an extra Activation instead.
- ♦ Abominations and Necromancers drop Vault Weapons in their Zone upon elimination (P. 7).
- ♦ Dragon Bile and Torch can be thrown from the Inventory, with the same Action, to create Dragon Fire at Range 1 and within Line of Sight (P. 37). Dragon Bile can no longer be thrown on its own to create a Dragon Bile patch.
- ♦ Ranged weapons have no Ammo type. There are no Plenty of Arrows or Plenty of Bolts Equipment cards in this edition.
- ♦ Experience Points (XP) has been replaced with Adrenaline Points (AP). They play the same way.
- ♦ "Player Starting Area" has been replaced with "Survivor Starting Zone". They play the same way.
- ♦ The Lifesaver and Shove Skills can now be used without having a clear path between both Zones.



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WHITE DEATH - RULES



GAME OVERVIEW



As we were settling in at Wintergrad, joining the resistance against the Defilers, I expected an ancient city in flames, with heroic survivors leading battalions against countless zombies. Reality has cured me of these romantic dreams. Most of Wintergrad is already a hellhole. Its riches were scattered on the ground, nobody caring to pick them up. They no longer had value. The battalions I was dreaming of were only the remnants of a proud army, exhausted soldiers that has gone through hell and back.

But fortunately, I was right about one thing: the countless zombies.

White Death is played over a series of Game Rounds which proceed as follows.

PLAYERS PHASE

The player with the First Player token takes their Turn, activating their Survivors 1 at a time, in the order of their choice. Each Survivor can initially perform 3 Actions per Turn, though they may gain Skills allowing them to perform extra Actions as the game progresses. The Survivor may use their Actions to kill Zombies, move around the board, and perform other tasks to accomplish the various Quest objectives.

Once a player has activated all their Survivors, the player to the left takes their Turn, activating their Survivors in the same manner.

When all the players have completed their Turns, the Players Phase ends.

The Players Phase is explained in depth on page 21.

ZOMBIES PHASE

All Zombies on the board activate and spend 1 Action either to attack a Survivor standing in their Zone or, if they have nobody to attack, to Move towards the Survivors or noisy Zones.

Some Zombies, called Runners, get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.

Once all Zombies have performed their Actions, new Zombies appear in all the active Spawn Zones on the board. The Zombies Phase is explained in depth on page 25.

END PHASE

All Freeze tokens and Noise tokens are removed from the board. The first player hands the First Player token to the player to their left. Another Game Round then begins.

WINNING AND LOSING

The game is won immediately when all Quest objectives have been accomplished.

The game is lost whenever a Survivor is eliminated, when the Quest objectives can no longer be fulfilled, or when a specified losing condition is met.

White Death is a cooperative game, so all players win and lose together.



THE BASICS

We learned the basic rules pretty quickly. The most prized thing was life itself. As long as we were breathing, the battle would rage on. We had to get the best weapons we could find and always be on the move. Our foes could attack from anywhere. The Defiler Necromancers were corrupting the entire city with their dark magic. Defeat, retreat, or surrender were not options. We didn't intend to flee from the zombies anyway! Too much glory to gain from this new challenge!

USEFUL DEFINITIONS

Actor: A Survivor or Zombie.

Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between 2 linear markings (or a linear marking and a tile's edge) and the walls of buildings along the street.



This is a street Zone, delineated by linear markings and walls.

This is a building Zone, delineated by walls.

These two street Zones are separated by a linear marking.

These two building Zones are separated by a wall with an opening.

This building has four building Zones separated by walls.

These two street Zones are separated by the tiles' edges.

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WHITE DEATH - RULES

LINE OF SIGHT

Lines of Sight define whether Actors can see each other, such as whether a Survivor can see a Zombie through a door opening, from one room to the next, across the street, etc.

In **street Zones**, Actors see in straight lines that run parallel to the edges of the board. Actors cannot see diagonally. Their Line of Sight covers as many Zones as the line can pass through before reaching a wall or the edge of the board.

In **building Zones**, an Actor sees into all the Zones that share an opening with the room the Actor currently occupies.

If there is an opening, the walls do not block Line of Sight between 2 Zones. **An Actor's Line of Sight is limited, however, to a distance of 1 Zone.**

- ♦ If the Survivor is looking from a building Zone out into street Zones, the Line of Sight can go through any number of street Zones in a straight line.
- ♦ If the Survivor is looking from a street Zone into a building, the Line of Sight can go only 1 Zone into the building.

NOTE: Battlement Walkways (P. 34) and Ruins (P. 35) have special Line of Sight rules.





◆ MOVEMENT

As far as I could see, all buildings were damaged in some way. Pyres were raised here and there to burn the corpses, but there were too many of them and not enough time. Wintergrad was a battlefield. In most places, anyone could pick up a weapon from the rubble or from a cadaver's cold (or not yet cold) hands. Anytime, day or night, we could hear whistles in the distance. That meant a district was under attack and needed support. We were running all the time.

Actors can move from 1 Zone to the next as long as the first Zone shares at least 1 edge with the destination Zone. Corners do not count. This means Actors cannot make diagonal movements.

In street Zones, movement from 1 Zone to another has no restrictions. However, Actors must go through an opening to move from a room to the street and vice-versa.

In building Zones, Actors may move from 1 Zone to another as long as their Zones are linked by an opening. The position of a miniature in the Zone and the layout of the walls do not matter as long as the Zones share an opening.

NOTE: Battlement Walkways (P. 34) have special Movement rules.

◆ READING AN EQUIPMENT CARD

WEAPONS AND COMBAT SPELLS


Getting our hands on weapons was quite easy. After all, whole armies, undead or alive, were fighting in the midst of this vast city! That said, most of these weapons lacked maintenance or were already damaged. We also knew spell scrolls would not survive for long in such harsh conditions. Everyone had to learn to fight with whatever was at-hand. Having style was secondary to being efficient.

So, I began fighting zombies like nobody was watching!


White Death features many Equipment cards. The ones Survivors use to eliminate Zombies have Combat characteristics displayed at the bottom:




Weapons fall into 3 categories: **Melee weapons**, **Ranged weapons**, and **Combat spells**. The Melee, Ranged, and Combat spell symbols are used to distinguish each type.

 **Melee weapons** bear the Melee symbol. Most of them have a Range 0 value, and thus, they can only be used to attack the same Zone as the Survivor. However, some have the **Polearm** keyword. Their long shaft allows Survivors to deal melee blows at Range 1 (and only at Range 1), far from the Zombies' reach (P. 36). In both cases, Melee weapons are used with Melee Actions (P. 31).



 **Ranged weapons** are used with Ranged Actions. (P. 31).



 **Combat spells** have the distinctive appearance of a scroll and are used with Magic Actions (P. 31).



ZOMBIE-KILLING AND NOISY EQUIPMENT

Equipment that allows Survivors to kill Zombies has Combat characteristics displayed at the bottom:



Equipment cards also feature a symbol related to noise. It defines whether the Combat Action is noisy or not. Noise attracts Zombies!



This Action is noisy and produces a Noise token (P. 15).



This Action is silent and does not produce a Noise token.

COMBAT CHARACTERISTICS

Melee weapons, Ranged weapons, and Combat spells display Combat characteristics used to maim, shoot, or disintegrate Zombies in many ways.

DUAL: If a Survivor has Dual weapons with the same name in each hand, they may use them both with a single Action (Dual Ranged weapons and Combat spells must be aimed at the same Zone).

HAND: Put this Equipment in Hand in order to use it.

SILENT: This Equipment doesn't produce a Noise token when used in Melee Combat.

DAMAGE: Damage inflicted for each success. Damage does not stack up with multiple successes.

WEAPON TYPE: This Equipment is a Melee weapon.

DUAL: Damage 2.

ACCURACY: Each roll that equals or exceeds this value is a success. Lower results are failures.

RANGE: Min. and max. number of Zones the weapon can reach. 0 indicates it can only be used in the Survivor's Zone.

DICE: Roll this many dice when a Melee Action is spent to use this weapon.

HAND: Put this Equipment in Hand in order to use it.

SILENT: This Equipment doesn't produce a Noise token when used in Ranged Combat.

WEAPON TYPE: This Equipment is a Ranged weapon.

DAMAGE: Damage inflicted for each success. Damage does not stack up with multiple successes.

RANGE: Min. and max. number of Zones the weapon can reach. 0-1 indicates it can be used in the Survivor's Zone (it is still a Ranged Action) or 1 Zone away within Line of Sight.

DICE: Roll this many dice when a Ranged Action is spent to use this weapon.

ACCURACY: Each roll that equals or exceeds this value is a success. Lower results are failures.



DUAL: If a Survivor has Dual weapons with the same name in each hand, they may use them both with a single Action (Dual Ranged weapons and Combat spells must be aimed at the same Zone).

HAND: Put this Equipment in Hand in order to use it.

NOISY: This Equipment produces a Noise token when used in Magic Combat. Dual noisy weapons produce a single Noise token per Action.

WEAPON TYPE: This Equipment is a Combat spell.

RANGE: Min. and max. number of Zones the weapon can reach. 0-1 indicates it can be used in the Survivor's Zone (it is still a Magic Action) or 1 Zone away within Line of Sight.

DICE: Roll this many dice when a Magic Action is spent to use this weapon.

DAMAGE: Damage inflicted for each success. Damage does not stack up with multiple successes.

ACCURACY: Each roll that equals or exceeds this value is a success. Lower results are failures.



NOISE

We cannot keep silent for long. In this city, silence means death and defeat. This is not our destiny! But I cannot keep myself from humming songs anyway.



Sticking together or casting a spell makes Noise, and Noise attracts Zombies. Each Action used to attack with noisy Equipment produces a Noise token.

- Place the Noise token in the Zone where the Survivor resolved the Action. It stays in the Zone it was produced, even if the Survivor moves later.

- A single Action can only produce a single Noise token, no matter how many dice are rolled, how many hits are obtained, or whether Dual weapons are used.
- Noise tokens are removed from the board during the End Phase (P. 9).

NOTE: Each Survivor miniature also counts as 1 Noise token. Survivors just can't keep quiet!

EXAMPLE: Lorna spends her first Action with a Sword to eliminate a Walker in her own Zone. The Sword is a Silent weapon and doesn't produce Noise tokens.

Her second Action is spent to cast an Ice Storm Combat spell. It is a noisy weapon. Even if multiple dice were rolled, only a single Action was spent. A single Noise token is set in Lorna's Zone. Lorna spends her third Action to Move away. The Noise token remains in the Zone it was produced and does not follow Lorna.

ADRENALINE, DANGER LEVEL, AND SKILLS

For each Zombie eliminated, a Survivor gains 1 Adrenaline Point (AP) and moves up a notch on their Danger Bar. Some game features provide additional AP, like taking Objective tokens, consuming food, or eliminating Abominations.

There are 4 Danger Levels on the Danger Bar: **Blue**, **Yellow**, **Orange**, and **Red**. Reaching a new Danger Level provides the Survivor with a new Skill (P. 51) to help them on their Quest. Skills stack across Danger Levels. As new Skills are unlocked, place new trackers on the Survivor Dashboard to indicate them.

- ♦ A Survivor starts the game at **Blue Level** with 0 Adrenaline Points and 2 Skills (most Survivors from other game boxes only have 1).
- ♦ The **Yellow Level** is reached with 7 Adrenaline Points. The Survivor gains a 4th Action.
- ♦ The **Orange Danger Level** is reached with 19 Adrenaline Points. Choose a Skill among the 2 indicated at this Level.
- ♦ The **Red Danger Level** is reached with 43 Adrenaline Points. Choose a Skill among the 3 indicated at this Level.

Building up Adrenaline has a side effect. **When drawing a Zombie card to spawn Zombies, read the line that corresponds to the Survivor with the highest Danger Level (P. 28).** The stronger the Survivors are, the more Zombies appear.



This Zombie card spawns Walkers.

Red Level: 8 Walkers

Orange Level: 6 Walkers

Yellow Level: 4 Walkers

Blue Level: 2 Walkers



0 to 6 AP:
Blue Level,
possess 2
starting Skills.

7 to 18 AP:
Yellow Level,
gain a 4th
Action.

19 to 42 AP:
Orange Level,
choose a Skill from
the 2 available.

43 AP:
Red Level, choose
a Skill from the
3 available.



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WHITE DEATH - RULES

INVENTORY

Each Survivor can carry up to 8 Equipment cards, divided into 3 types of Equipment slots on their Dashboard: 2 Hands, 1 Body, and 5 Backpack slots. Players may discard cards from their inventory to make room for new cards at any time, for free (even during another Survivor's Turn).

HANDS



The Hand symbol marks the Equipment cards that can only be used in Hands

- Both Hand slots are reserved exclusively for Equipment cards bearing the Hand symbol.
- An Equipment card bearing the Hand symbol can only be used when equipped in Hand.

BODY



The Body symbol marks the Equipment cards that can only be used on the Body.

- The Body slot is reserved for Equipment cards bearing the Body symbol.
- Alternatively, it can hold the specific Equipment card (or Equipment type) that is listed on it. It is then considered to be equipped in Hand, representing a special piece of Equipment that this Survivor can draw and use in the blink of an eye.
- An Equipment card bearing the Body symbol can only be used when put over the Body.

BACKPACK

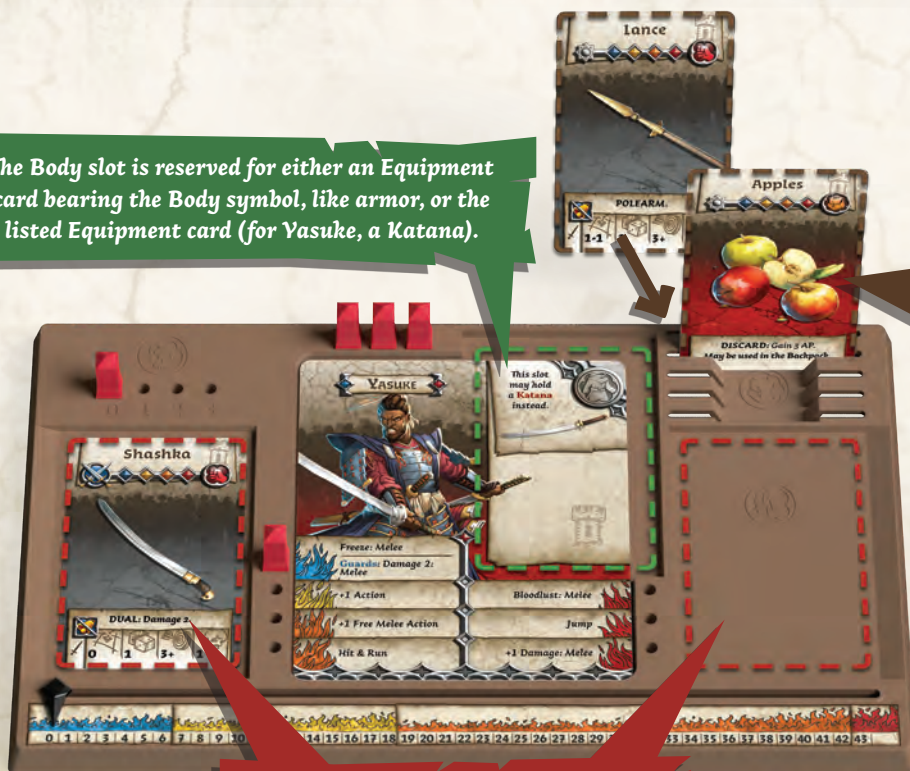
The Backpack can hold up to 5 Equipment cards. Characteristics and game effects described on Equipment cards cannot be used until they are moved to a Hand slot.

Equipment cards bearing "May be used in the Backpack" may be used when either in Hand or Backpack slots.

THREE HANDS?

Putting the corresponding Equipment card in their Body slot, a Survivor could effectively be considered as having 3 cards equipped in Hand. However, they can only use 2 of them at any given time. Choose any combination of 2 among these 3 before resolving each relevant Action or roll involving the Survivor.

The Body slot is reserved for either an Equipment card bearing the Body symbol, like armor, or the listed Equipment card (for Yasuke, a Katana).



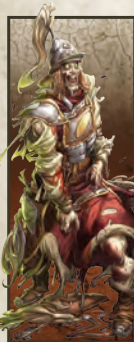
The Backpack slots are meant to store any Equipment cards the Survivor is not currently using. The Survivor may not use the Lance until it is moved to a Hand slot. The Apples Equipment card, bearing the "May be used in the Backpack" keywords, still provides its game effect to the Survivor.

Both Hands are used for Combat. They can only hold cards bearing the Hand symbol, like weapons and spells.

THE ZOMBIES

Nobody knows for sure where the zombies come from. We asked survivors from all horizons, and it seems the monsters surged on the living everywhere at once. The most corrupt of them are the Defiler Necromancers. Did they really destroy an entire empire to serve whatever plot came to their mind? As soon as we take one alive, we'll ask them. To be honest, it's unlikely to happen in our current mood. You know, the mood we call Zombicide!

White Death features 5 types of Zombies. Most have a single Action to spend each time they activate (Runners have 2). A Zombie is eliminated as soon as it is successfully hit with an attack that has the minimum required Damage value. Then, its attacker immediately earns the listed Adrenaline Points.



WALKER

The Walkers are the most common zombies, the rank-and-file soldiers of the infected army. They are nowhere as smart, or strong, as their former selves, but they are legion. Don't get overwhelmed!

Wounds dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point



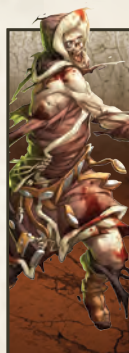
BRUTE

Brutes are the shock troops of the zombie army. Due to their sheer armor and mass, they simply shrug off most wounds and keep on fighting despite multiple hits. Grab your hardest-hitting weapon and do your best if you want to kill them!

Wounds dealt: 1

To eliminate: Damage 2

Adrenaline provided: 1 point



RUNNER

The Runners are a real menace. In a constant state of frenzy, they go twice as fast as other infected and chase their prey relentlessly. It took us some time to figure out that they were once the most savage soldiers, warmongers, and zealots.

Wounds dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point

Special rule:

- Runners have 2 Actions per Activation. After all Zombies (including Runners) have gone through the Activation Step (P. 25) and resolved their first Action, Runners go through the Activation step again, using their second Action to attack a Survivor in their Zone, or Move if there is nobody to Attack.

EXAMPLE 1: At the beginning of the Zombies Phase, a Runner stands in the same Zone as a Survivor. The Runner spends its first Action to Attack, inflicting 1 Wound. Then, the Runner performs its second Action, Attacking again for another 1 Wound.

EXAMPLE 2: A group of 2 Runners and 1 Brute is 1 Zone away from a Survivor. For their first Action, since they have nobody to Attack in their Zone, the Zombies Move into the Survivor's Zone. The Runners then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each Runner inflicts 1 Wound.



KHAN ABOMINATION

Khans used to be warlords of the eastern barbarian tribes. Each of them was an accomplished fighter, rider, and ruler. The mere mention of their presence was sometimes enough for their enemies to surrender! Now, the Khans are Abominations, zombie monsters infused with the Defiler Necromancers' dark magic. Nothing can stop them, weapons or walls, on their murderous path. The only way to defeat these once brave warriors is to strike them down with ungodly strength, pour a cauldron of fiery tar on them, or to call upon dragon fire.

Wounds dealt: 1

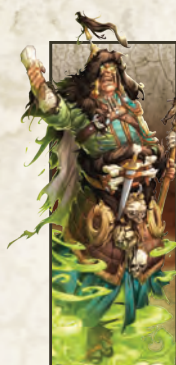
To eliminate: Damage 3, Cauldron, or Dragon Fire

Adrenaline provided: 5 points

Special rules:

- ♦ Wounds inflicted by Abominations cannot be prevented by Armor rolls (P. 26).
- ♦ A Damage 3 weapon is required to kill an Abomination. Please note no weapon in White Death has a natural Damage 3 value. It can be reached with Skills (like +1 Damage) or Quest special rules. Dragon Fire (P. 37) or Cauldrons (P. 24) can also kill an Abomination.
- ♦ Upon elimination, place a random Vault Weapon (if any is available), facedown, in the Abomination's Zone. Any Survivor in this Zone may spend an Action to take the Vault Weapon. Then, they may reorganize their inventory for free.
- ♦ Abominations ignore ramparts and don't need Stairs to climb on, or leave, Battlement Walkways (P. 34).

If playing exclusively with *White Death*, the Khan Abomination spawns by default whenever a Zombie card indicating an Abomination is drawn. Use the Khan Abomination card for reference. Additional rules (P. 38) detail the way to play with several Abominations in games.



DEFILER NECROMANCER

Necromancers are the loose leaders of the zombie legions. "Loose," because they don't seem to give direct orders and zombies don't strictly follow them. Somehow, the Necromancers guide the infected flock towards their next target and wait to reap whatever is left. Their prime role is to lay siege to the city to spread the zombie corruption everywhere.

Wounds dealt: 1

To eliminate: Damage 1

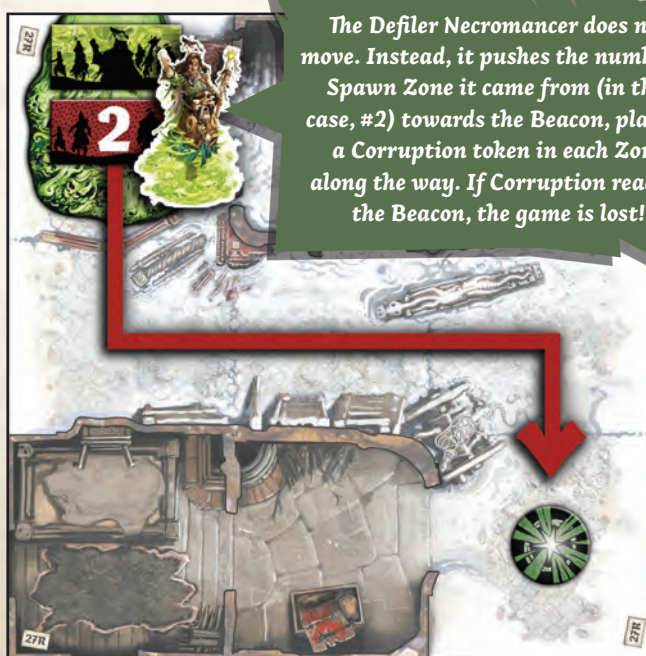
Adrenaline provided: 1 point

Special rules:

- ♦ Necromancers are Zombies for game purpose.
- ♦ A Necromancer comes with its own infected army. Put a Defiler Spawn Zone in its entry Zone. **The Defiler Spawn Zone spawns Zombies last during the Spawn Step** (P. 28), including the Game Round it was set on the board.
- ♦ Defiler Necromancers place a Corruption token in their entry Zone, creating a Corruption Zone.

- ♦ Each time the Defiler Necromancer would move (including during an extra Activation), the Zombie Spawn token it came from is moved instead. It moves 1 Zone towards the Beacon, taking the shortest route, going through walls and climbing Battlement Walkways. If several routes share the same length, players choose. **Place a Corruption Token in the destination Zone. If there is already a Corruption token, do not place another.**
- ♦ Whenever Corruption reaches a Zone with an Objective, **the Objective token is discarded** (possibly ending the game, according to the Quest's objectives). If Corruption reaches the Beacon's Zone, **the game is lost**.
- ♦ Like a standard Zombie, the Defiler Necromancer attacks any Survivor standing in its Zone during its Activation, instead of moving (see *Zombies Phase*, P. 25). A Wound is dealt to a single Survivor in the Defiler Necromancer's Zone (players choose). This Zombie Attack replaces the Defiler's Move, thus, the Spawn Zone **does not** move towards the Beacon.
- ♦ Whenever a Defiler Necromancer is eliminated:
 - Remove its Defiler Spawn token (**NOTE: the Zombie Spawn token the Defiler came from stays where it is**).
 - Place a random Vault Weapon (if any is available), facedown, in its Zone. Any Survivor in this Zone may spend an Action to take the Vault Weapon. Then, they may reorganize their inventory for free.

If playing exclusively with *White Death*, the Defiler Necromancer spawns by default whenever a Zombie card indicating a Necromancer is drawn. Use the Defiler Necromancer card for reference. Additional rules (P. 38) detail the way to play with several Necromancers in games.



The Beacon



The Beacon represents the Defiler Necromancers' goal for the game. It can be either an artifact, an individual, or a place of interest for them. In many games, the Survivors have to protect the Beacon from the Defiler Necromancers' corruption. And sometimes, Survivors have other objectives in mind for the game. **In any case, the game is lost whenever Corruption reaches the Beacon.**

NOTE: If playing with the Defiler Necromancer in a Quest which does not feature a Beacon (from the previous editions of *Zombicide Fantasy*, for example), place the Beacon in the Survivor Starting Zone.

Corruption Zones

Calling upon their vile arts, Defiler Necromancers invoke corruption in their wake and taint everything they touch. They can't move while tapping into their deepest, darkest resources, leaving them vulnerable. Given enough time though, they could corrupt the entire city! These patches of dark energy expand through any kind of wall and often raise new zombies.

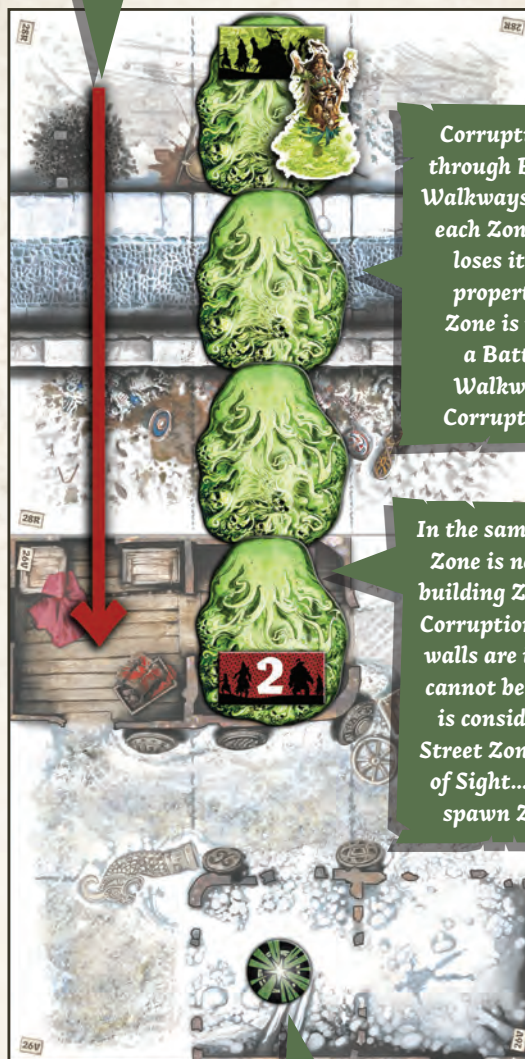
Corruption Zones have the following rules:

- Corruption Zones are street Zones.
- The Zone loses its special properties (this is especially important for Battlement Walkways).
- Ignore any wall separating adjacent Corruption Zones.
- Corruption Zones may spawn Zombies through Zombie Siege cards (P. 34).



Channeled by Defiler Necromancers, paths of Corruption go towards the Beacon. If the Beacon becomes Corrupted, the game is lost!

3 Game Rounds have passed since the Defiler Necromancer appeared in its Zone. Each time the Defiler Necromancer should have moved, the Spawn Zone it came from was moved instead toward the Beacon, placing a Corruption token in each Zone it entered.



Corruption moves through Battlement Walkways. Moreover, each Zone it enters loses its special properties: this Zone is no longer a Battlement Walkway but a Corruption Zone.

In the same way, this Zone is no longer a building Zone. It is a Corruption Zone. Its walls are ignored, it cannot be Searched, is considered as a Street Zone for Lines of Sight... and may spawn Zombies!

The game is lost as soon as Corruption reaches the Beacon. Take the Defiler out, quick!



PLAYERS PHASE

Our foes are legion. Zombies come by the thousands, causing corruption and destruction in their wake. We are few, it's true, but we still have our wits, our imagination, our memories, and a cause to fight for. So, open your mind and keep an eye on your surroundings. As long as teammates trust each other, there is always a solution. Use your brain as well as your muscles. You are a living, thinking being, and you are unique. Zombies are just puppets. A single one of us can defeat a hundred, a thousand, a million of them!

Starting with whoever holds the First Player token, each player activates their Survivors one after the other, in the order of their choice. Each Survivor can perform up to 3 Actions at the Blue Danger Level (not counting any free Action their Blue Level Skill may give them). The possible Actions are listed below.

MOVE

A solid, warm pair of shoes is a warrior's first friend, especially during winter... and most especially if you're knee deep in the dead!

The Survivor moves from a Zone to the next but cannot move through walls.

- ♦ A Survivor must spend 1 additional Action per Zombie standing in the Zone they're attempting to leave.
- ♦ Entering a Zone containing Zombies ends the Survivor's Move Action (unless they have the Slippery Skill).

NOTE: Moving on Battlement Walkways use special rules.

EXAMPLE: Dragomir is in a Zone with 2 Walkers. To leave this Zone, he spends 1 Move Action, then 2 more Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Zombies in the Zone, Dragomir would have needed 4 Actions (1 + 3) to Move.

SEARCH

You can't hang around Wintergrad bare-handed!
A warrior's second-best friend is their gear. There is plenty around, lying in the snow and makeshift shelters. Just make sure you find the best and keep it well-maintained for as long as you can. Don't get too attached, though. Sooner or later, everything breaks.



A Torch is the best tool to grab Equipment quickly: draw 2 Equipment cards instead of 1 with each Search Action!

A Survivor can only Search building Zones and only if there are no Zombies in that Zone. The player draws a card from the Equipment deck. They may then either place it in the Survivor's inventory, reorganizing it for free, or immediately discard it. A Survivor can only perform a single Search Action per Turn (even if it's a free Action).

NOTE: Ruin Zones (P. 35) are building Zones but cannot be Searched.

When the Equipment deck runs out, reshuffle all its discarded cards (excluding any discarded Starting Equipment cards) to make a new deck.

REORGANIZE/TRADE

But above all, a warrior's best friends are their teammates. Keep an eye on each other, make sure everyone is within hearing range, and has the best weapon they can use. From then on, the zombies won't look like your impending death anymore, but like the most formidable challenge you've ever faced!

The Survivor may spend 1 Action to reorganize the cards in their inventory in any way the player wishes.

The Survivor can simultaneously exchange any number of cards with 1 (and only 1) other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.

A Trade Action doesn't have to be equal. A Survivor can trade everything for nothing, if both parties agree!

COMBAT ACTIONS

Combat Actions use all types of combat-oriented Equipment cards: Melee, Ranged, or Magic.

MELEE ACTION

Both armies, the living and the infected, left plenty of weapons all around the city. You'll easily dismiss the broken or rusty ones. In any case, keep a melee weapon handy. When everything goes red and all you can see is gaping mouths with infected teeth, your survival instincts kick in and your life relies on steel.



The Survivor uses a Melee weapon they are holding in Hand to attack Zombies in their own Zone or 1 Zone away when using Polearms. (See Combat, P. 30.)

RANGED ACTION

Wintergrad is under siege, yet its ramparts stay still. There are many spots, especially in ruins and on top of battlement walkways where a marksman can decimate zombies from afar, and relocate if needed. It requires tactical awareness and patience. Unfortunately, time is often a luxury we cannot afford.



The Survivor uses a Ranged weapon they are holding in Hand to fire at a single Zone within the Range shown on the weapon's card and within Line of Sight (see Combat, P. 30). Survivors shoot at Zones, not Actors. This is especially important for Targeting Priority Order (P. 32). Using a Ranged weapon at Range 0 is still a Ranged Action.

MAGIC ACTION

Wintergrad's wizards were renowned for their wisdom and taught countless generations of students. Their legacy lives on through the many spells they designed to be used by the humblest of us. They fry, strike, and annihilate zombies of course, but also enhance our abilities, and heal wounds we would regularly need weeks to recover from. Show respect to the magic scrolls you may find.



The Survivor uses a Combat spell (a spell with combat characteristics) they are holding in Hand to attack Zombies. This attack follows the same rules as Ranged Combat.

ENCHANTMENT ACTION

The Survivor uses an Enchantment (a spell without combat characteristics) they are holding in Hand. Resolve the game effect(s) described on the card.

- ♦ Enchantments are cast at target Actors or Zones (check the card description) within the Survivor's Line of Sight.
- IMPORTANT: Enchantments cannot target Guards.**
- ♦ If the target is a Survivor, the caster may target themselves.
- ♦ Most Enchantments bear the note *Once per Turn*. A given Survivor can cast it only once during each of their Turns. If they have multiple copies of the same Enchantment, each copy can be cast independently. The same Enchantment can be cast several times in a Game Round if Survivors trade it and cast it as their Turns go by.



TAKE OR ACTIVATE AN OBJECTIVE

Many secrets still hide among the ruins. Keep on looking. The key to our victory could be under the next pile of rubble.

The Survivor takes an Objective or activates an Objective in the same Zone. The game effects are explained in the Quest's description.



This is a standard Objective token.

Some Quests feature colored Objectives. According to the Quest's Special Rules, taking them may trigger special effects or alter the course of the game.



GUARD ACTIONS

Despite the fall of their homeland and their losses, these soldiers still fight valiantly to save what is left of the glorious empire they vowed to serve.



Guards are characters your Survivors may call upon to move and fight. They will hold the line and defend the city!

Once during each of their Turns, a Survivor may spend 1 Action and select a Zone with 1 (or more) Guards. No Line of Sight is needed.

The Survivor then chooses an Action (listed below) for them to perform. The Guards in the selected Zone perform the chosen Action simultaneously. Unless otherwise stated, standard rules for the corresponding Actions apply.

Guards may be activated this way several times (by different Survivors) per Game Round.

A Guard:

- ♦ Is a Survivor. It also means they count as 1 Noise.
- ♦ Is hit by Friendly Fire (P. 32)
- ♦ Is eliminated upon receiving any Wound. Unless otherwise stated by the Quest, the game is NOT lost when Guards are eliminated.
- ♦ Does not have an inventory.
- ♦ Does not have Actions of their own.
- ♦ Cannot be targeted by Enchantments.

GUARD ACTION: MOVE

Chosen Guards in the selected Zone perform 1 Move Action towards the same destination Zone.

NOTE: The player may select specific Guards to perform the Move Action in order to split a Guard group in the target Zone.

GUARD ACTION: MELEE

Chosen Guards in the selected Zone perform 1 Melee Action. Each of them has 1 die to do so. Gather all dice and roll them simultaneously. The Survivor spending the Guard Action earns all corresponding AP.

GUARD ACTION: RANGED

Chosen Guards in the selected Zone perform 1 Ranged Action. Each of them has 1 die to do so. Gather all dice and roll them simultaneously. The Survivor spending the Guard Action earns all corresponding AP. Targeting Priority Rules (P. 32) apply.

EXAMPLE: Sarnaï performs a Guard Action, ordering 4 Guards standing in the same Zone on a nearby tile to shoot at Zombies within their own Range. As there are 4 Guards, 4 dice are rolled for their Ranged Action aimed at the Zombies' Zone. Sarnaï earns all related AP.

GUARD ACTION: MOVING A CAULDRON / POURING A CAULDRON

This Guard Action may only be performed if there are 3 Guards (or more) in the designated Zone. The chosen Guards perform either of the corresponding Cauldron Actions detailed below.

NOTE: The player may designate specific Guards to perform this Action in order to split a Guard group in the target Zone.

GUARD SKILLS



Most Survivors from White Death have 2 Blue Skills and can use them right as the game begins. The second one specializes in Guard Actions to reap the most benefit of Wintergrad's heroic resistance.

CAULDRON ACTIONS

Do you know why Wintergrad's ramparts are mostly intact? In the first hours of the siege, the commoners helped the soldiers by gathering any cauldron they could get their hands on, filled them with fiery tar, and poured them from the top of the ramparts. Many cauldrons are still available, filled and ready to be ignited. Don't waste them!



Once used to sustain a siege or feed the people, Cauldrons are now used to burn Zombies.

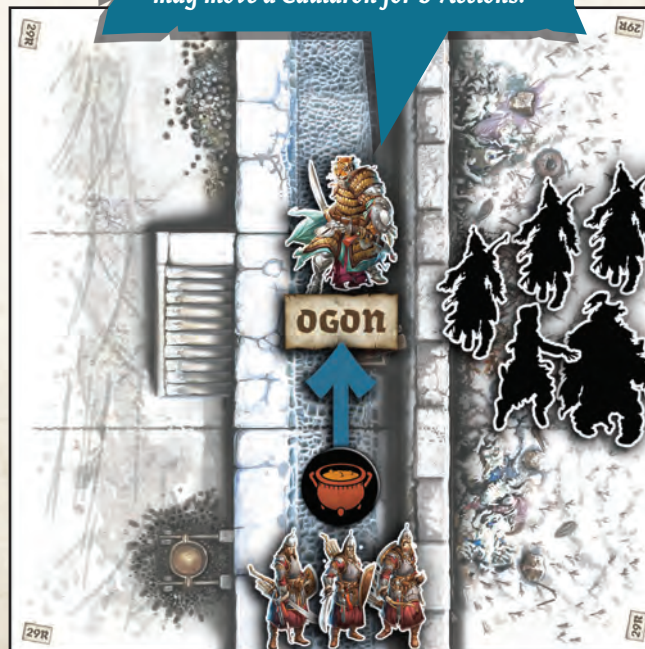
Cauldrons may be moved around or dropped from Battlement Walkways on Zombies. The Action cost is high, but the reward is worth the effort!

MOVING A CAULDRON

A Survivor standing in a Zone with a Cauldron token may spend 3 Actions to Move 1 Zone with it, going to a Zone at Range 1 and within Line of Sight. **The Survivor moves along with the Cauldron.** Taking **Stairs** (P. 34) is required to move a Cauldron token from a Street Zone to a Battlement Walkway Zone.

- This Action can also be performed with 3 Guards (or more) standing in the same Zone with a Guard Action.
- Survivors cannot Move a Cauldron through a Rope Ladder.
- Move Action modifiers, like Skills for example, don't apply.

Ogon's Turn begins. He spends 1 Action to perform a Guard Action. All three Guards move to his Zone, carrying the Cauldron with them. A single Survivor may move a Cauldron for 3 Actions.



POURING A CAULDRON

A Survivor standing in a Battlement Walkway Zone with a Cauldron token may spend 3 Actions and designate any adjacent Zone (except a Battlement Walkway) within Line of Sight. Discard the Cauldron token. All Actors in the designated Zone are eliminated, including Abominations (no Armor roll is allowed). The Survivor earns all related AP.

This Action can also be performed by 3 Guards (or more) standing in the same Battlement Walkway Zone with a Guard Action (P. 23).

Ogon then spends 3 Actions to Pour the Cauldron in the Zone next to him, down the Battlement Walkway. All Zombies are eliminated, and Ogon earns all AP. 3 Guards (or more) may Pour a Cauldron for a single Guard Action.



MAKE NOISE

What we lack in numbers, we compensate with brains and weapons. Zombies are dumb and still look for the easiest prey to reach. Having zero focus, they may be lured into deadly traps by loud noises. On the other hand, they have acute hearing and may track a single individual just breathing loudly from a couple blocks away. And the thing is, most of us cannot stay still or silent. Deal with it!

The Survivor makes Noise in an attempt to attract Zombies. Place a Noise token in the Survivor's Zone.

DO NOTHING

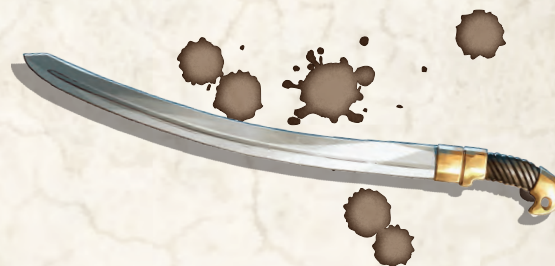
The Survivor does nothing and prematurely ends their Turn. The remaining Actions are lost.



ZOMBIES PHASE

We don't know whether the zombies are cursed, infected, possessed, or something else. They attack, bite, and tear, and their victim may rise again as one of them in the next moment, hour, or day. The zombie plague is spreading like wildfire, corrupting everything in its path. We are not like the others, though. We won't fall or flee. We will fight back!

Once the players have activated all their Survivors, the Zombies activate. No single player controls them. They do it themselves, performing the following steps in order.



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. Each Zombie Attack deals 1 Wound. **Survivors in the same Zone split the Zombies' Attacks in any way the players prefer, even if it means dealing them all to a single Survivor.**

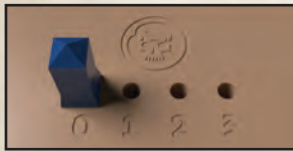
GUARDS AND WOUNDS

A Guard may only be assigned 1 Wound. Then, they are eliminated. Remove the miniature from the board. Unless specified otherwise in the Quest's description, losing a Guard does not end the game.

RULES - ZOMBICIDE

25

After any applicable Armor rolls, the Wound Bar's tracker is moved 1 point higher per Wound received. A Survivor is eliminated as soon as their Wound Bar reaches 3. At that point, the game is lost!



Each successful Zombie Attack deals 1 Wound.

Zombies fight in groups. All Zombies activated in the same Zone as a Survivor join the Attack, even if the Wounds dealt are overkill.

EXAMPLE 1: A Walker in a Zone with 2 Survivors inflicts 1 Wound during its Activation. The players choose which Survivor endures the Wound.

EXAMPLE 2: A group of 4 Walkers activates in the same Zone as 2 Survivors. Players choose the way Wounds are dealt. As these Survivors are eliminated upon enduring their 3rd Wound, thus ending the game, the players choose to deal 2 Wounds to each Survivor.



Worn in the Body slot, Armor may prevent Wounds. Use them at your own risk!



Worn in a Hand slot, Shields act as a welcome support on the frontline.

Armor rolls: Survivors with a properly equipped armor (Body slot) or shield (Hand slot) can perform a single Armor roll each time they endure Zombie Attacks. Roll as many dice as the number of Zombie Attacks the Survivor wants to avoid. Each die result that equals or exceeds the Armor number of the armor card negates a Zombie Attack on a one-for-one basis. That way, a lucky Survivor may even choose to be the target of all Zombie Attacks for teammates in their Zone and get away without a scratch!

NOTE: The following damage sources cannot be prevented by Armor rolls:

- + Abomination Attacks
- + Dragon Fire (P. 37)
- + Pouring a Cauldron (P. 24)

EXAMPLE: Sarnaï and Yasuke are in the same Zone as 4 Walkers and 2 Brutes. Both Survivors have full health and Yasuke is wearing Heavy Armor (Armor 3+). The Zombies attack, each of them inflicting 1 Wound, for a total of 6 Wounds. The players decide how these Zombie Attacks are distributed among the Survivors.

- 1 of them could try to endure them all. Yasuke is the better defender, as his Heavy Armor can negate Zombie Attacks.
- They can also share the Zombie Attacks in any way they please. They choose to direct 2 Walkers to Sarnaï (no Armor) and 2 Walkers + 2 Brutes to Yasuke (Heavy Armor 3+). Sarnaï has no Armor and thus cannot negate the 2 Wounds she receives. Yasuke rolls 4 dice for Armor (1 for each Zombie Attack), obtaining 11, 12, 14, and 15. 2 successes! 2 Zombie Attacks are negated. Yasuke endures 2 Wounds from both Zombie Attacks his Armor failed to prevent. Both Survivors got out of it alive!

ZOMBIE BEHAVIOR CHANGES

Players of previous versions of *Zombicide* will notice changes in the way Zombies behave. These changes were introduced to represent streamlined behavior around walls and Battlement Walkways. As dumb as they are, Zombies won't stick against a rampart, trying to reach the Survivors on top, when they can see another Survivor they can get to. In *White Death*, Zombie priorities are, in order:

1. Line of Sight
2. Having an open path
3. Noise

MOVE

Seeing a whole pack of dead, soulless eyes turning to face you is a survivor's true baptism of fire. Deep inside, you know all these former people now consider you as prey and will stop at nothing, even falling from ramparts, to chase you. Know they don't even consider you as food. You're simply a life to terminate. Don't let the sense of impending doom seize your heart. You're so much more than this!

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

1. Zombies select their destination Zone.

- The first Zone Zombies select is the one with Survivors within Line of Sight **and to which they have an open path**. If several Zones are eligible, Zombies choose the one that has the most Noise tokens (remember, each Survivor counts as a Noise token). Zombies may ignore a bunch of Survivors on a Battlement Walkway they can't get to in favor of a single Survivor they can see and reach!
- If Zombies have a Line of Sight on one or more Zones with Survivors, but no open path to any of them, they choose the one with the most Noise tokens.
- If no Survivors are visible, Zombies select the noisiest Zone **to which they have an open path**.



- ♦ If Zombies have no Line of Sight or an open path to a Zone with Survivors, they choose the Zone with the most Noise tokens. In all cases, distance doesn't matter. *A Zombie always goes for the noisiest target they can see or hear, favoring open paths.*

2. Zombies move 1 Zone towards their destination Zone by taking the shortest available path.

In case there are no open paths to their destination Zone, the Zombies move towards it using the shortest path as if there were no obstacles to it. Obstacles (Battlement Walkways and walls, for example) still stop them.

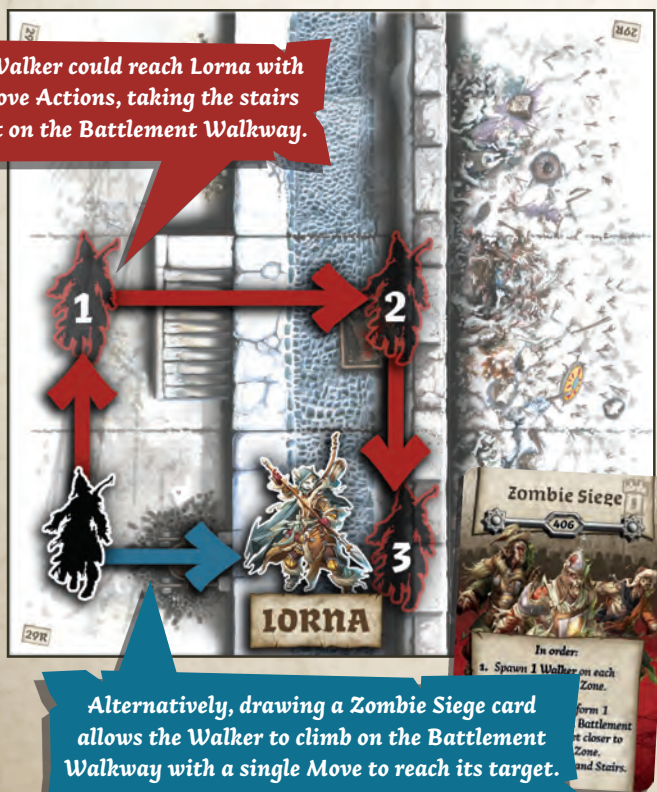
If there is more than one route of the same length, players choose which way the Zombies go.

NOTE: Experienced Zombicide players please note that Zombies do not split in this edition.

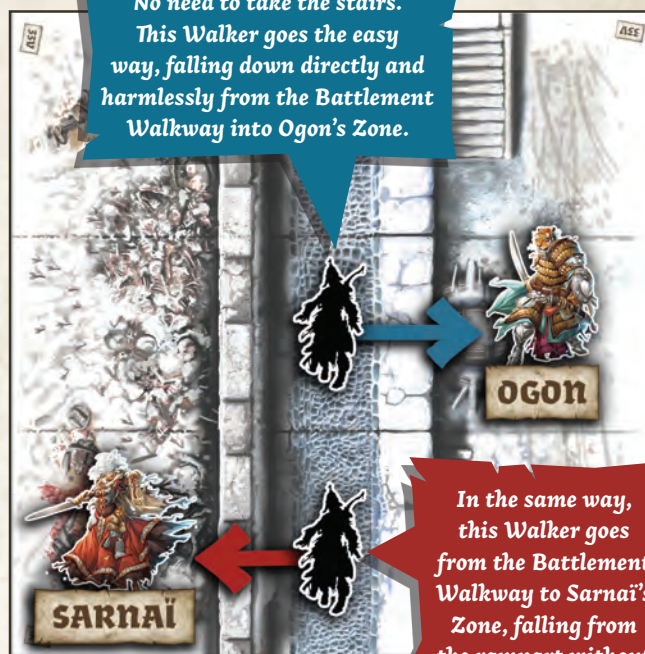
ZOMBIES AND BATTLEMENT WALKWAYS

- ♦ Zombies can move freely from a Battlement Walkway to an adjacent street Zone, not needing Stairs to do so. Devoid of any survival instinct, they simply fall, then rise to follow their target.
- ♦ Zombies still must use Stairs to go upstairs from a street Zone to a Battlement Walkway.
- ♦ Zombies can reach a Battlement Walkway from an adjacent Street Zone when a Zombie Siege card is drawn if it helps them to reach their target (P. 29).
- ♦ Battlement Walkways rules are explained in depth on P. 34.

The Walker could reach Lorna with 3 Move Actions, taking the stairs to get on the Battlement Walkway.



No need to take the stairs. This Walker goes the easy way, falling down directly and harmlessly from the Battlement Walkway into Ogon's Zone.



In the same way, this Walker goes from the Battlement Walkway to Sarnai's Zone, falling from the rampart without penalty. Don't try this at home!

STEP 2 - SPAWN

We tried to go as far as we could beyond the walls, only to meet zombies for days. As far as we know, the rest of the Empire seems dead and turned into monsters. Don't expect the siege to end soon.

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



Start with Spawn Zone #1. Then, draw a Zombie card. Read the Zombie type and the line that corresponds to the Danger Level of the Survivor with the highest Adrenaline Points (Blue, Yellow, Orange, or Red). Place the indicated number of the corresponding Zombie type in the Starting Spawn Zone. Repeat this for each Spawn Zone, one after the other, in ascending order (from #1 to #4).

The Defiler Spawn Zone (P. 19) spawns after the standard ones.

When the Zombie deck runs out, reshuffle all the discarded Zombie cards to make a new deck.



This Zombie card spawns Walkers.

- Red Danger Level: 8 Walkers**
- Orange Danger Level: 6 Walkers**
- Yellow Danger Level: 4 Walkers**
- Blue Danger Level: 2 Walkers**

EXAMPLE: Ogon has 5 Adrenaline Points, placing him in the Blue Danger Level. Jenia has 12, which puts her in Yellow. In order to determine how many Zombies spawn, read the Yellow line, which corresponds to Jenia, the Survivor with the most Adrenaline Points.

EXTRA ACTIVATION CARD

Quite a few newcomers got fooled by the zombies' apparent clumsiness. Every now and then, they have unpredictable bursts of action and may overwhelm survivors without notice. Always keep an eye on them, and if you have to get close, make sure they'll be down before they can even react.



When an Extra Activation Zombie card is drawn, no Zombies appear in the designated Zone. Instead, all Zombies of the indicated type immediately perform an extra Activation.

NOTE: These cards have no effect at Blue Danger Level.

ZOMBIE SIEGE CARD



When a Zombie Siege card is drawn, no Zombies appear in the designated Zone. Instead, resolve the following steps in order:

1. Spawn the indicated number and type of Zombies in each Corruption Zone (P. 20) on the board. If there aren't enough Zombies to fill them all, choose the Corruption Zones to receive the remaining Zombie miniatures, **then spawn an Abomination in a Corruption Zone which didn't receive Zombies yet (players choose)**. If there is already an Abomination on the board, it gets an extra Activation instead.

Only 1 extra Activation may happen this way per Zombie card.

2. Note all Zombies standing in a Zone next to a Battlement Walkway. Define their destination Zone as if they were about to perform a Move. If the path to their destination Zone is blocked by the Battlement Walkway, they immediately perform 1 Move and climb on the Battlement Walkway. In any other case, they don't Move.

RUNNING OUT OF MINIATURES

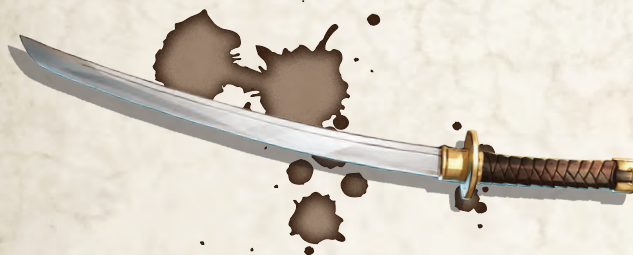
Players may run out of miniatures of the indicated type when required to place a Zombie on the board through spawning. In this case, the remaining Zombie miniatures are placed (if there are any). Then, perform the following effects in order:

1. If there is no Abomination on the board, draw an Abomination card. Then spawn it in the indicated Spawn Zone with a standard Zombie card, or on a Corruption Zone with a Zombie Siege card or "Aaahh!!" card.
2. If there is already an Abomination on the board, it gets an extra Activation. Only 1 extra Activation may happen this way per Zombie card (in case players would draw a Zombie Siege card and several Corruption Zones would lack Zombies, for example).



COMBAT

As the time went by, we learned to become proficient with any kind of weapon. Most of us still had our specialties, for sure, but most of the time, we didn't have the opportunity to keep the tools of our trades for long. Whenever a Zombicide started, our foes came in great numbers and we had to deal with them with whatever we found. So, if you know anyone who doesn't know how to read, tell them to learn the basics as soon as possible. Reading spells may save the day!



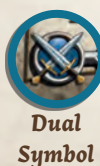
Dice symbol

When a Survivor performs a Melee, Ranged, Magic, or Guard Action to attack Zombies, roll as many dice as the Dice number of the weapon used (or 1 die per Guard resolving the Guard Action).



Dual symbol

If the active Survivor has 2 identical weapons with the Dual symbol equipped in their Hands, they can use both weapons at the same time at the cost of a single Action. Both weapons/spells must be aimed at the same Zone.

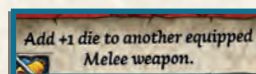


Dual Symbol



Dice Value: 1

EXAMPLE 1: Sarnaï has 2 Lightning Bolt Combat spells in her Hands. Lightning Bolt has the Dual symbol, so Sarnaï can cast them both simultaneously. This allows her to roll 2 dice (1 for each Lightning Bolt) with a single Magic Action.



Special Effect



Dice Value: 1

EXAMPLE 2: Lorna is holding 2 Daggers. As they are identical weapons with the Dual symbol, she can strike with them both at once. In theory, the player would roll 2 dice (1 for each Dagger). However, each Dagger gives a bonus of +1 Die to another hand-held Melee weapon. The bonus here is reciprocal, so each Dagger has a Dice value of 2, for a total of 4 dice in Dual wielding!



Accuracy symbol

Each die that equals or exceeds the Accuracy value of the weapon scores a successful hit.

IMPORTANT: A result of 1 is always a failure, no matter the bonuses provided by Equipment, Skills, or other game effects.



Damage symbol

Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. If all targets get eliminated, extra hits are lost.

- ♦ **Walkers, Runners and Necromancers** are killed with a Damage 1 (or more) hit.
- ♦ **Brutes** are killed with a Damage 2 hit. Damage 1 has no effect on them, no matter the number of times a Survivor hits them.
- ♦ **Abominations** are killed with a Damage 3 hit. As no weapon naturally has Damage 3 in White Death, players will have to destroy this monster with Dragon Fire (P. 37), Pouring a Cauldron (P. 24), or using specific Skills (like Super Strength).



Range symbol

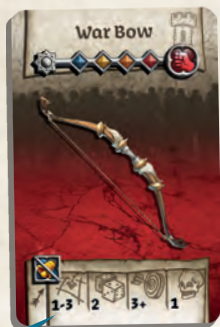
The Range of a weapon, indicated by the Range value on its card, is the number of Zones it can reach across.

The first value shows the minimum Range. The weapon may not target Zones closer than the minimum. In some cases, it may be 0, meaning the Survivor can hit targets in the Zone they currently occupy.

The second value shows the maximum Range of the weapon. A weapon cannot fire at Zones beyond maximum Range.

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WHITE DEATH - RULES



Range
value: 1-3



Range
value: 0-1

EXAMPLE: The War Bow has a Range of 1-3, which means it can shoot up to 3 Zones away but cannot be used to fire at the same Zone as the Survivor. The Power Blast Combat spell has a Range of 0-1. It can shoot in the Survivor's Zone and up to 1 Zone away, no more.

MELEE ACTION

We may fight over the ruins of a once-great city, on top of ramparts and running into large streets, we still get into close combat more often than one would think. Sometimes, we have to go deep into damaged buildings. Necromancers may call forth zombies from the magic corruption they spread through the city. And more often than not, we simply don't fire fast enough, and zombies reach us. Then comes the time to unleash our inner beasts!



Melee
Symbol



Melee weapons are marked with the Melee symbol.

A Survivor holding a Melee weapon in their Hand can attack Zombies in their own Zone. Each die that rolls equals to or higher than the Accuracy value on the weapon's card is a successful hit. The player divides their hits as they wish among the possible targets in their Zone. Missed Melee strikes cannot cause Friendly Fire (P. 32).

EXAMPLE: Jenia and Ogon are in the same Zone as a Brute, a Walker, and a Runner. Jenia attacks with her Sword. She rolls 1 and 2, which means 1 hit. The Sword has Damage 1, so it cannot hurt the Brute. Jenia allocates her hit to the Runner, eliminating it. Since it's a Melee Action, although a miss was obtained, Ogon is safe from Jenia's slashes.

POLEARMS



Range
value: 1-1



Polearm Melee weapons deal Melee damage at Range 1.

Melee weapons with the Polearm keyword are used to perform Melee Actions at Range 1 (no more, no less) in any Zone to which the Survivor has a Line of Sight.

NOTE: Having a Range of 1, Polearms cannot be used to perform Melee Actions in the Survivor's own Zone. Be careful! The Vault Weapon called The Partizan, having a Range of 0-1, is the only exception to this rule.

RANGED AND MAGIC ACTIONS

Fighting at range is an elegant (well, most of the time) and clever way to decimate zombie ranks. After all, zombies cannot fire back and don't bother with cover. They come at you like lambs to the slaughter. Be wary, though. Shooting under stress in a compact mass of shambling, rotting flesh is not easy, and mere arrows or lightning bolts won't get rid of tougher foes.



Ranged
Symbol



Ranged weapons are marked with the Ranged symbol.



A Survivor holding a Ranged weapon or a Combat spell in their Hand can shoot at a Zone within the weapon's Range and in Line of Sight (P. 11).

REMEMBER:

- In building Zones (including Ruins, P. 35), the Line of Sight is limited to the Zones that share an opening and just 1 Zone away.
- In street Zones (including Corruption, P. 20), the Line of Sight goes in a straight line parallel to the board's edge until it meets a wall or the board's edge.
- Missed shots can cause Friendly Fire, so carefully consider the risks!

Ignore any Actors in the Zones between the shooter and the target Zone. Survivors may shoot through occupied Zones without danger to either fellow Survivors or Zombies. A Survivor can even shoot at another Zone while there are Zombies in their own Zone!

TARGETING PRIORITY ORDER

When using a Ranged weapon (even at Range 0), the shooting Survivor does not choose the targets hit by successful rolls. Hit are assigned to Actors in the targeted Zone according to the Targeting Priority Order:

1. Brute or Abomination (the shooter chooses)
2. Walker
3. Runner
4. Necromancer

The hits are assigned to targets of the highest Priority until they have all been eliminated, then to targets of the next priority Level until they have all been eliminated, and so on. **If several targets share the same Targeting Priority Order, players choose the targets hit among them.**

Remember: Targeting Priority Order doesn't apply to Melee Actions.

EXAMPLE: Armed with a Crossbow (Damage 2), Ogon performs a Ranged Action at a Zone with 1 Brute, 2 Walkers, and 2 Runners.

- Ogon rolls and for his first Action. Hits are obtained with 4 or more, which means 2 hits. Following the Targeting Priority Order, the first hit is assigned to the Brute, eliminating it (Damage 2). The second hit is assigned to a Walker, eliminating it as well (1 hit = 1 target).
- Ogon rolls and with his second Action, obtaining 2 hits. The Targeting Priority Order lists the Walker as the first target, so it's eliminated. The second hit is allocated to either Runner, eliminating it as well. A single Runner remains.

NOTE: Brutes are first in the Targeting Priority Order and are immune to Damage 1 weapons. This means they can protect Walkers, Runners, and Necromancers in their Zone from all Damage 1 Ranged Actions, as they need to be removed first. The same applies to Abominations, requiring Damage 3 (or Dragon Fire or Pouring a Cauldron) to be eliminated.

TARGETING PRIORITY ORDER

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
4	Necromancer	1	1	1

FRIENDLY FIRE

- Aaaaargh! Hey, I'm no zombie!
- I'm sorry, I'm... you're... well, look at yourself!
- Covered in gore, yeah. What do you want me to do? Carry a sign saying 'Not A Zombie'?

A Survivor can't hit themselves with their own attacks. However, emergency situations can call for Ranged, Magic, or Guard Actions aimed at a Zone where a teammate is stuck (remember, Friendly Fire doesn't apply to Melee Actions). In that case, misses during the Attack roll automatically hit Survivors standing in the target Zone. Assign these Friendly Fire hits in any way players want.

Armor rolls are allowed, successes cancel Friendly Fire hits on a 1-to-1 basis. Each remaining Friendly Fire hit inflicts on the Survivor as many Wounds as the Damage value of the weapon or Combat spell used.

Killing a Survivor (including a Guard) earns no AP. Killing a fellow Survivor also means the game is lost. In most cases, killing a Guard does not end the game. (But who could be so cold-hearted as to do so?)

EXAMPLE 1: Lorna shoots with a War Bow at a Zone containing Yasuke and a Walker. Rolling , Lorna obtains a miss. The miss hits Yasuke instead for Damage 1. Yasuke takes 1 Wound.

EXAMPLE 2: Ogon shoots a Crossbow at a Zone where Jenia and a Runner stand. He rolls and , 2 successes! One is enough to kill the Runner. The other success is lost. Only missed shots are assigned to Survivors, so Jenia is safe.

FREEZE



*The Freeze token disables Zombies temporarily.
They skip their next Activation!*

Several game effects, like Skills or Quest Special Rules, may set a Freeze token in a targeted Zone. Whenever Zombies would Activate in a Freeze token's Zone, discard the Freeze token instead. The Zombies skip their entire Activation (even if they have several Actions, like Runners).

- ♦ A Zone may only contain a single Freeze token at any time. Additional tokens are lost.
- ♦ A Freeze token is removed whenever there are no Zombies in its Zone.
- ♦ Under the influence of a Freeze token, a Defiler Necromancer (P. 19) cannot move the Zombie Spawn token it came from.

This is the Zombies Phase. A Freeze token has been set in this Zone. The Runner and the Walker skip their Activation entirely. They don't Move at all and would not Attack. The Freeze token is removed.



The Brute starts its Activation in a Zone without any Freeze token. The Zombie activates normally and is not affected upon entering the Zone with the Freeze token.

The Runner is not affected by the Freeze token upon activating and resolves its two Actions normally. The Zombie crosses the Zone with the Freeze token without being hindered and gets to Jenia's Zone.





SPECIAL LOCATIONS

The once-proud city of Wintergrad, known to be a crossroads for merchants and travelers, is now a battlefield in the war between survivors and zombies. Most buildings have sustained heavy damage, and ruins are everywhere. The large walls are often the last line of the defense between the Defiler Necromancers and their mysterious goals. Keep on fighting, defenders!

BATTLEMENT WALKWAYS

Battlement Walkways represent the high walls protecting Wintergrad from invaders. Large enough, indeed, to fight on them!

- Battlement Walkways are street Zones. While climbing on them follows special rules (see below), there is no restriction moving from one Battlement Walkway Zone to the next.

- Survivors reach and leave Battlement Walkways using either Stairs or Rope Ladders.

NOTE: Stairs and Rope Ladders are not Zones by themselves.

- Zombies climb on Battlement Walkways either using Stairs or with a Zombie Siege card. On the other hand, **Zombies have no restrictions when leaving Battlement Walkways, falling harmlessly from the wall and rising immediately to follow their target.**
- Being on top of a great wall, **Actors in a Battlement Walkway Zone see over buildings to Zones beyond them.** Likewise, any Actor in one of these Zones has a Line of Sight to the Actors on the Battlement Walkway.
- Actors on a Battlement Walkway cannot see into buildings. Only to street Zones and Ruins.

ZOMBIE SIEGE CARD:

Zombies standing next to a Battlement Walkway climb when a Zombie Siege card is drawn, but only if this move allows them to get closer to their target. Zombie Siege cards are detailed on P. 29.



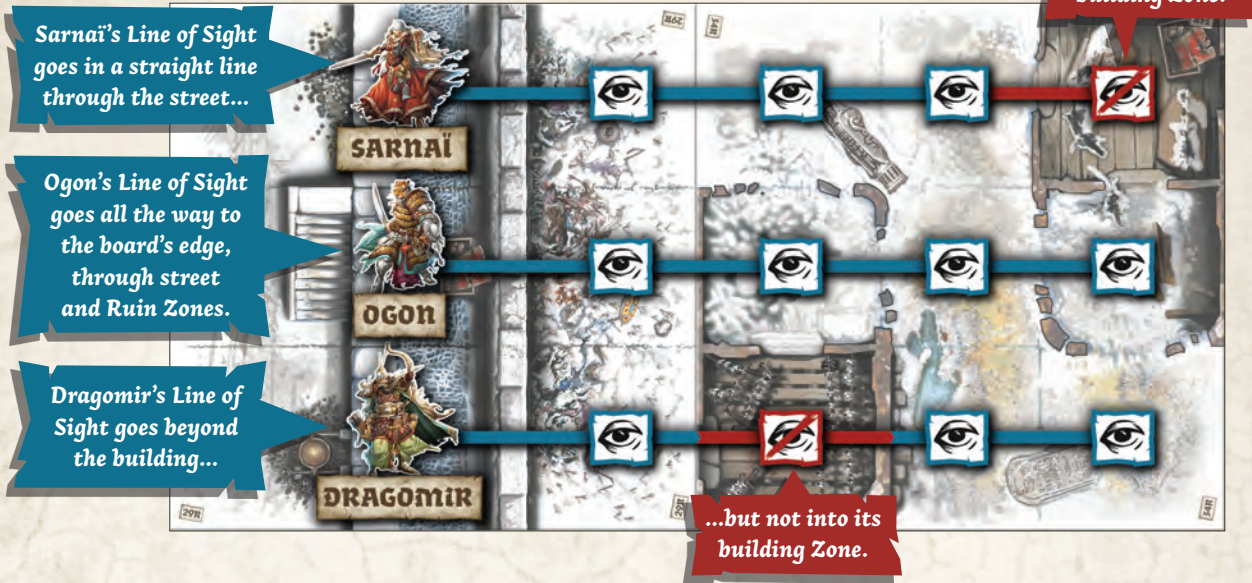
BATTLEMENT WALKWAY: This is a Battlement Walkway. They have special Line of Sight rules. Zombies may fall harmlessly from a Battlement Walkway to follow their target!

ROPE LADDER: Survivors may use Rope Ladders to create a passage between a street Zone and a Battlement Walkway next to it, moving up or down.

CAULDRON TOKEN: Cauldrons can be poured from the Battlement Walkway to the street Zone, killing everyone there! Cauldron rules are detailed on P. 24.

STAIRS: Stairs can be used by any Actor to move back and forth between the street Zone and the Battlement Walkway.





ROPE LADDERS

Rope Ladder tokens may be taken like an Objective (P. 23) by any Survivor standing in its Zone or in either Zone where it is set at the cost of 1 Action. The Rope Ladder token is then placed on the Survivor's Dashboard. It does not take up space in the Inventory and may be traded like an Equipment card.

Later, by spending another Action, the Survivor may place the Rope Ladder token **on the straight border between their Zone and a Battlement Walkway, opening a passage.** A Survivor may Move back and forth between both Zones using the Rope Ladder.

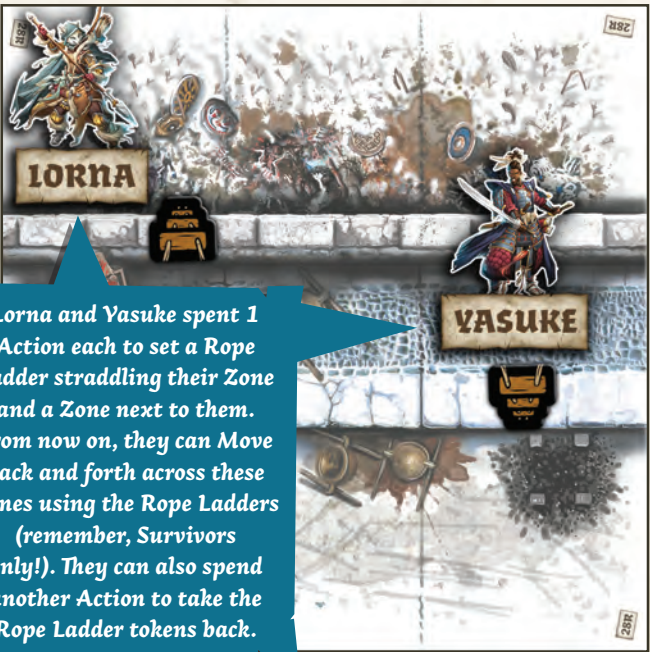
NOTE: Zombies cannot use Rope Ladders.



This is a Rope Ladder token.

RUIN ZONES

- Ruin Zones are building Zones. This has an impact on Lines of Sight (P. 11).
- Ruin Zones cannot be Searched.
- Actors standing on Battlement Walkways have Line of Sight into Ruin Zones and through them.





EQUIPMENT TRAITS

Wintergrad was the biggest city in the whole region and used to host some of the best blacksmiths as well. Its weapons traveled far and wide. Most of them lay broken in the snow now... but not all. We are constantly looking for these artifacts, wherever they may be, as they are of tremendous help against the zombie army.

Some Equipment have special rules, detailed below.

ARMOR



Equipment with Armor values may provide Armor rolls against Zombie Attacks (P. 25) and Friendly Fire (P. 32). The lower the value, the better the chance the Survivor has to avoid Wounds!

DAGGER AND POWER BLAST



Daggers and Power Blast both provide +1 die to another equipped Melee weapon and Combat spell, respectively. They are best used with weapons with low dice and high Damage values. Please note the bonus is reciprocal. For example, Dual Power Blasts provide an additional die to each other, for a total of 4 dice with each Magic Action (P. 22)!

MAY BE USED IN THE BACKPACK



Standard Equipment cannot be used when stored in Backpack slots (P. 17). Equipment with **May be used in the Backpack** is an exception and may be used from there.

POLEARM



Polearms are Melee weapons used to perform Melee Actions at Range 1 to any Zone into which the Survivor has a Line of Sight.

RELOAD



Reloadable weapons have powerful burst power but need to be reloaded before being fired again.

Weapons with the **Reload** trait require spending 1 Action to reload them between shots if a Survivor wants to fire multiple times in the same Game Round. All such weapons are freely reloaded during the End Phase, so they start each Game Round ready to fire.

- ♦ If such a weapon is fired and passed to another Survivor without reloading, it must still be reloaded before the new owner can use it in the same Game Round.
- ♦ A single Action is enough to reload 2 reloadable weapons fired in a Dual manner.
- ♦ Firing with a single Dual reloadable weapon in a Zone, then firing at another Zone with the other Dual reloadable weapon, is allowed. These are two distinct Ranged Actions, though.

SHASHKA



Used in a Dual manner (P. 30), Shashka's Damage value becomes 2. They are a starting party's best assets to beat Brutes (requiring Damage 2 to be eliminated).

TORCH + DRAGON BILE = DRAGON FIRE

On its own, a Torch can be used in the Backpack to Search faster (P. 21), allowing the Survivor to draw 2 Equipment cards instead of 1.



A Survivor may discard both a Dragon Bile and a Torch card with the same Ranged Action to create a Dragon Fire at Range 1 and within Line of Sight.

All Actors in the target Zone are eliminated, no matter the Damage threshold, Armor value, or remaining Wounds. Dragon Fire produces no Noise.

The Survivor who created the Dragon Fire earns all corresponding AP.

EQUIPMENT SKILL

Some Equipment cards have their own Skill (like Marksman for the Horn Bow, for example).

Weapon cards: The Survivor benefits from the indicated Skill when performing a Combat Action with an equipped weapon featuring a Skill.

Non-weapon cards: The Survivor gets the Skill as long as the Equipment is in the proper slot.



Some weapons grant a potent Skill when being used.



ADDITIONAL GAME MODES

Use the additional game modes described in this chapter to enrich games, replay previous Quests with new possibilities, and create unique thematic challenges!

PLAYING WITH SEVERAL ABOMINATIONS

Additional Abominations are available with other *Zombicide* core boxes and expansions. Players may swap their favorite ones with the Khan Abomination, or choose randomly whenever an Abomination spawns, or even play all of them together at their own risk!

CREATING AN ABOMINATION DECK

The Abomination deck adds diversity and maintains balance of the Zombie deck. Spawn a random Abomination each time an Abomination Zombie card is drawn! To do so, create a deck to draw from with the Khan Abomination and a single card of each Abomination players want to feature in their game. Shuffle the Abomination deck during Setup (P. 6) and place it near the board.

Resolve these game effects whenever a Zombie card spawning an Abomination is drawn:

- ♦ **If there is no Abomination on the board**, draw a card from the Abomination deck. Then, place the corresponding Abomination.
- ♦ **If there is already an Abomination on the board**, it gets an extra Activation.

NOTE: Abominations with rules featuring walls may not be used in *White Death* Quests.

ABOMINATION FEST

Using the Abomination deck detailed above, the Abomination Fest allows the game to have several Abominations on the board at the same time. The more there are, the deadlier the game gets. Players have been warned!

Resolve these game effects whenever a Zombie card spawning an Abomination is drawn:

- ♦ **If there is no Abomination on the board**, draw a card from the Abomination deck. Then, place the corresponding Abomination.
- ♦ **If there is already an Abomination on the board**, all Abominations on the board get an extra Activation. THEN, draw a card from the Abomination deck and place the corresponding Abomination.

PLAYING WITH SEVERAL NECROMANCERS

Playing with several Necromancers is done in the same way as playing with several Abominations, by creating a Necromancer deck to draw from every time a Necromancer Zombie card is drawn. The rules are the same, with the following adjustments:

- ♦ If there is no Defiler Necromancer on the board, spawn a Defiler Necromancer.
- ♦ If there is already a Defiler Necromancer on the board and players draw a Necromancer Zombie card, first the Defiler Necromancer gets an Extra Activation, then spawn another Necromancer from the Necromancer deck.
- ♦ Additional Necromancers don't add Spawn Zones. The Defiler Necromancer is the only one to do so.
- ♦ Place a Corruption token in any Zone a Necromancer enters, creating a Corruption Zone (P. 20). Ignore this rule if the Necromancer enters a Corruption Zone.
- ♦ A Necromancer considers the Beacon's Zone as its destination Zone. Unlike Survivors or Zombies, the Necromancer may freely climb up and down Battlement Walkways without using Stairs (P. 34). **The game is lost whenever a Necromancer reaches the Beacon's Zone.**

WHAT ABOUT CABALS?

Necromancer Cabal rules from *Black Plague* and *Green Horde* are not played in *White Death*. Additional Necromancers featuring rules about walls and Spawn Zones are also not compatible with *White Death*.

ULTRARED MODE

You may be cautious and stealthy at first, but no matter what you do, the zombies still find you and you have to fight for your life. Your inner beast kicks in as the battle goes on, filling you with speed, anger, and strength. Soon enough, you'll realize you can do way better than you think and become the greatest warrior you ever dreamt you could be, and beyond! I have to admit, most of us are now addicted to this battle rage and enjoy combat against zombies. This is the way we feel alive. This is the only path to ultimate victory!

The Ultrared Mode allows Survivors to gain Adrenaline Points beyond the **Red Danger Level** and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large Quests.

Ultrared Mode: When a Survivor reaches the Red Level, move the Adrenaline tracker back to 0 and add any Adrenaline Points gained past the minimum required to hit the Red Level. The Survivor is still on the Red Level and keeps their Skills. Count additional Adrenaline Points as usual and gain unselected Skills upon reaching Danger Levels again. When all the Survivor's Skills have been selected, choose a Skill from the list (P. 51) upon reaching Orange and then Red Level.

EXAMPLE: Ogon just earned his 43rd Adrenaline Point, getting to the Red Level. He has the following Skills: Shove and Guards: Push (Blue), +1 Action (Yellow), Bloodlust: Melee (Orange), and +1 Free Combat Action (Red).

The player moves the Adrenaline tracker back to the start as the Quest continues. Ogon is still at Red Level and keeps on earning Adrenaline Points as he kills Zombies.

Ogon doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time since he has all available Skills for these Levels. Upon reaching the Orange Level again, he gains Iron Hide, his second Orange Level Skill. Reaching the Red Level again, he chooses a new Skill among the 2 remaining ones for this Level and goes for Combat Reflexes. The Adrenaline counter returns to the start.

During his third go through the Adrenaline bar, Ogon doesn't get any new Skill at Blue, Yellow, or Orange Level, as he already has them all. Upon reaching the Red Level for the third time, he earns the last Red Level Skill: Reaper: Melee. The Adrenaline counter goes to the start again.

From now on, Ogon still earns Adrenaline Points and gets a player-chosen Skill every time he reaches the Orange Level and then another upon reaching the Red Danger Level.



PLAYING WITH 7+ SURVIVORS

Zombicide has an expanding gallery of Survivors to play with. Sooner or later, players may be tempted to try using more than 6 Survivors in a game. To do so, they'll need extra Survivor Dashboards, plastic markers, color bases, and Starting Equipment cards contained in the Hero Box expansion.

Playing with an increased number of Survivors (or players!) is quite easy. Follow these guidelines and adjust them to fit the desired challenge level.



- ♦ For each Survivor above the 6th, add 1 additional Starting Equipment card from the expansion to the pool of cards that will be distributed among Survivors during Setup.
- ♦ Draw 1 additional Zombie card per 2 Survivors above the 6th (rounded up). These additional Spawns are resolved following the Spawn Zones' order (beginning with the first Spawn Zone again after spawning at the final one). Yes, that means some Zones will double or even triple their spawn rate!



GUARD SKILL CARDS



Clovis, from Black Plague, receives basic training from Wintergrad's surviving officer. Drawing a Guard Skill card, he gets the "Guards: Freeze Ranged" Skill for the duration of the game.

Guard Skill cards are optional. They allow Survivors without a Guard Skill to have one while playing *White Death*, thus, fully benefiting from the Guard rules. They may be used to play with Survivors from other Zombicide boxes, representing basic troop training and leadership.

Shuffle the Guard Skill cards during Setup, then draw 1 of them for each Survivor without a Guard Skill. The Survivor gains the corresponding Guard Skill for the duration of the game, **at Blue Level**. Keep the Guard Skill card near the Survivor's Dashboard. The Guard Skill is considered as being written on their ID Card.

NOTE: Players may also decide to choose Guard Skill cards instead of drawing at random. However, this may alter the game's difficulty.



SKILLS

Each Survivor in *White Death* has specific Skills with effects described in this section. 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 Action remaining (or the Survivor may use any extra Actions the Skill grants).

+1 Action - The Survivor has 1 extra Action they may use as they please.

+1 Damage: [Action] - The Survivor gets a +1 Damage bonus with the specified type of Action (Combat, Magic, Melee, or Ranged).

+1 Die: [Action] - Each of the Survivor's weapons rolls an extra die with Actions of the specified type (Combat, Magic, Melee, or Ranged). Dual weapons each gain a die, for a total of +2 dice per Dual Action of the specified type.

+1 Free [Action type] Action - The Survivor has 1 extra free Action of the specified type (Combat, Enchantment, Guard, Magic, Melee, Move, Ranged, or Search). This Action may only be used to perform an Action of the specified type.

NOTE: A Survivor may only perform 1 Guard and 1 Search Action per Turn. Remember: Magic, Melee, and Ranged Actions are Combat Actions.

+1 Max Range - The maximum Range of Ranged weapons and Combat Spells the Survivor uses is increased by 1.

+1 to Dice Roll: [Action] - The Survivor adds 1 to the result of each die they roll with Actions of the specified type (Combat, Magic, Melee, or Ranged). The maximum result is always 6.

REMEMBER: A result of 1 is always a failure.

+1 Zone per Move - The Survivor can move through 1 extra Zone each time they perform a Move Action. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Ambidextrous - The Survivor treats all weapons as if they had the Dual symbol.

Barbarian - When resolving a Melee Action, the Survivor may substitute the Dice number of the Melee weapon(s) they use with the number of Zombies standing in their Zone. Skills affecting the dice value, like +1 Die: Melee, still apply.

Bloodlust: [Action] - The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action. Then, they

Move up to 2 Zones to a Zone containing at least 1 Zombie. They then gain 1 free Action of the specified type (Combat, Magic, Melee, or Ranged). Normal Movement rules apply.

Born Leader - During the Survivor's Turn, the Survivor may give 1 free Action to another Survivor to use as they please. This Action is used immediately, then the Born Leader Survivor resumes their Turn.

Brother in Arms: [game effect] - The Survivor can use this Skill whenever they are standing in the same Zone as at least 1 other Survivor. As long as Brother in Arms is active, each Survivor in the Zone (including the one with this Skill) benefits from the indicated Skill or game effect. Guards do not benefit from this Skill.

NOTE: Brother in Arms may be shortened to BIA.

Can Search More than Once - The Survivor can Search multiple times per Turn, spending 1 Action for each Search Action.

Charge - The Survivor can use this Skill for free once during each of their Turns. They move up to 2 Zones to a Zone containing at least 1 Zombie. Normal Movement rules still apply. Entering a Zone containing Zombies still ends the Survivor's Move Action.

Close-Quarter Master - The Survivor can use Polearm Melee Actions in their own Zone, no matter the minimum Range.

Combat Reflexes - Whenever any Zombies spawn within Range 0-1, the Survivor may immediately perform a free Combat Action against them. This Action may eliminate more Zombies than have spawned. Ranged Actions must still be aimed at the Zone where the Zombies spawned. The Survivor may use this Skill once per Zombie card drawn.

Corruption Searcher - The Survivor can perform Search Actions in Corruption Zones.

Corruption Walker - Once per Turn, the Survivor may perform 1 free Move Action when standing in a Corruption Zone.

Damage 2: [Action type] - Weapons of the indicated type (Combat, Magic, Melee, or Ranged) used by the Survivor and having a Damage value of 1 are considered as having a Damage value of 2.

Destiny - The Survivor can use this Skill once per Turn when they reveal an Equipment card they drew. They can ignore and discard that card, then draw another Equipment card from the same deck.

Double Casting - Every time the Survivor performs an Enchantment Action, they can select an extra target for the same Enchantment, for free. First, designate both targets. Then, resolve one after the other, in any order.

Dual Expert - The Survivor has a free Combat Action as long as they have Dual weapons equipped. This Action can be only used with the Dual equipped weapons.

Escalation: [Action] - The Survivor gains 1 extra die to roll for subsequent Actions of the specified type (Combat, Magic, Melee, or Ranged). The bonus is cumulative and applies until the end of the Survivor's Turn. The bonus is lost whenever the Survivor performs another kind of Action.

EXAMPLE: A Survivor with the Escalation: Ranged Skill spends their first Action performing a Ranged Action with a Long Bow (Dice 1). Their second Action is also spent for a Ranged Action, adding an additional die thanks to the Escalation Skill (Dice 2). The third Action is spent for a Move Action. The Escalation bonus is lost.

Free Reload - The Survivor reloads reloadable weapons (Triple Crossbow, for example) for free.

Freeze: [Action type] - Whenever the Survivor performs an Action of the indicated type (Combat, Magic, Melee, or Ranged), place a Freeze token (P. 33) in the targeted Zone (whether the Action succeeds or not).



This is a Freeze token.

Ghost Sight - The Survivor can trace Lines of Sight through obstacles, like doors, walls, and Battlement Walkways, etc. Their Line of Sight is also unlimited through Buildings.

Guards: [Skill] - This Skill is used whenever the Survivor performs a Guard Action. The designated Guards benefit from the specified Skill for the corresponding Action.

Guards: Evade - This Skill may be used whenever the Survivor performs a Move Guard Action. The Guards ignore Zombies in their starting Zone when performing the ensuing Move Action.

Guards: Push - This Skill may be used whenever the Survivor performs a Guard Action. Instead of resolving the chosen Action, select a Zone at Range 1 from the designated Guard(s) within Line of Sight of them. All Zombies standing in the designated Guard(s)' Zone are pushed to the selected Zone. This is not a Move.

NOTE: *Zombies can be pushed from Battlement Walkways to street Zones that way!*

Hit & Run - The Survivor can use this Skill for free just after they resolve a Magic, Melee, or Ranged Action resulting in at least 1 Zombie being eliminated. They can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone.

Hoard - The Survivor can carry up to 2 extra Equipment cards. They are placed near their Dashboard and are considered to be in their Backpack.

Hold Your Nose - The Survivor draws an Equipment card whenever the last Zombie standing in their Zone is eliminated (by the Survivor themselves, another Survivor, or any game effect). This Skill works in any Zone, even a street Zone, and can be used multiple times in the same Turn. This is NOT considered a Search Action.

Improvised Weapon: Melee - The Survivor can use this Skill for free once during each of their Turns. They perform a free Melee Action using these characteristics. Melee modifiers (other Skills, for example) apply.



Improvised Weapon: Ranged - The Survivor can use this Skill for free once during each of their Turns. They perform a free Ranged Action using these characteristics. Ranged modifiers (other Skills, for example) apply.



Ironclad: [Zombie type] - The Survivor ignores all Wounds coming from Zombies having the indicated keyword in their name. Ironclad: Walker works with any Walker, for example.

Iron Hide - The Survivor can make Armor rolls with a 5+ Armor value, even when they are not wearing armor in their Body slot. When wearing armor, the Survivor adds 1 to the result of each die they roll for Armor rolls. The maximum result is always 6 and 1 is always a failure.

Iron Rain - When resolving a Ranged Action, the Survivor may substitute the Dice number of the Ranged weapon(s) they use with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 Die: Ranged, still apply.

Is That All You've Got? - This Skill can be used any time the Survivor is about to endure Wounds. Negate 1 Wound for each Equipment card they discard from the their inventory.

Jump - The Survivor can use this Skill once during each of their Turns. The Survivor spends 1 Action. They move 2 Zones into a Zone on which they have a Line of Sight. Ignore everything in the intervening Zone, except walls and closed doors. This Skill may be used to jump onto a Battlement Walkway in which the Survivor has a Line of Sight.

Movement related Skills (like +1 Zone per Move or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply.

Lifesaver - The Survivor can use this Skill for free once during each of their Turns. Select a Zone containing at least 1 Zombie and at least 1 Survivor at Range 1 from the Survivor. Both Zones need to share a Line of Sight. Choose Survivors in the selected Zone to be dragged to the Survivor's Zone without penalty. This is not a Move Action. A Survivor may decline the rescue and stay in the selected Zone if their controller chooses.

NOTE: Contrary to previous Zombicide versions, Lifesaver can now be used without having a clear path between both Zones (to lift Survivors on top of Battlement Walkways, for example).

Low Profile - The Survivor can't get hit by Friendly Fire (Cauldron and Dragon Fire still apply). Ignore them when casting a Combat spell or shooting at the Zone they're standing in.

Lucky - For each Action (or Armor roll) the Survivor takes, all the dice may be re-rolled an additional time. The new result replaces the previous one.

Mana Rain - When resolving a Magic Action, the Survivor may substitute the Dice number of the Combat spell(s) they use with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 Die: Magic, still apply.

Marksman - The Survivor may freely choose the targets of all their Magic and Ranged Actions. Friendly Fire is ignored.

Matching Set - When the Survivor performs a Search Action and draws an Equipment card with the Dual symbol, they can immediately take a second card of the same type from the Equipment deck. Shuffle the deck afterward.

Medic - This Skill is used for free during each End Phase. The Survivor and all other Survivors standing in the same Zone may heal 1 Wound (up to their starting total). The Survivor earns 1 AP for each Wound healed this way.

Point-Blank - The Survivor can perform Magic and Ranged Actions in their own Zone, no matter the minimum Range. When resolving a Magic or Ranged Action at Range 0, the Survivor freely chooses the targets and can eliminate any type of Zombies. Their Combat spells and Ranged weapons still need to inflict enough Damage to eliminate the targets. Friendly Fire is ignored.

Range 2+: [Skill] - The Survivor benefits from the indicated Skill when performing a Action of the specified type at Range 2 or more.



Reach - The Survivor may perform Melee Actions at Range 0-1.

Reaper: [Action] - This Skill can be used when assigning hits while resolving an Action of the specified type (Combat, Magic, Melee, or Ranged). 1 of these hits can eliminate an additional identical Zombie in the same Zone. Only a single additional Zombie can be eliminated per Action when using this Skill. The Survivor gains the AP for the additional Zombie.

Regeneration - During each End Phase, the Survivor's Health is fully restored to its maximum.

Roll 6: +1 Damage [Action] - Add 1 to the Damage value of the weapon the Survivor uses for each 6 rolled during an Action of the specified type (Combat, Magic, Melee, or Ranged).

Roll 6: +1 Die [Action] - An additional die can be rolled for each 6 rolled during an Action of the specified type (Combat, Magic, Melee, or Ranged). Keep on rolling additional dice as long as results of 6 keep happening. Game effects that allow re-rolls must be used before rolling any additional dice for this Skill.

Ruin Searcher - The Survivor can perform Search Actions in Ruin Zones.

Ruin Sight - The Survivor considers Ruin Zones as street Zone when tracing Lines of Sight.

Safe Search - This Skill may be used once per Turn, right after the Survivor gets a Aaahh!! card while Searching. The Aaahh!! card is discarded without effect and another card is drawn.

Scavenger - The Survivor may Search in any building or street Zone. Normal Search rules apply (no Search in Zones with Zombies, for example).

Search: 2 Cards - Draw 2 cards when Searching with the Survivor.

NOTE: *This does not stack with the Torch card's effect.*

Shove - The Survivor can use this Skill for free once during each of their Turns. Select a Zone at Range 1 from the Survivor and within Line of Sight. All Zombies standing in the Survivor's Zone are pushed to the selected Zone. This is not a Move Action.

Sidestep - Whenever any Zombie spawns within Range 0-1, the Survivor may immediately perform a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone. The Survivor may use this Skill once per Zombie card drawn.

Slippery - The Survivor does not spend extra Actions when they perform a Move Action out of a Zone containing Zombies. The Survivor also ignores Zombies when performing Move Actions (including those allowing them to cross several Zones, like with the Sprint Skill, for example).

Spellbook - All Combat spells and Enchantments in the Survivor's Backpack are considered equipped in Hand. With this Skill, a Survivor could effectively be considered as having several Combat spells and Enchantment cards equipped in Hand. For obvious reasons, they can only use 2 identical Dual Combat Spells at any given time. Choose any combination of 2 before resolving Actions or rolls involving the Survivor.

Spellcaster - The Survivor has 1 free Action that may only be used for a Magic or Enchantment Action.

Sprint - The Survivor can use this Skill once during each of their Turns. They spend 1 Move Action and may move 2 or 3 Zones instead of 1. Entering a Zone containing Zombies still ends the Survivor's Move Action (except if they have the Slippery Skill).

Starts with 2 AP - The Survivor begins the game with 2 Adrenaline Points.

Starts with a [Equipment] - The Survivor begins the game with the indicated Equipment. Its card is automatically assigned to them during Setup.

Steady Hand - The Survivor can ignore other Survivors when missing with a Magic or Ranged Action. This Skill does not apply to game effects killing everything in the targeted Zone (such as Cauldrons or Dragon Fire, for example).

Super Strength - Consider the Damage value of Melee weapons used by the Survivor to be 3.

Swordmaster - The Survivor treats all Melee weapons as if they had the Dual symbol.

Tactician - The Survivor's Turn can be resolved any time during the Players Phase, before or after any other Survivor's Turn. If several Survivors benefit from this Skill, players choose their Turn order.

Taunt - The Survivor can use this Skill for free once during each of their Turns. Select a Zone the Survivor has Line of Sight to. All Zombies standing in the selected Zone immediately gain an extra Activation. They try to reach the taunting Survivor by any means available. Taunted Zombies ignore all other Survivors. They do not attack them and leave the Zone they are standing in if needed to reach the taunting Survivor.

Tough - The Survivor ignores the first Wound they receive during each Attack Step (Zombies Phase) and during Friendly Fire (Survivor's Magic or Ranged Action).

Transmutation - The Survivor can use this Skill as often as they please during each of their Turns. They spend an Action and discard an Equipment card from their Inventory to draw a new Equipment card. This is not a Search Action. Aaahh!! cards are resolved as usual.

Vault Picker - The Survivor can pick up Vault Weapon cards dropped by Abominations and Necromancers up to 1 Zone away and within Line of Sight. An open path between both Zones is required.

Wall Climber - The Survivor can enter and leave Battlement Walkways without using Stairs or Rope Ladders.

Zombie Link - The Survivor plays an extra Turn each time a Zombie Siege card is drawn from the Zombie deck. They play before the Zombies. If several Survivors benefit from this Skill at the same time, players choose their Turn order.



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GAME 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 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 Zombies in the starting Zone).
- + **Search (once per Turn):** In a building Zone free of Zombies only. Draw a card from the Equipment deck. The Survivor may then reorganize their inventory for free.
- + **Reorganize/Trade:** Exchange Equipment with another Survivor standing in the same Zone. Players can trade however they want. It doesn't have to be equal.
- + **Combat Action:**
 - **Melee Action:** Equipped Melee weapon required.
 - **Ranged Action:** Equipped Ranged weapon required.
 - **Magic Action:** Equipped Combat spell required.
- + **Enchantment Action:** Equipped Enchantment required.
- + **Take or Activate an Objective** in the Survivor's Zone.
- + **Do Nothing:** All remaining Actions are lost.
- + **Make Noise:** Put a Noise token in the Survivor's Zone.
- + **Cauldron Action (uses 3 Actions):**
 - **Move a Cauldron** from the Survivor's Zone to an adjacent Zone with an open path. The Survivor moves along.
 - **Pour a Cauldron** from a Battlement Walkway to an adjacent street Zone. All Actors in the targeted Zone are eliminated.
- + **Guard Action:**
 - **Move**
 - **Melee or Ranged Action.**
 - **Move or Pour a Cauldron** (3 or more Guards).

When every player's finished:

02- ZOMBIES PHASE

STEP 1- ACTIVATION: ATTACK OR MOVE

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

- + Zombies in the same Zone as at least 1 Survivor Attack them.
- + All Zombies which didn't Attack, Move.

Each Zombie favors visible Survivors they can reach before those they can't. If they don't have Line of Sight to any Survivors, Zombies favor the noisiest Zone they can reach before those they can't. Choose the shortest path. If several target Zones are eligible, and one has no open route, ignore the latter. Otherwise, players choose which direction the Zombies move.

STEP 2- SPAWN

- + Always draw Zombie cards for all Spawn Zones in ascending order, starting from the first Spawn Zone and finishing with the Defiler Spawn Zone.
- + Use the highest Danger Level among the Survivors.
- + **No more miniatures of a specified type:** Place the remaining ones. Then, Spawn an Abomination (extra Activation instead if there is already one on the board).
- + **Defiler Necromancer:** The Zombie Spawn token it came through Moves 1 Zone towards the Beacon instead, spreading Corruption.

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 KILL	ADRENALINE EARNED
1	Brute/ Abomination (any kind)/ Dragon	1	2/3/Special	1/5/1
2	Walker (any kind) + Swarm of Ratz + Murder of Crowz	1	1	1
3	Runner (any kind) + Zombie Wolfz	2	1	1
4	Necromancer (any kind)	1	1	1