

ZOMBIE HORDE



RULEBOOK



ZOMBIE HORDE



GAME DESCRIPTION



Zombie Horde is a cooperative board game for **1 to 5 players**.

In **Zombie Horde**, survivors strive to endure the aftermath of the zombie apocalypse within their colony.

Players engage in exploration missions to find vital resources for the colony's survival. The scenarios are dark and filled with dangers, as hordes of zombies intensify the suspense.

Survivors must not only collect resources but also venture nearby to find new companions. The primary objective of the game is to foster the growth of the colony, strategically accumulating enough resources to build a medical research lab. The ultimate goal? **Discover a cure** for the zombie plague that threatens to annihilate humanity.

Will your team manage to outsmart the zombies, navigate treacherous terrain, and lead the colony to safety? The fate of humanity is in your hands.

VICTORY CONDITIONS



To win the game, players must expand their colony and successfully build the Research Lab. Victory is achieved when the Research Lab reaches its final level of development. However, the game is lost if the number of survivors in the colony drops below the number of players. Maintain a strong and thriving community to ensure your success against the relentless zombie horde.



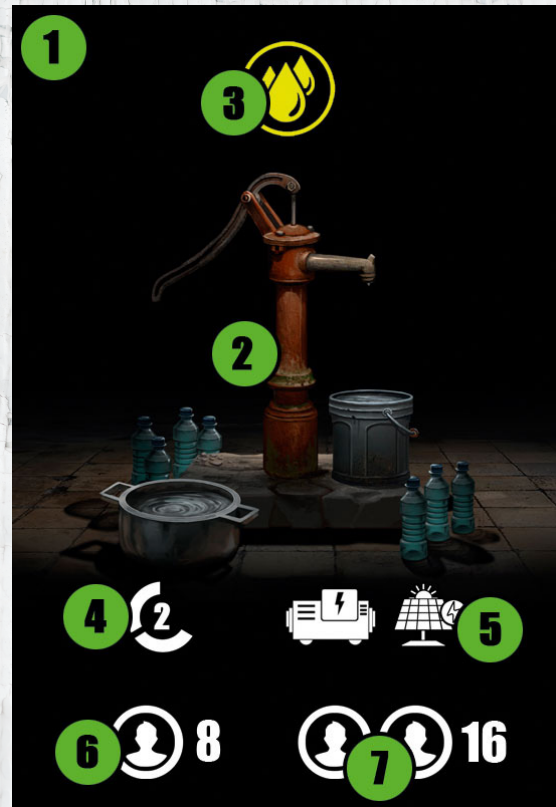
GAME COMPONENTS

ELECTRICITY GENERATOR



- 1) Electricity Generator card
- 2) Image
- 3) Generator Set icon
- 4) Card level
- 5) Number of Survivors required for the generator to work
- 6) Resource needed to work

STRUCTURAL CARD



- 1) Structural card
- 2) Image
- 3) Icon
- 4) Card level
- 5) Compatible Electricity Generator icons
- 6) Number of resources produced by 1 Survivor
- 7) Number of resources produced by 2 Survivors



BONUS CARD



- 1) Bonus card
- 2) Image
- 3) Icon
- 4) Card level
- 5) Compatible Electricity Generator icons
- 6) Number of Survivors required for the tool to work
- 7) Bonus to add to Morale



CLASS SHEET

1 MED-TECHS

3 6
1 4+
2-3 5+

4 4
0 3+

5

6

7

8

9

+1

- 1) Class name and icon
- 2) Image
- 3) Ranged weapon statistics (number of dice, range, Accuracy value)
- 4) Melee weapon statistics (number of dice, range, Accuracy value)
- 5) Special abilities
- 6) Action
- 7) Reaction
- 8) Belt slot
- 9) Backpack slot



ZOMBIE ID CARD



1) Name
2) Image

3) Statistics
4) Life points

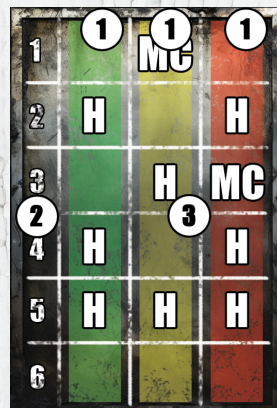
MUTATED CREATURE ID CARD



1) Name
2) Image
3) Statistics

4) Life points
5) Special ability

SPAWN CARDS



1) Spawn levels related to Blacksmith level
2) Spawn points from 1 to 6
3) Type of zombie spawned (H=Big Horde, MC=Mutated Creature)





GAME SETUP

- Place the General Colony sheet on the table.
- Place the Level 1 Blueprint deck in the Blueprint slot.
- Place the 3 Morale decks close to the Morale bar.
- Separate and place all the tokens on the table within easy reach.
- Place the Exploration decks on the table within easy reach.
- Take all the Mutated Creature ID cards and form a deck.
- Distribute the 5 Class ID sheets and the matching Colony sheets among the players.
- Each Player take 3 survivors.
- Place the Zombie Id cards within an easy reach.
- Prepare the Storage Register

GAME ROUNDS

The game is divided into rounds, and 1 round is composed of 2 phases: Colony and Exploration.

COLONY PHASE: the Colony phase takes place on the Colony board and is played following 9 steps in order.

EXPLORATION PHASE: players venture to the location specified by the chosen mission card. During this phase players activate their Survivors in any order, even alternating them, and perform up to 3 actions. When the Survivors are fully activated, the zombies also activate. Players resolve the effects of zombie activation, then the phase is over.

When both phases are completed, this constitutes one round. The next round starts from the first step in the Colony phase.



THE COLONY

"The Colony is the place that allows you to survive. You should take care of it." The colony is the heart of the game, populated by survivors who live and work there to produce resources. Their goal is to grow the colony and ultimately find the cure. The game starts with a group of 15 Survivors, but this number will change during the game. Each Survivor token represents one Survivor. Players distribute Survivor tokens inside the Colony to produce resources and grow the Colony. Some of them may work on various tasks, such as getting water, preparing food, building weapons, etc. Others may be sent out on explorations to gather resources from the surrounding areas or to find new Survivors. Survivors are the heart of the Colony, so new people have to be found to join.

STORAGE REGISTER

When Survivors produce resources in the Colony through the Structural cards, or when they gather resources in the exploration phase, players should record them in the Storage Register. The Storage Register is an inventory of all available resources. When a player uses some of the resources, they subtract them from the Storage Register so it always shows the exact amount of resources available.

There are 8 types of resource:

- Water: may be found in the surrounding areas or collected inside the colony
- Food: may be found in the surrounding areas or produced inside the colony
- Gasoline: may be found in the surrounding areas
- Wood: may be found in the surrounding areas
- Plastic component: may be found in the surrounding areas
- Metal component: may be found in the surrounding areas
- Electrical component: may be found in the surrounding areas
- Bullets: may be found in the surrounding areas or produced inside the colony

EXAMPLE OF A STORAGE REGISTER

GASOLINE	BULLETS	WATER	FOOD	WOOD	PLASTIC components	METAL components	ELECTRIC components
	4	6	9		1		





CLASSES

There are five different classes in the game, and each player may control one or more of these classes.



1 - Farmers: Responsible for food production, water management, cook, and cultivating crops to sustain the colony.



2 - Med-Techs: Medical personnel who operate the emergency room and medical lab, providing essential healthcare to the colony.



3 - Signal Corps: The team tasked with radio communication, maintaining contact with outside groups, and coordinating information for the colony.



4 - Fixers: Experts in repairing and maintaining the infrastructure of the colony, ensuring that everything from machinery to buildings remains operational.



5 - Sentinels: Guardians of the colony who oversee the construction and management of defenses, such as walls, barricades, and lookout towers, to protect against threats from the outside world.



THE COLONY

The colony is divided into six distinct colony sheets, each representing a crucial aspect of the colony's survival. Each player will control one of these aspects, while the general colony sheet is shared among all players.

After choosing a class, each player takes the colony sheet corresponding to their class, while the general colony sheet is placed within easy reach of all players.

Each Colony sheet is populated by survivors, represented by Survivor tokens. The game begins with 15 survivors, with each Colony Sheet (excluding the general Colony Sheet) receiving three survivors. This number will fluctuate throughout the game. Each Survivor token represents one survivor.

Players can distribute Survivor tokens on their Colony Sheet as they see fit to produce resources, grow the Colony, or accomplish various tasks. Some survivors may gather water, prepare food, defend the colony, and perform other essential tasks. Others can be sent out on explorations to collect resources from surrounding areas or to find new survivors. Survivors are the heart of the Colony, so recruiting new members is crucial for its growth and survival.

In this cooperative game, it's important to understand that Players don't own the survivors they manage. Instead, they can strategically share and allocate their survivors to other players who might need them for crucial tasks. Cooperation is key. Rest assured, survivors are constantly being discovered, so players will



always have opportunities to gain more. This communal approach ensures that the survivors are placed where they are most needed, benefiting the entire colony and enhancing the collaborative spirit of the game.

For example, the Signal Corps player has three survivors. On his Colony sheet, he has only one transistor, which means he can place only one survivor to operate with the radio. He keeps a second survivor to send out for exploration. He then decides to give his third survivor to the Farmer player, who needs additional help gathering water. This demonstrates how players can share their resources and survivors to support each other and ensure the colony's success.

ELECTRICITY GENERATOR AND STRUCTURAL CARDS

The Electricity Generator cards are needed to make any Structural card work. Without electricity, machines cannot work.

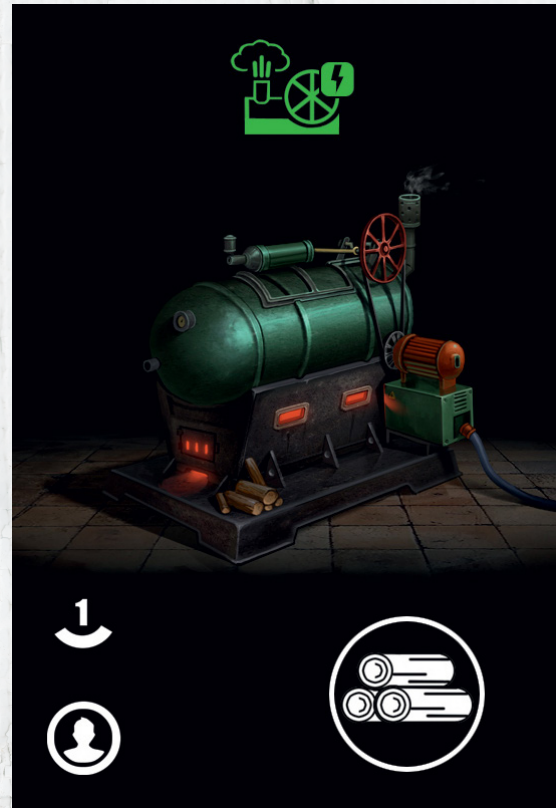
The Electricity Generator cards are connected to the Structural cards and give them the power to produce resources.

The Structural cards represent structures (such as the Water collector, the Greenhouse, etc.) for producing resources. Each card features an icon that corresponds to a specific resource that can be produced by that card. For example, the Water Collector produces water rations.

The Structural cards are directly linked to the Electricity Generator cards. Without the correct Electricity Generator, the Structural cards cannot produce resources.

Both the Electricity Generator cards and the Structural cards have 3 levels, from 1 to 3. The game starts with the Level 1 cards.

Level 1 cards can be upgraded to Level 2, and Level 2 cards can be upgraded to Level 3. Each level has its own color: Level 1 green; Level 2, yellow; Level 3, red.



The Electricity Generator cards are:

- Steam engine (Level 1, requires wood; powers Level 1 Structural cards)
- Generator Set (Level 2, requires gasoline; powers Level 1 and Level 2 Structural cards)
- Solar Panel (Level 3, does not require fuel; powers Level 1, 2 and 3 Structural cards + Bonus cards)

Each Electricity Generator card has structural cards linked to it. When players upgrade the Electricity Generator card, the related set of structural cards is unlocked and can be used. Level 1 Steam Engine and some of the Level 1 Structural cards are already on the Colony board, while the other level 1 Structural cards are already unlocked in the beginning of the game. Other cards need to be unlocked. Generator Set Level 2 unlocks Level 2 Structural cards, and Solar Panel Level 3 unlocks Level 3 Structural cards. See Building and Upgrading Electricity Generators and Structural cards, below.

The bottom part of the Structural card shows the type of Electricity Generator needed by the card to produce resources. The Structural card icon must match the Electricity Generator card icon.



Some electricity generators require fuel to operate, and all of them need survivors to run them (see allocating survivors below). Steam Engines (Level 1) require 1 Wood and 1 Survivor, while the Generator Set (Level 2) requires 1 Gasoline and 1 Survivor. If these electricity generators lack fuel or survivors to operate them, the connected structural cards will not produce resources.



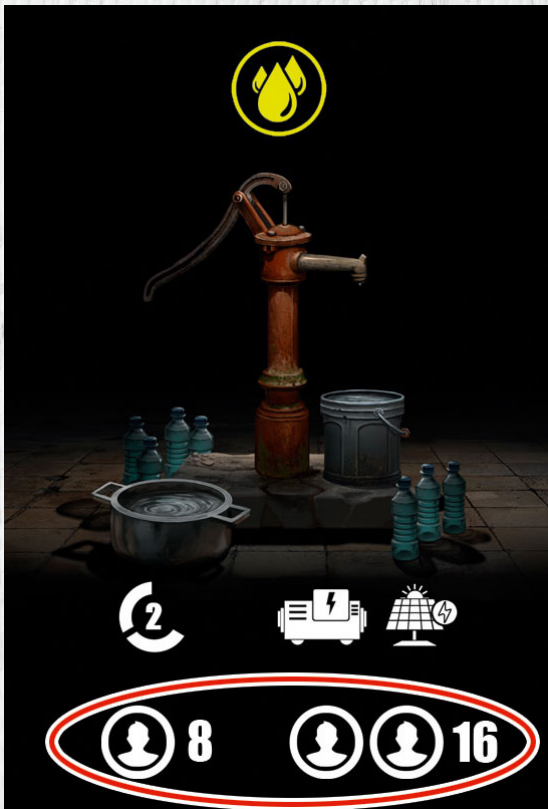
EXAMPLE: In the image below, the Generator Set consumes 1 Gasoline each round. If you do not have Gasoline in the Storage Register, the generator cannot work, and no resources can be produced by any of the linked Structural cards.



During the Colony phase, players collect all the resources produced by the structural cards, and add them to the Storage Register.

ALLOCATING SURVIVORS

As well as an Electricity Generator, Structural cards need 1 or more Survivors to work on them to produce resources. This is done by allocating a number of Survivor Tokens to the card. Different numbers of Survivors produce different numbers of resources, as indicated on the card. Players may choose how many Survivors to allocate to each card.



The example beside indicates that 1 Survivor produces 8 rations of water, while 2 Survivors produce 16 rations of water. If a Structural card has no Survivors on it, the card will not produce any resources.



BUILDING AND UPGRADING ELECTRICITY GENERATOR AND STRUCTURAL CARDS

To build or upgrade a card, you need to use the resources indicated on the back of that card. When you have enough resources to upgrade or build the card, remove those resources from the Storage Register, flip the card, and place it on the Colony sheet. Remember, when upgrading a card, place the new card over the old card if present, but do not remove the old card.

Note: Remember that when you upgrade the Blacksmith Structural card you must also upgrade the corresponding Weapon card deck. See Armory, below.

Note: Remember that before upgrading any Structural card, you must first upgrade the Electricity Generator.

COLONY SHEETS

GENERAL COLONY SHEET

The general colony sheet represents the shared area of the colony that remains under communal control. This central hub is essential for various colony functions: it houses the power generators that keep the colony running, stores the weapon deck, and tracks the morale bar to reflect the colony's overall spirit. Additionally, the general colony sheet includes the training center, where characters can develop new skills and abilities, and the relax room, a space for characters to recover and rejuvenate.



ELECTRICITY GENERATOR SLOT

The game starts with the Steam engine ready for use. Players can later upgrade it and replace it with a new energy generator in the same slot.

ARMORY DECK SLOTS

Blueprint deck slot

This slot is designated for the Blueprint deck of cards. The game begins with the Level 1 deck of cards available.

Weapon deck slot

As players construct new weapons from the Blueprint deck, they are stored in this slot.

How it works

Each card of the Armory deck is divided into 2 stages.

1. The front of the card shows the first stage, called Blueprint. This is a blueprint of how to build the weapon from broken pieces. It is placed on the Blueprint slot of the General Colony sheet.

2. The back of the card represents the second stage, called Weapon, and is the built weapon, ready to use. It is placed on the Weapon slot of the General Colony sheet.

BLUEPRINT DECK

- 1) Name
- 2) Image
- 3) Card level
- 4) Resource needed to build the weapon

The Blueprint deck is divided into 3 levels. These levels correspond to Blacksmith Structural card levels.

- At the beginning of the game, players place the Level 1 Blueprint deck on the Blueprint slot.

- When the Blacksmith is upgraded to Level 2, players add the Level 2 Blueprint cards to the Blueprint deck.

- When the Blacksmith is upgraded to Level 3, players add the Level 3 Blueprint cards to the Blueprint deck.

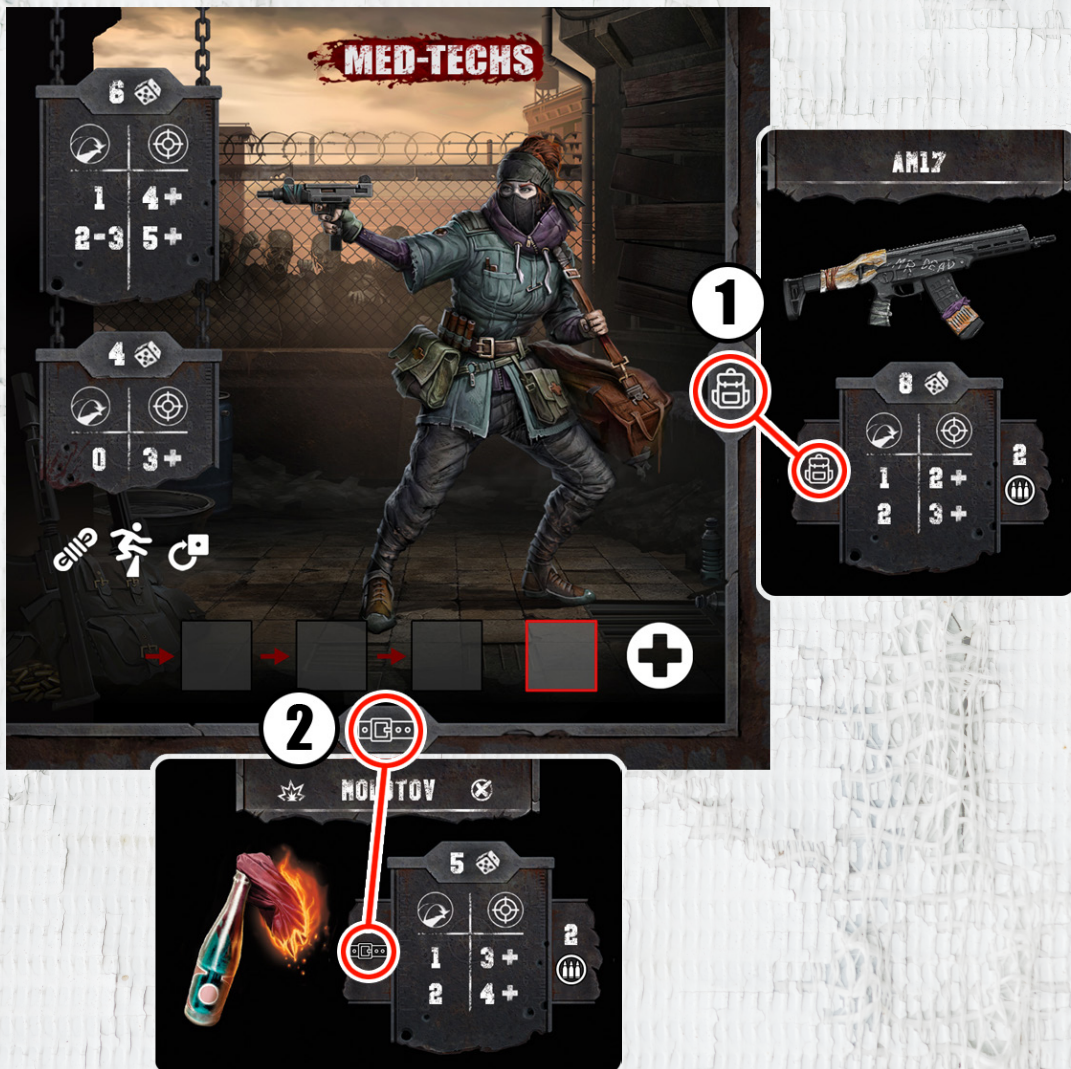


During the game, players can build new weapons by using the Blueprint deck, which can be browsed freely. To build a weapon, players choose a Blueprint card from the Blueprint deck and use the resources indicated on the card by removing them from the Storage Register. They then they flip the card over to the Weapon side, and place it in the Weapon slot on the General Colony sheet. From now on, players may equip this weapon when going for the Exploration phase.

Weapon Deck

The Weapon deck is divided into 2 categories.

- Shoulder weapons: weapons with this icon are placed in the right slot of the Survivor sheet (1).
- Belt weapons: weapons with this icon are placed in the bottom slot of the Survivor sheet (2).



Only one cards can be added to each slot unless a special ability allows the player to add more.

Bullets: Bullets are produced by the Blacksmith. Some weapons need Bullets. This is indicated by the Bullet icon on the card. The maximum Bullet capacity of the weapon is shown next to the Bullet icon. Players take the Bullet tokens – without exceeding the maximum number for that weapon – and subtract that number of Bullets from the Storage Register.

Each time the weapon is fired, subtract a Bullet token. When there are no more Bullet tokens, the weapon cannot be fired again.

One-Time Use Icon: One-Time Use weapons must be discarded after making an attack. Their card is placed in the Blueprint deck.



Above, an example of a cart with the one-time use icon.

TRAINING CENTER

This is the place where Survivors improve their skills and become Specialists. Each class has three unique career paths to choose from, detailed in the Character Upgrade Sheet (CUS). Each CUS is divided into three levels, corresponding to the levels of the Blacksmith structural card.

Players may upgrade their Specialists as the Blacksmith level increases. As example, here are the three career paths for the class "Sentinels":



1  **SUPPORT** **2** **8**

3 **1** **ASSISTED PRECISION SHOT** **4**

5 «This ability allows you to mark a target for a comrade, increasing their chances of damaging that target.»

6 Once per round, grant a reroll to another surfer during an attack in which you are participating in.

7

3 **2** **TACTICAL REINFORCEMENT** **4**

5 «This ability allows you to move quickly to provide tactical assistance during an attack.»

6 Once per round, to join an attack, spend one action to move up to two areas and shoot.

7

3 **3** **ADVANTAGEOUS POSITION** **4**

5 «This ability allows you to create cover for your comrade, enhancing their protection when they are attacked.»

6 If this reaction score 2+ hits, inflict 1 wound instead.

7

1  **PRECISION**

1 **FLAWLESS SHOT**

«After identifying a weakness in the target's aiming point, you can use this ability to inflict maximum damage and ignore part of the target's defense.»

Once per round, reduce the target's resistance value by 1 for the attack you are participating in.

2 **PRECISE AIM**

«With this ability, you can concentrate fully, briefly slowing down time and enhancing the accuracy of your shot.»

Once per round, subtract 1 from your accuracy value.

3 **DEADLY PRECISION**

«With this ability, you increase the accuracy of your shot on a single target, ensuring an automatic wound if the attack succeeds.»

Once per round, if you score 2+ hits, inflict 1 wound instead.

1  **MOBILITY**

1 **SILENT ESCAPE**

«This ability allows you to move quickly and silently across the map.»

Once per round, move an additional Area.

2 **ADVANTAGEOUS POSITION**

«This ability allows you to quickly find strategic positions with high ground, increasing their offensive speed.»

Once per round, spend one action to climb and shoot.

3 **RAPID SHOT**

«This ability allows you to quickly execute a series of shots at your target without losing accuracy.»

Once per round, during an attack, roll your dice twice and combine the hits.

- 1) Class icon
- 2) Name of the career path
- 3) Level
- 4) Name of the ability
- 5) Description
- 6) Wooden cube slot
- 7) Special Ability
- 8) Identifying color (this color match the Specialist token color)



To upgrade a survivor into a Specialist or to advance a Specialist to a higher level, the player must place their token in the Training Center slot until the next Colony phase (step 9).

- At the beginning of the game, when the Blacksmith is at Level 1, a survivor may be upgraded to become a Level 1 Specialist.
- When the Blacksmith is upgraded to Level 2, the Level 1 Specialist may be upgraded to a Level 2 Specialist.
- When the Blacksmith is upgraded to Level 3, the Level 2 Specialist may be upgraded to a Level 3 Specialist.

Here's how it works:

In Step 9 of the Colony Phase, replace one Survivor token with one Specialist token, choose the color based on the desired career path, and place it in the training slot. In the step 9 of the next Colony Phase, retrieve it along with the CUS of the career you chose and place a wooden cube on the Level 1 special ability. Repeat this process for subsequent levels.

Example:

The Blacksmith Structural card is at Level 1, and the player controlling the Sentinels Class decides to upgrade one of their survivors. He wants a Specialist in "Support". Support is identified by the color blue. In Step 9 of the Colony Phase, they replace one of their Survivor tokens with a Specialist Blue token and place it in the Training area of the General Colony sheet (1).



In the next Colony Phase (step 9), the player can retrieve their survivor, now a Level 1 Specialist in Support, and take the Support CUS (Blue upper left corner), placing a wooden cube on the Level 1 ability to activate it. This ability can now be utilized by the Specialist in Support during the exploration phase.





SUPPORT

1

ASSISTED PRECISION SHOT

«This ability allows you to mark a target for a comrade, increasing their chances of damaging that target.»



Once per round, grant 1 reroll to another survivor during an attack in which you are participating in.

2

TACTICAL REINFORCEMENTS

«This ability allows you to move quickly to provide tactical assistance during an attack.»



Once per round, to join an attack, spend one action to move up to two areas and shoot.

3

ADVANTAGEOUS POSITION

«This ability allows you to create secure cover for your comrade, enhancing their protection when they are attacked.»



If this reaction scores 2+ hits, inflict 1 wound instead.

When a player upgrades their Level 1 Specialist to a Level 2 Specialist, they will move the wooden cube to the second slot of the corresponding CUS, indicating that both the Level 1 and Level 2 abilities can now be used. This process continues up to Level 3, where the cube is moved to slot number 3, showing that all three abilities are available.

NOTE: The Specialist can perform any task like a normal survivor.

RELAX ROOM

The rest room is where players can place survivors as soon as they arrive at the colony or when survivors are not assigned to any tasks.



MORALE

Morale is a key element of the game. Depending on Morale, things may go wrong.

The Morale bar can be seen on the General Colony Sheet. It goes from +1 to -6. At the beginning of the game, Morale starts at -1. During the game, Morale may increase and decrease; it is checked during the Colony phase (see Colony phase below).

Increasing Morale: When all the Survivors have food and water, Morale increases by 2.

NOTE: When Bonus cards are in play, remember to add Morale for each card. The amount Morale increases is indicated on the Bonus card.

Decreasing Morale: For every 2 Survivors without food or water, decrease Morale by 1.

During the Colony phase there is a “check and resolve Morale” step; if Morale is below zero, players must draw and resolve one Morale card. Morale has 3 different decks of cards: Normal (green), Bad (yellow), Very Bad (red).



The Morale bar indicates which deck of cards should be used.



In the example above, Morale is -3, so players will draw and resolve a card from the yellow Morale deck.





FARMER SHEET

The player controlling the farmers class ensures the colony is well-fed and hydrated, managing the essential resources of food and water. Additionally, they decide which other structures to build, balancing the colony's needs for food and water with other critical resources.



- 1 – Default Water gathering Structure
- 2 – Default food growing Structure
- 3 – Class Icon
- 4 – Free Slots

The Farmer Sheet has 2 default structures: one for water and one for food. The player controlling this sheet may decide which other structural card to build during the game.





MED-TECHS SHEET

The player controlling the medical lab is responsible for the colony's health and well-being, ensuring everyone stays safe and healthy. They also oversee the construction of the research lab, which is essential for discovering and developing the cure for the zombie virus to save mankind.



- 1 – Medical Lab.
- 2 – Number of Survivors required for the lab for it to be operational (just 1 survivor).
- 3 – Type of Medicines that can be produced every round.
- 4 – E.R.
- 5 - Number of Survivors required in the E.R. (Emergency Room) to be operative (just 1 survivor).
- 6 – Class icon.
- 7 – Available slot to construct the Medical Research Lab.





MEDICAL LAB

In the Medical Lab, survivors can create medicines such as disinfectant, penicillin, and antibiotics. In step 9 of the colony Phase, the player must place one survivor in the lab to produce one token for each type of medicine each round. The medicines will be ready in the Step 6 of the next Colony Phase.

During the game, illnesses may spread, and people will need to be cured. It is beneficial to always have medicines ready, and one survivor in the E.R.

E.R.

For the E.R. to be operational, it requires at least one survivor working in it. Without any survivors in the E.R. slot, the colony cannot administer cures, and any medicine tokens produced become unusable.

How it works

Some Event cards may require you to cure people, specifying the type and quantity of medicine needed. When such an event occurs, check the event card for the required medicines, such as disinfectant, penicillin, or antibiotics, and the amount needed. Ensure that one survivor is working in the E.R., then discard the corresponding tokens to cure the affected individuals and discard the event card with no effect. If there is no survivor in the E.R. or if some medicine tokens are missing, the effect of the event card takes place.





SIGNAL CORPS

The player controlling the signal corps manages communication within the colony and with the surrounding areas. They utilize radio systems to facilitate trade and coordinate other essential activities, ensuring the colony stays connected and informed.



1 - Number of survivors required for the frequency to be operational (1 for each frequency).

2 – Frequency

3 – Class Icon

4 – Transistor slot. The transistor slot is aligned with the frequency on the same line.

5 – Transistor token (It is an Electric component)

How it works

Some Event cards may require using the radio on a certain frequency for communications. To be operational and active, a frequency needs a survivor allocated to it and a transistor placed in the slot on the same line as the frequency. During the Colony phase, the player controlling the Signal Corps may decide which frequency to activate by placing the transistor on the corresponding line.



If a message comes on a frequency that doesn't have a transistor token, it cannot be received, and the event card fails. Throughout the game, players may use Electric Components to build more transistors. During Step 6 of the Colony Phase, simply remove an electric component from the storage register and add a transistor token to the sheet.

NOTE: Upgrading the Radio structural card reduces the number of transistor tokens required, as transistors are fragile and can easily break.



FIXERS

The player controlling the maintenance department, known as the fixers, is responsible for keeping all machinery and equipment in working order. They must regularly inspect and repair various systems throughout the colony, ensuring everything runs smoothly and efficiently.



- 1 – Workshop slot.
- 2 – Resources needed to produce spare parts tokens.
- 3 – Spare part tokens that can be produced.
- 4 – Class icon.
- 5 – Empty Slots.


Workshop

In the Workshop area, the player controlling this class assigns survivors that are ready to intervene to repair structures in the Colony.

Certain event cards may trigger situations where these maintenance personnel are needed to repair various aspects around the colony. To make repairs, spare part tokens are needed.

Players may use the resources specified on the Fixer sheet to produce Spare part tokens such as Metal spare parts, Electrical spare parts, and Water Pump. During Step 6 of the colony Phase, deduct the required resources from the storage register and place the resulting token in the workshop area.





Note: Producing spare parts tokens does not require survivors, only the specified resources.

When an Event card triggers a repair situation, the player sets aside the required token and places one of the survivors from the workshop onto it, as indicated by the token itself. During the next Colony phase, Step 9, the player discards the token and returns the survivor to his playing area.

If during the emergency triggered by the event card there are no survivors in the workshop, or if the required Spare Part token is not available, the effect of the event card takes place.

Note: A survivor cannot work on more than one repair job simultaneously. If two events requiring repair occur, two survivors are needed, one for each Spare part token.

Empty slots

When the Electricity Generator Solar Panel (Level 3) is built, it is possible to construct Bonus cards (Level 3) and place them in the available slots. These Bonus cards work like any other Structural card, but instead of producing resources, they increase Morale. When checking for Morale, add the bonus written on each of these cards. See Morale.

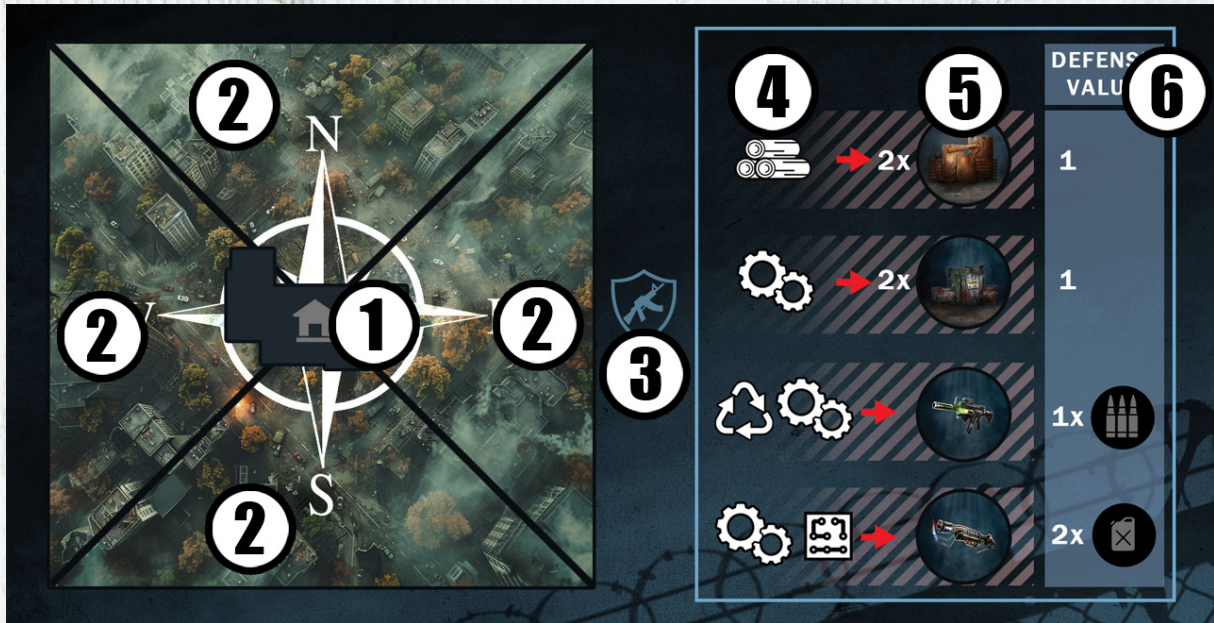
It is also possible to build one additional Blacksmith structural cards if players wish to adopt a more aggressive colony style.





SENTINELS

The player controlling the sentinels is in charge of the colony's defense against attacks by raiders and zombies. They build and maintain strong defenses, ensuring the colony remains protected and secure from external threats.



- 1 - Colony
- 2 - Perimeter sectors (North, East, West, South)
- 3 - Class Icon
- 4 - Resources Needed to Produce Defense Tokens
- 5 - Defense Tokens
- 6 - Defense Value of Each Defense Token/Ammunition

How it works


The left part of the Defense sheet represents the perimeter around the colony, divided into four sectors: North, East, South, and West. The Colony must be defended against various types of attacks, such as from zombies or raiders.

To defend the colony, defense tokens must be placed in each of the four sectors. To produce these tokens, during Step 6 of the Colony Phase, players must discard resources as indicated on the Defense sheet. The player then places the tokens in the four sectors as they see fit.

How the attacks work

When an Event card or a Raider card triggers an attack, the attack is assigned a specific origin (North, South, East, West) and a specific value.





Each defense token also has a specific value. To withstand an attack, the value of each defense token placed in the sector of the attack (North, South, East, West) must be subtracted from the value of the attack. Tokens and/or ammunition used in defense are discarded as this calculation is performed.

If the value of the attack reaches zero, the attack fails and the Event card is discarded. However, if there are insufficient defense tokens in the sector of the attack to reduce the attack value to zero, the defense fails, and the effect of the Event card takes place.

NOTE: If a defense fails, any survivors assigned to that defense, such as those operating a machine gun or flamethrower, are killed and must be discarded.

TYPES OF DEFENSE



WOODEN BARRICADE

Its defense value is 1. One wood creates 2 wooden barricade tokens.



METAL BARRICADE

Its defense value is 1. One metal component creates 2 metal barricade tokens.



MACHINE GUN

One plastic component and one metal component create a machine gun token. In order to be operative, one survivor must be allocated on it, as indicated by the token. The machine gun must be equipped with bullets, or it is useless. Each bullet token has a defense value of 1. If the attack does not fail, when the player removes the last bullet, they will also remove the machine gun and discard the survivor working on it, as they have been killed. To load the machine gun, during Step 6 of the colony phase, remove the desired number of bullets from the storage register



FLAMETHROWER

One Metal component and one electric component create a flamethrower token. In order to be operative, one survivor must be allocated on it, as indicated by the token. The flamethrower must be equipped with Gasoline Tank tokens, or it is useless. Each gasoline tank token has a defense value of 2. If the attack does not fail, when the player removes the last Gasoline Tank token, they will also remove the flamethrower and discard the survivor working on it, as they have been killed. Players may equip the flamethrower during Step 6 of the colony phase. By removing one gasoline from the storage register Players get two Gasoline Tank tokens.





Example of a failed attack:

A horde of Zombies attacks from the North with an attack value of 5. The player controlling the Sentinels Class begins discarding the defense tokens and/or ammunition present in that sector, subtracting their values from the attack value. If the value reaches zero, the player stops discarding defense tokens, and the attack fails.

Example of an attack not repelled:

A horde of Zombies attacks from the sector South with an attack value of 6.

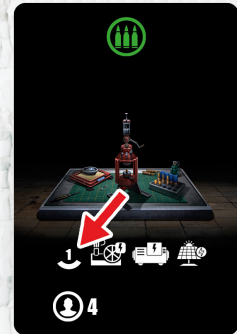
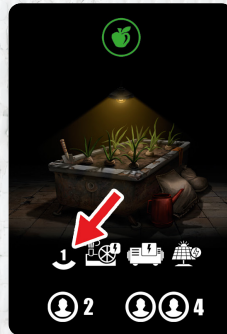
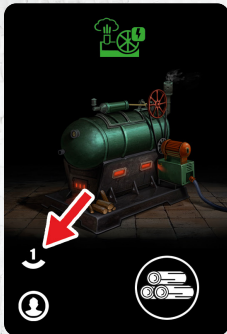
In that sector, the defense tokens include: one Wooden Barricade (defense value 1), one Metal Barricade (defense value 1), and one Machine Gun with a survivor operating it loaded with three Bullet tokens (defense value 1 for each token).

The player begins discarding the defense tokens, subtracting their values from the attack's total value.

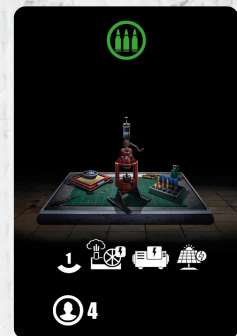
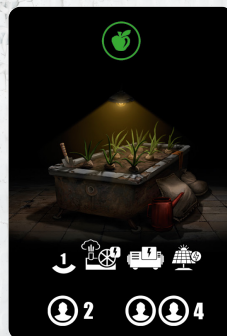
The total value of the defense tokens is 5, but the attack's value is 6, resulting in the defense failing. In addition to discarding the barricades and bullets, the player also removes the destroyed Machine Gun, which was rendered unusable by the horde of zombies, and the survivor operating it, who has been devoured. Then the effect of the event card takes place.



COLONY: UPGRADE EXAMPLE

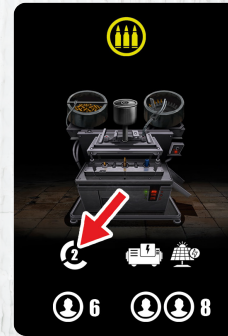
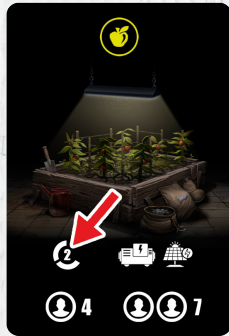
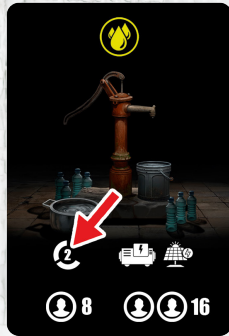


This example shows the Electricity Generator, the Structural cards, and Blueprint deck at Level 1 (green).

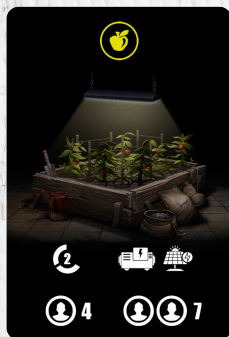
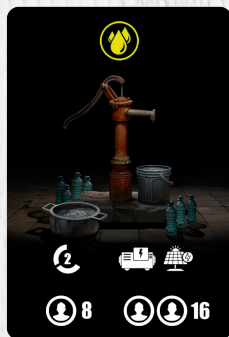


The Generator set has been upgraded to Level 2 and placed above the Steam Engine. Level 2 Structural cards are now unlocked, allowing Level 1 Structural cards to be upgraded.



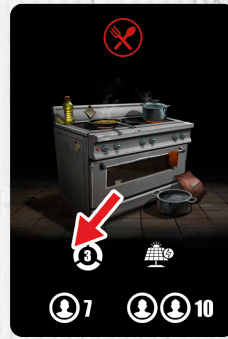
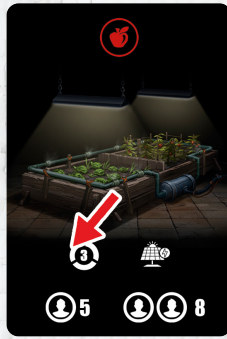
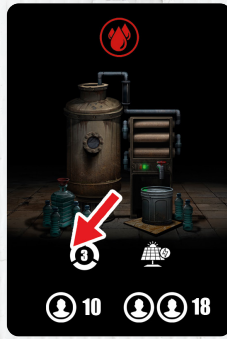


All the Structural cards have been upgraded to Level 2 (yellow). As soon as the Blacksmith is upgraded to Level 2, the Level 2 Blueprint cards are added to the Blueprint deck.

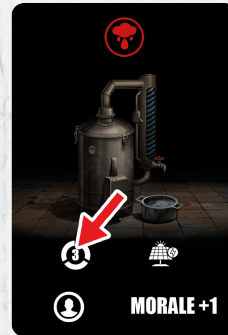


The Solar Panel is built and placed over the Generator Set. Now all the Structural cards can be upgraded to Level 3.





All cards are upgraded to Level 3 (red). As soon as the Blacksmith card is upgraded to Level 3, the Level 3 Blueprint cards are added to the Blueprint deck.



All cards are upgraded to Level 3 (red). As soon as the Blacksmith card is upgraded to Level 3, the Level 3 Blueprint cards are added to the Blueprint deck.

With the Solar Panel in place (Level 3), the Bonus cards can be built (Level 3).





COLONY PHASE

The Colony phase consists of 9 steps, and players must resolve the steps in order.

IMPORTANT: In the first round of a new game, start from step 9.

1) Welcome back.

Place the survivors that have just returned from exploration in each player's playing area. Place their weapons on the Weapon deck. Add all the resources collected during Exploration and any remaining bullets to the Storage Register. If you have found new survivors, distribute them among the players or, if you don't accept them into the colony, discard the corresponding number of survivor cards. (see Survivor Cards)

2) Raider.

Check the number of Skulls on the Survivor discard pile. If there are 5 or more, draw and resolve a Raider card. (see riders)

3) Consume and collect colony resources.

a) Check the Electricity Generator and subtract the fuel needed for operation (for example Wood for the Steam Engine or Gasoline for the Generator set) from the Storage Register. If Gasoline or Wood (depending on the Generator type) is not available, resources (food, water, and bullets) cannot be produced, so in this case, skip "b".

b) Add all the resources produced in the Colony to the Storage Register. To do this, look at the Structural cards and write down the number of resources produced based on the number of Survivor tokens placed on each of them. Only Structural cards with at least one Survivor working on them will produce resources (resource are food, water, bullets).

4) Build or upgrade new structures

Players may use resources to upgrade or build Electricity Generator cards, Structural cards, and Bonus cards. Check the back of the card to see what resources are needed.

5) Build new weapons

Players may build new Weapons from the Blueprint deck. (See Armory.)

6) Build and/or assign Token Supplies

Generate all the desired tokens while also reducing the resources in the storage register if necessary (maintenance tokens, medical token, radio communication transistor, defense etc).





7) Consume resources for Survivors

Consume the resources needed by the survivors populating the colony and subtract those resources from the Storage Register. Proceed as follow:

- Consume 1 ration of food for each Survivor.
- Consume 1 ration of water for each Survivor.

Write down how many Survivors remain without food or water, if any. This number is used when checking Morale. (See Morale).

8) Check and resolve Morale

Increase or decrease Morale and resolve a Morale card, if required. (See Morale).

9) Assign the Survivors to their tasks and prepare for the Exploration phase (Start here on the first round of a game.)

- Finalize or begin training for character upgrading in the training room.
- Complete any maintenance processes by discarding the maintenance token and returning the survivor to the player's area.
- Assign survivor tokens to the structural cards as needed.
- Prepare survivors for exploration.
- Leave all unused survivors in the rest room of the general colony board.

EXPLORATION PHASE

Survivors go on missions outside the Colony to explore and gather resources from the surrounding area.

In Zombie Horde, Survivors take the role of 1 of the 5 classes available in the game. This means that when players control the Survivors, they do not control a specific character, but a member of a class. For example, player A is controlling a sentinel not a specific character, just a sentinel. If the Survivor playing the sentinel is defeated during an Exploration mission, they can be replaced with another Survivor in the next mission.

At the start of the Exploration phase, players place the token of the survivor chosen to go for exploration on their corresponding ID sheet.

Each ID sheet has its own basic weapons – for both melee and ranged combat.

Each player is free to decide whether to go on an exploration.



RESOLVING THE EXPLORATION PHASE

During the Exploration phase, players choose and resolve a Location card from the Exploration deck. Each Location card contains a mission that the Survivors must complete.

There are 2 main types of missions in the core box:

1) **Search and Explore:** Survivors have to explore a wide range of different locations to gather resources.

2) **Fight and Resist:** Survivors already have the resources they were looking for but on the way back to the Colony they are attacked by a huge zombie Horde and they have to survive the attack.

See Types of missions for more details and examples.

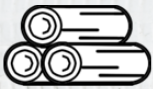
Players may choose a Location card based on the type of resource they need. Available resources in each Location are written on the back of each Location card. Each type of resource is identified by a specific icon:



GASOLINE



SURVIVOR



WOOD



BULLET



METAL COMPONENT



WATER



ELECTRIC COMPONENT



FOOD



PLASTIC COMPONENT



EXPLORATION PHASE SETUP

After choosing the Location card based on the resources they need, players flip the card.

The front of the location card shows the mini-map, which explains how to build the location.

When building the mission map, follow these steps:

- Place the map tiles, buildings, tokens, and miniatures, as shown on the Location card mini-map.
- Place the D6 dice within easy reach.
- Place the zombie Spawn cards relative to that mission within easy reach.

MAP TILES

The map is divided into areas and levels.

- An **area** is a square marked by faint white lines.
- A **level** is a group of areas.

In every mission there is always a ground level. There may also be additional levels. In the example below, there are 2 levels: ground level and first level. Survivors can always climb up to a higher level. Some types of zombie must form a pyramid to climb to a higher level; other types can climb up like the survivors. See zombie activation.

During the Exploration phase, players place tiles as indicated on the mission mini-map. Several Obstacle tokens may be placed on the map too. The Obstacle tokens obstruct line of sight and movement for both Survivors and zombies, unless a special effect is active.



SURVIVOR ACTIVATION

The Exploration phase is played over several turns. During each turn, Survivors may activate and perform up to 3 actions, then zombies are activated. During zombie activation, Survivors may perform 1 Reaction. See Combat, below.

Players may alternate and mix Survivor activations as they wish. For example, they could spend one Action to activate a Survivor, then spend another Action to activate another Survivor, then go back to the previous Survivor and perform another Action. Players may even attack with more than one Survivor at the same time. See Combat, below.

Actions: Each Survivor can perform up to 3 Actions in any combination – including performing the same Action multiple times – in any turn. Use the Wooden cube to help keep track of how many Actions have been performed by each Survivor. Every time a Survivor performs an Action, move the Wooden cube.



WOODEN CUBE

Reaction: in Zombie Horde, Reaction is a combat defense move. A Survivor may play one Reaction only during zombie activation. This can be for in self-defense or to assist another Survivor attacked by zombies. When a Survivor plays their Reaction, the player places the Wooden cube in the slot with red borders to indicate that the Reaction has been played.

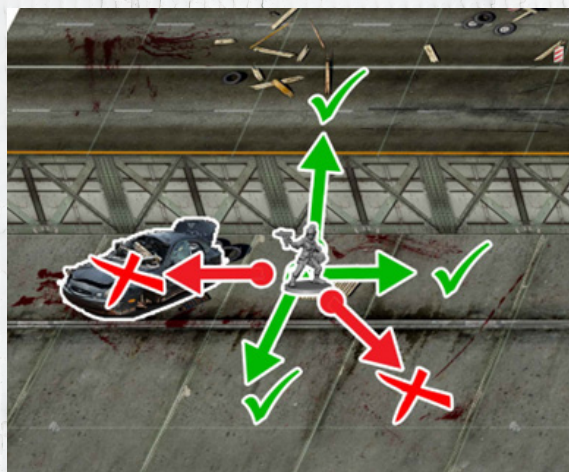
At the end of Zombie activation, all the Survivors remove the Wooden cube from any slot, and a new round begins.



GENERAL ACTIONS

Move 1 area

Each Survivor may move to just one adjacent area. Areas are adjacent if they share a border. Diagonal movement is not allowed. Survivors cannot move through walls or between non-adjacent areas, or end their Action in an area containing an obstacle. Movement from an area containing one or more zombies is not allowed.



Climb

If a Survivor has the Climb icon on their ID card, they may spend 1 Action to climb up to the level above or to climb down to the level below (see abilities).

Pick up

If a survivor is in the same area as a token or a card, they can pick it up by spending 1 Action.

Drop

A Survivor can drop a token or a card by spending 1 Action. Place the token or the card in the same area as the Survivor that dropped it.

Trade

If 2 or more Survivors are in the same area, the active Survivor may spend 1n Action in order to give/take a card or a token to/from another Survivor. Move the card or token from one Survivor inventory to the other.

Combat

Survivors may spend 1 Action to perform an attack.

There are 2 types of combat in zombie Horde: melee and ranged.

Combat is straightforward. To attack, roll a pool of Attack dice. Any dice showing a value equal to or greater than the Accuracy value count as successful hits. While in melee, the Accuracy value is fixed for a ranged attack changes depending on the distance from the target. See Range, below.



Survivors may attack a target alone or together with other Survivors. Players decide which Survivor will participate in the attack by checking their range and line of sight. All the Survivors that satisfy these requirements may participate in the attack. Survivors spend 1 Action, then, one by one they roll their pool of Attack dice based on their weapon statistics. The hits scored by the Survivors participating in the attack are added together.

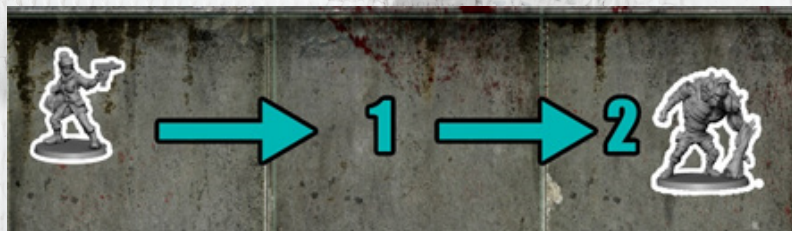
The total is the number of hits inflicted on the target. Each zombie has a Resistance value. This indicates the number of hits needed to cause a wound. If the number of hits obtained by the Survivors is equal to or greater than the Resistance value, the hits cause 1 or more wounds. Give the target a Wound token for each wound dealt until it has as many Wound tokens as Health points. Any remaining hits are wasted.



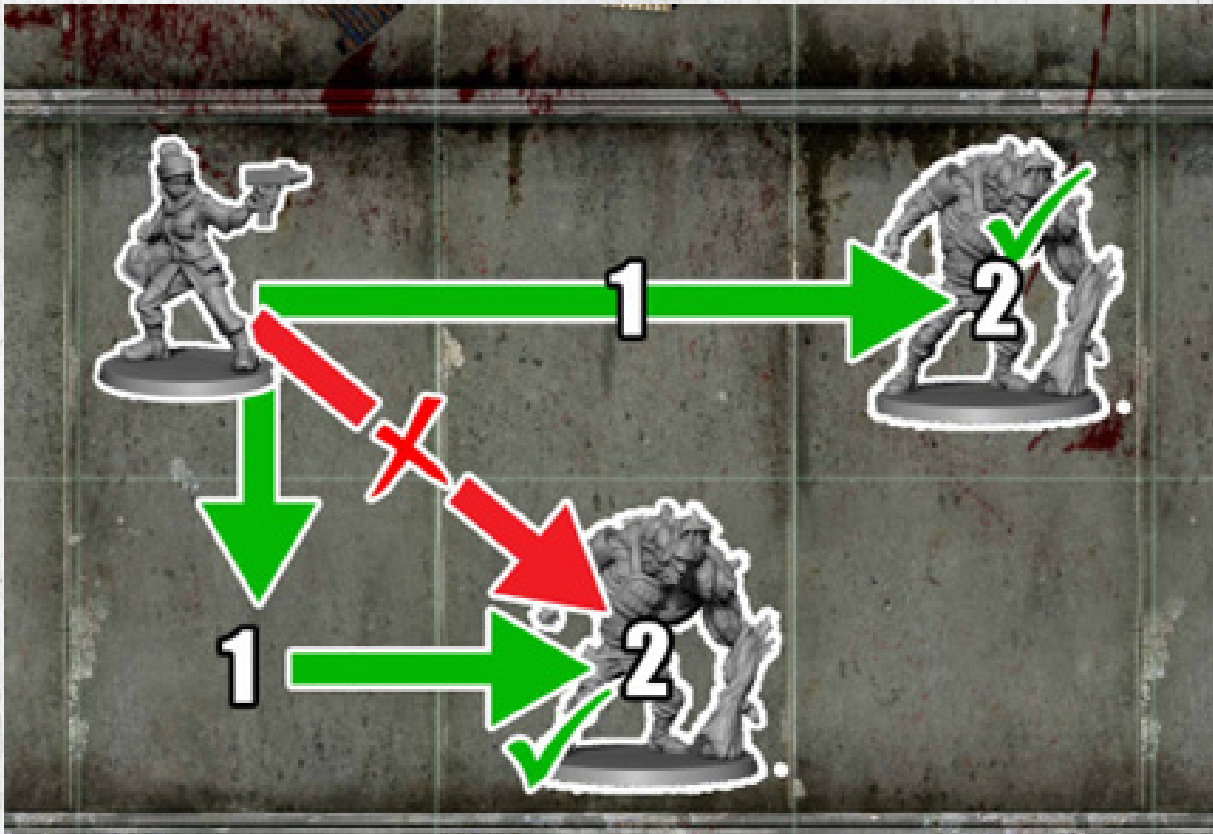
The image beside indicates that the Grunt has a Resistance value of 3. This means that for every 3 hits, the zombie suffers 1 wound. It has 2 Life points, so to defeat this zombie, 2 wounds are needed. When a zombie is defeated, remove it from play.

Range: The target must be in range. Melee weapons have a range of 0, meaning the target must be in the same area as the attacker. Ranged weapons have specific distances that determine the permitted targets.

When measuring range, do not include the area containing the attacker.



Diagonal attacks count as double the distance, so measure orthogonally from the attacker to the target to determine the correct range.



Line of Sight (LOS): The attacker must be able to see the target. Only the following objects block LOS:



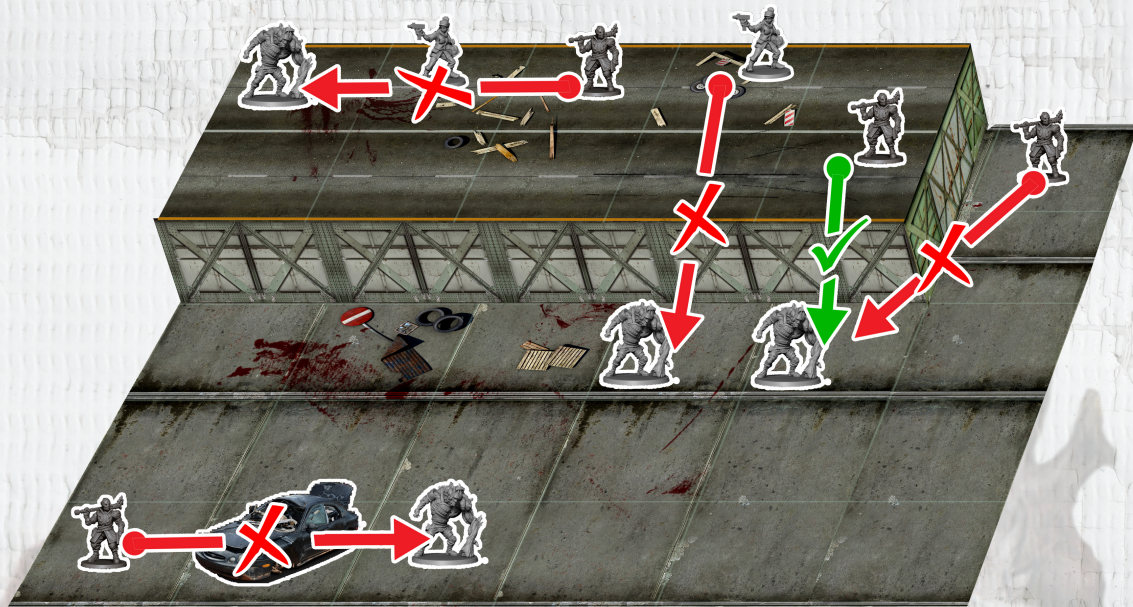
- Walls/floors
- Obstacles
- Miniatures

Melee weapons are the simplest case: LOS is always unhindered.

For ranged weapons, draw a straight line between the center of the areas containing the attacker and the target. If that line crosses an object that blocks LOS, then the LOS is hindered and that target cannot be attacked. If the line is unhindered, the attacker has LOS.

NOTE: LOS is impeded by the floor, which means that LOS from an upper level to a lower level is only possible from the area closest to the edge of the wall.





Attack Dice and Accuracy: Each weapon has a specific number of Attack dice and one or more Accuracy values. Before performing an attack, the player checks the Accuracy value to use based on the range from the target. Then the attacker rolls the dice and each die that is equal to or greater than the Accuracy value is a Hit.

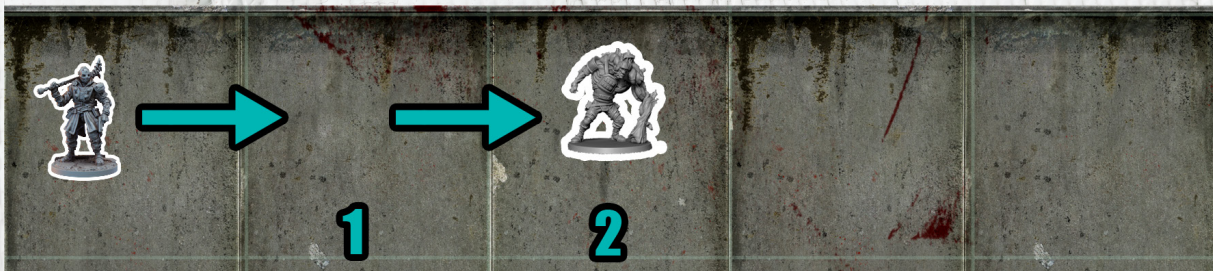


EXAMPLE 1



In the image above, the Grunt is at range 1, meaning it is 1 area away from the Sentinel. As indicated on the Sentinel Class sheet, the Accuracy value for this attack is 4+.

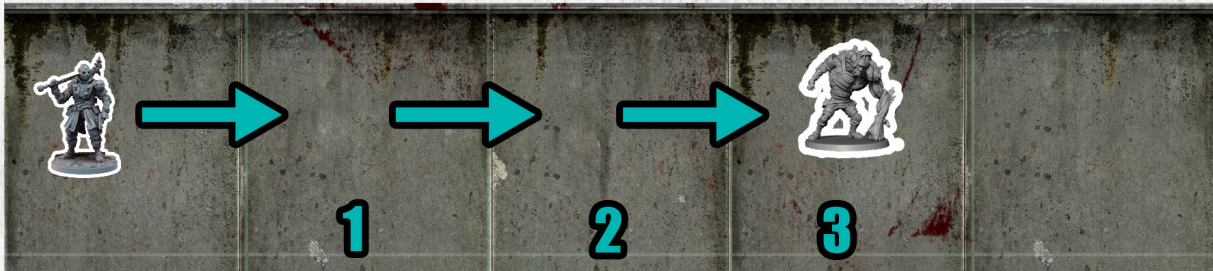
EXAMPLE 2



In the image above, the Grunt is at a range 2. As indicated on the Sentinel Class sheet, the Accuracy value is 4+.

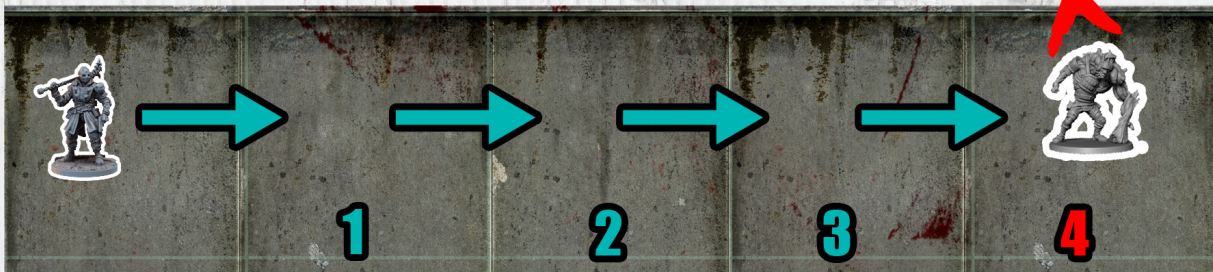


EXAMPLE 3



In the image above, the Grunt is at a range 3. As indicated on the Sentinel Class sheet, the Accuracy value is 5+.

EXAMPLE 4

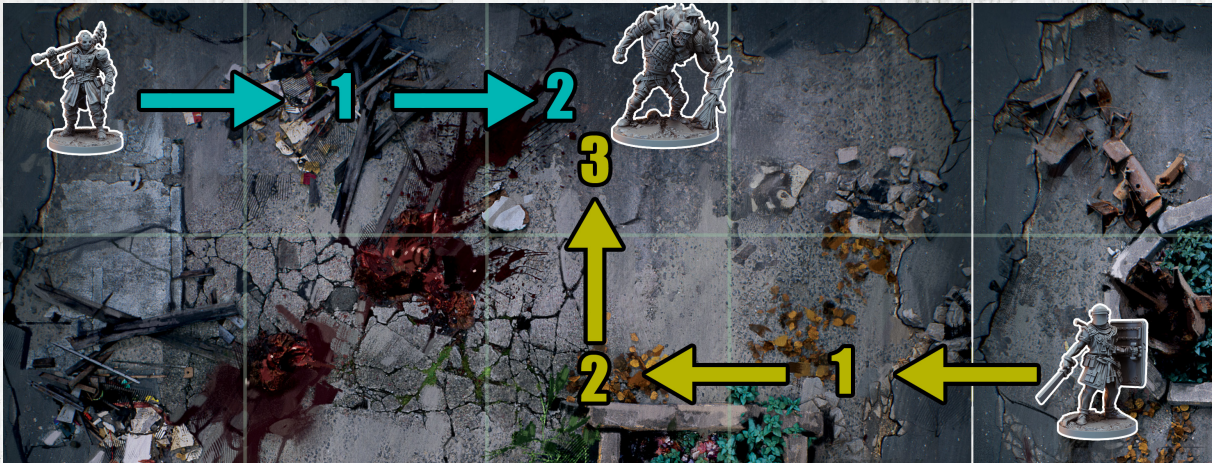


If the Grunt is at a range 4, the Sentinel is not able to perform the attack because their weapon's maximum range is 3.



ATTACK EXAMPLE

The Sentinel and the Farmer decide to attack the Grunt. It is 2 areas away from the Farmer and 3 areas away from the Sentinel. The Grunt is in range of both Survivors.



The Farmer and the Sentinel spend 1 of their Actions.



As written on their ID sheet, the Sentinel rolls 4 Attack dice, and with a range of 2 areas, the Accuracy value is 4+. They roll a 4, 5, 2, and a 6. The Sentinel gets 3 hits.



It is the Farmer's turn. Its weapon allows it to roll 5 Attack dice, and with a range of 3 the Accuracy value is 5+. It rolls a 1, 3, 5, 2, and a 6. The Farmer gets 2 hits. The combined Sentinel and Farmer attack scores a total of 5 hits.



The Resistance value of the Grunt is 3, as indicated on its ID Card. So 3 of the 5 hits rolled by the Survivors deal 1 wound to the Grunt, and the remaining 2 hits are lost. One Wound token is placed on the Grunt ID card.

Blast Icon: Blast weapons may hit more than one target. When using a weapon with a Blast icon, proceed as follows:

- 1) Define a target to shoot at.
- 2) Roll the dice.
- 3) If one or more Survivors are in the target area, they will be killed. Remove their miniature/s from the current mission and discard their token/s.
- 4) Assign the hits to any zombie in the target area. The attacker can distribute the hits as they see fit.
- 5) If there are still any unused hits, they are lost.



The Blast icon can be see in the image above.





REACTION

During zombie activation, Survivors might be attacked by one or more zombies.

A zombie attack is always successful and does not require any roll of the dice. If one or more zombies are in an area containing one or more Survivors when their activation is complete, these Survivors are defeated.

When a Survivor is attacked by zombies, they can use their Reaction to defend themselves, and the other Survivors in range can use their Reaction to assist the attacked Survivor.

The Reaction works just like the attack Action. Players spend their Reaction and roll the Attack dice for each Survivor participating in the combat. Each die equal to or greater than their Accuracy value is a hit.

How Reaction works

The zombie is in the Survivor area, so range is 0. The Survivor under attack can only use their melee weapon. The other Survivors participating in the attack also spend their Reaction. Then all the Survivors roll their Attack dice as in a normal attack. Each die equal to or greater than their Accuracy value is a hit. The hits scored by all the Survivors are added together.

If the total of hits is enough to defeat the zombie, the attacked Survivor survives, otherwise, the attacked Survivor is defeated.

If there is more than one zombie in the same area as a Survivor, they all attack. In this case, all the zombies must be defeated for the Survivor to survive the attack. If there are two or more Survivors in the area, all of them will be defeated if all the zombies in their area are not killed.

NOTE: When there is more than one zombie involved, the Survivors participating in the attack must first declare what zombie they are attacking. Remember that each Survivor can attack only one zombie at the time.

NOTE: When assisting an attacked Survivor, do not use weapons with a blast area; otherwise the fellow Survivor will be defeated.



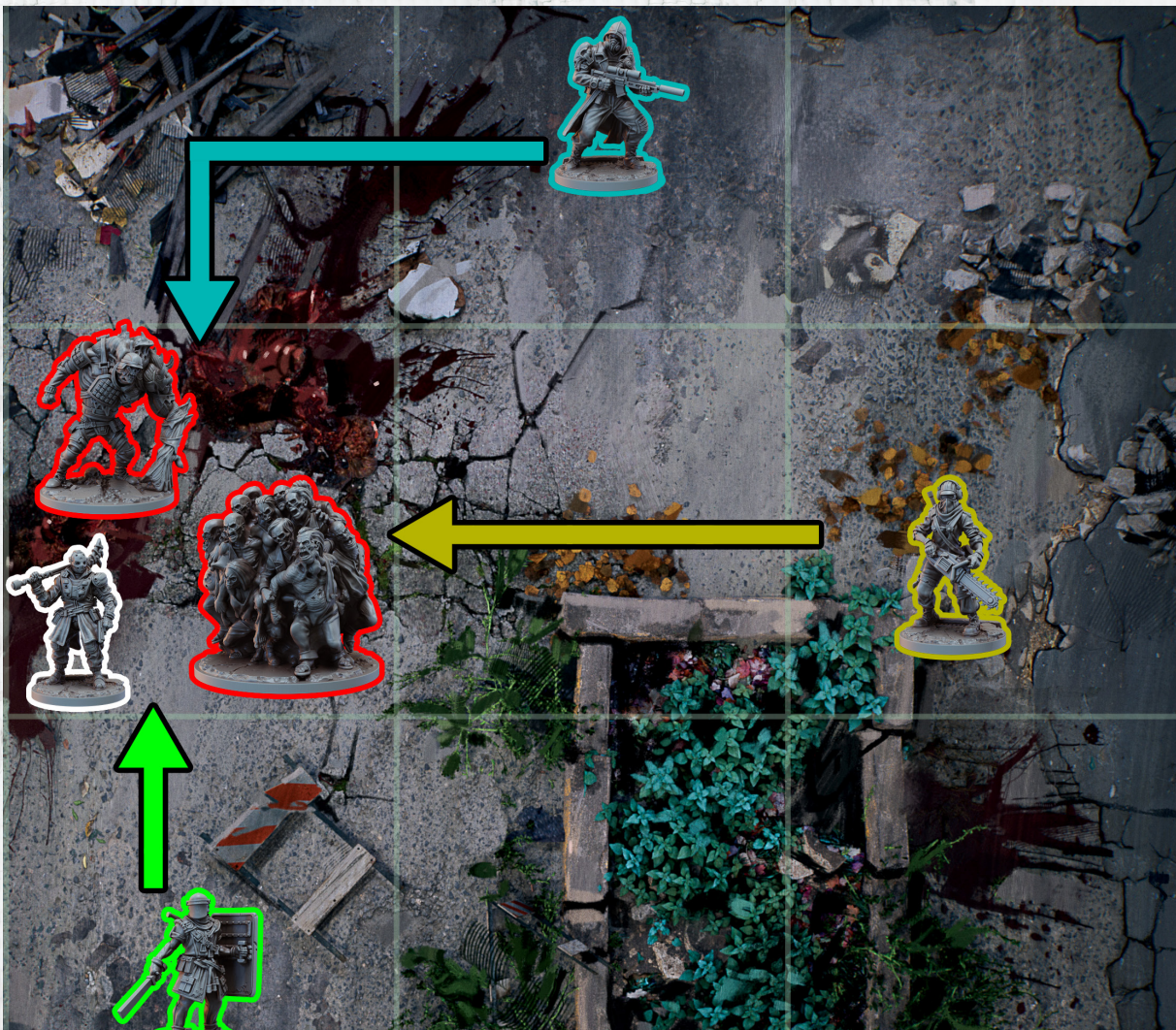
DEATH

When a Survivor is defeated, the player discards their Survivor token from the Class sheet and remove their miniature from play.

Discard any remaining Bullets, flip any Weapon card to the blueprint side, and then place it back in the Blueprint deck. For the current mission, this Class can no longer be used. If this Survivor was carrying an Objective token, it is dropped in their area, and can be picked up later.

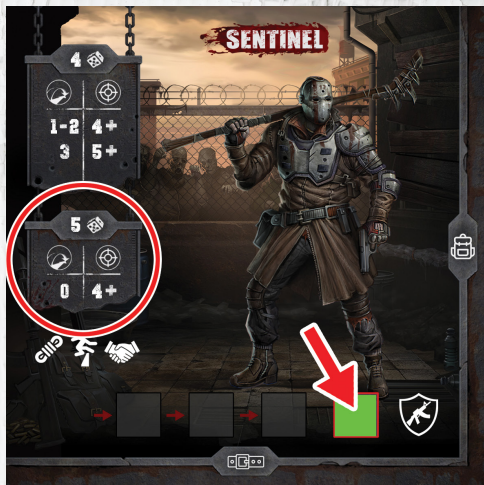
EXAMPLE

In this example, the Sentinel is under attack from both a Grunt and a Horde (see below) and must defend against them. The Signa Corp, the Farmer, and the Fixer are in range, and they will assist the Sentinel.



The Sentinel and the Signa Corp decide to fight against the Grunt, while the Farmer and the Fixer will fight the Horde. The Sentinel and the Signa Corp start first by spending their Reaction.





The Sentinel will fight in melee because the attacker is in their area and, as indicated on their ID sheet, they will roll 5 dice with an Accuracy value of 4+.

The Signal Corp will fight using the weapon equipped on their backpack, which allows them to roll 8 dice with a range of 2 and an Accuracy value of 3+.

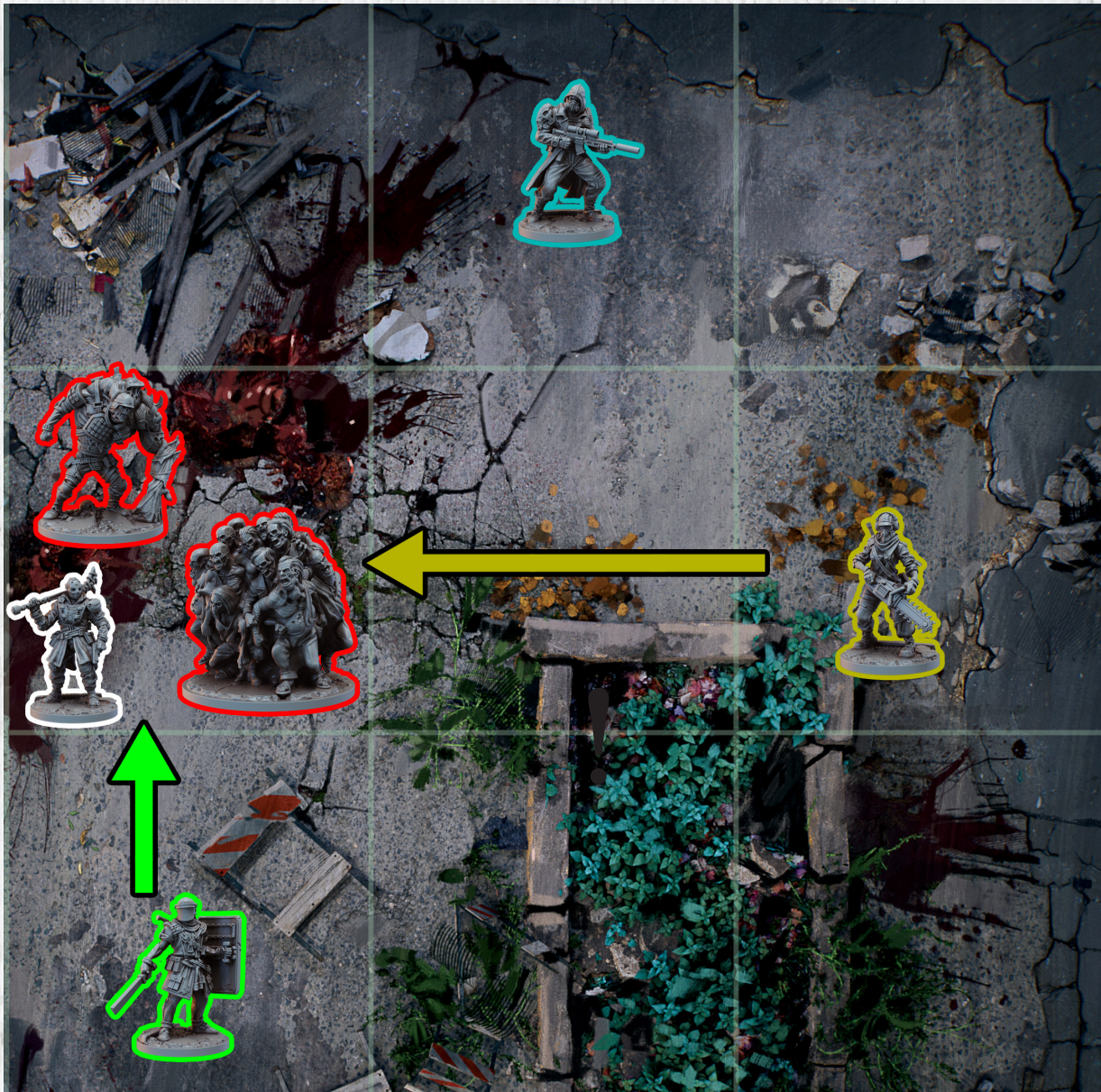
Grunt Resistance is 3 and has 2 Life Points. This means that the Sentinel and the Signal Corp need to score 6+ hits in order to defeat the Grunt.

The Sentinel rolls 5, 4, 4, 6, 1 scoring 4 hits. The signal Corp discards 1 Bullet token and rolls 4, 1, 5, 4, 4, 6, 2, 1, scoring 5 hits. Total number of hits is 9.

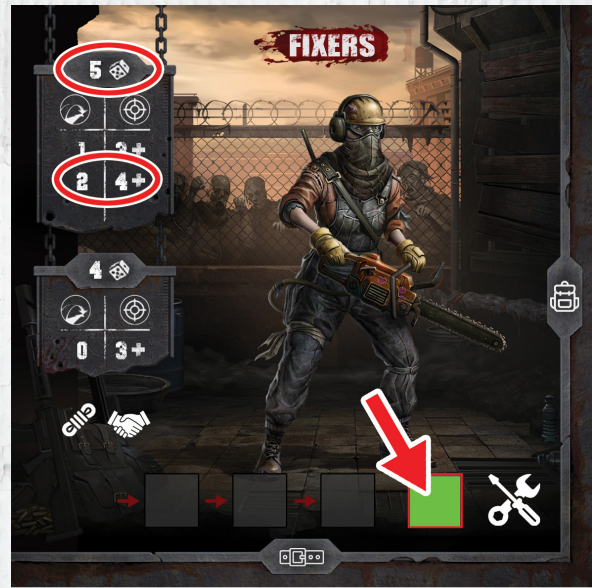
6 hits inflict a total of 2 wounds. 3 hits inflict the first wound, and 3 hits inflict the second wound. The remaining hits are lost. The Grunt has 2 Life Points, so is defeated. The miniature is removed.



Now it is time for the Farmer and the Engineer to fight. They both spend their Reaction.



They will attack the Horde, hoping to save the Sentinel (who has already spent their Reaction so they are unable to do anything else). ☹️



The Farmer rolls 5 dice. With a range of 1, the Accuracy value is 4+. It rolls 5, 6, 4, 4, 6, scoring 5 hits.

The Fixer rolls 5 dice. With a range of 2 the Accuracy value is 4+. They roll 2, 5, 5, 1, 3, scoring 2 hits.

The total is 7 hits. The Horde's Resistance value is 4 and it has 2 Life Points. 4 hits deal 1 wound, and the remaining 3 hits are not enough to deal another wound, so they are lost. The big horde miniature is swapped with the small horde miniature. The Horde has not been defeated, so the Sentinel is eaten by the hungry zombies. The survivor token on the Sentinel ID sheet is discarded, and the miniature is removed from play. For this mission, players cannot use the Sentinel Class again.





ABILITIES



RUN

Once per round, move one additional area.



CLIMB

This ability allows climbing up/down any wall.



JUMP

This ability allows overcoming an obstacle. When moving, do not count the area with the obstacle.



REROLL

Once per round, reroll one die.



ACTION TRANSFER

If two survivors with this icon on their ID cards are in the same area during an attack, each of them gains 1 additional hit.


ZOMBIE ACTIVATION

In the Zombie Horde there are 3 main types of zombies:

Hordes: This include the Big Horde and the Small Horde. They are the basic groups of ravenous zombies that overrun and overwhelm everything they encounter. The Big Horde has 2 life points. When a Big Horde loses 1 life point (becomes wounded), replace its miniature with a Small Horde. If a Small Horde enters an area occupied by another Small Horde, replace the two miniatures with a Big Horde. These types of zombies must use a Zombie Pyramid to climb up a wall.

The Pyramid: A Zombie Pyramid is created from a Big Horde or 2 Small Hordes, and works like a bridge from one level to another. Other zombies may climb a wall by climbing over a Zombie Pyramid. All the Pyramid miniatures share the same ID Card. When this kind of enemy is wounded, place the Wound tokens close to the miniature. The Pyramid may also return to the Big Horde form. (See How a Zombie Pyramid works below).





Mutated Creatures: These are the most dangerous types of zombies. Virus mutations have created different zombies with unique abilities. Each Mutated Creature has their own ID Card, so when it is wounded, place a Wound token on its ID Card. Some of these zombies have the ability to climb a wall.

There are 5 types of Mutated Creatures:

1) Screamer: attracts new zombies with its loud scream. It has its own deck of Spawn cards. If a Screamer is on the board during the Spawning phase, after resolving the Spawn card as normal, draw and resolve a Screamer Spawn card.

2) Jumper: can jump over obstacles. When moving, skip any area with an obstacle.

3) Runner: cannot be blocked by the Electricity Grid.

4) Grunt: It is attracted to objective tokens. When it enters their area, it destroys them. If there are no objective tokens on the board, it attacks the survivors as usual.

5) Chained: When it enters an area with a zombie, it pushes the zombie toward the survivors.

ACTIVATION STEPS

When the players finish activating their Survivors, it is time to activate the Zombies. Follow these steps in order:

- 1) Move/climb
- 2) Attack
- 3) Spawn

Zombies activate in initiative order as follow:

- Small Horde
 - Big Horde
 - Zombie Pyramid (revert to its original form, the Big Zombie Horde)
 - Grunt
 - Jumper
 - Runner
 - Chained
 - Screamer
- 



MOVE

Each zombie has a specific number of Movement Points as indicated on its ID Card. It costs 1 Movement Point to move to an adjacent area. Movement is only allowed in straight lines between adjacent open areas on the board. Diagonal movement is not allowed. Zombies cannot move through walls, obstacles, or between areas that are not adjacent, nor can they end their move actions in an area with an obstacle unless indicated by an ability.

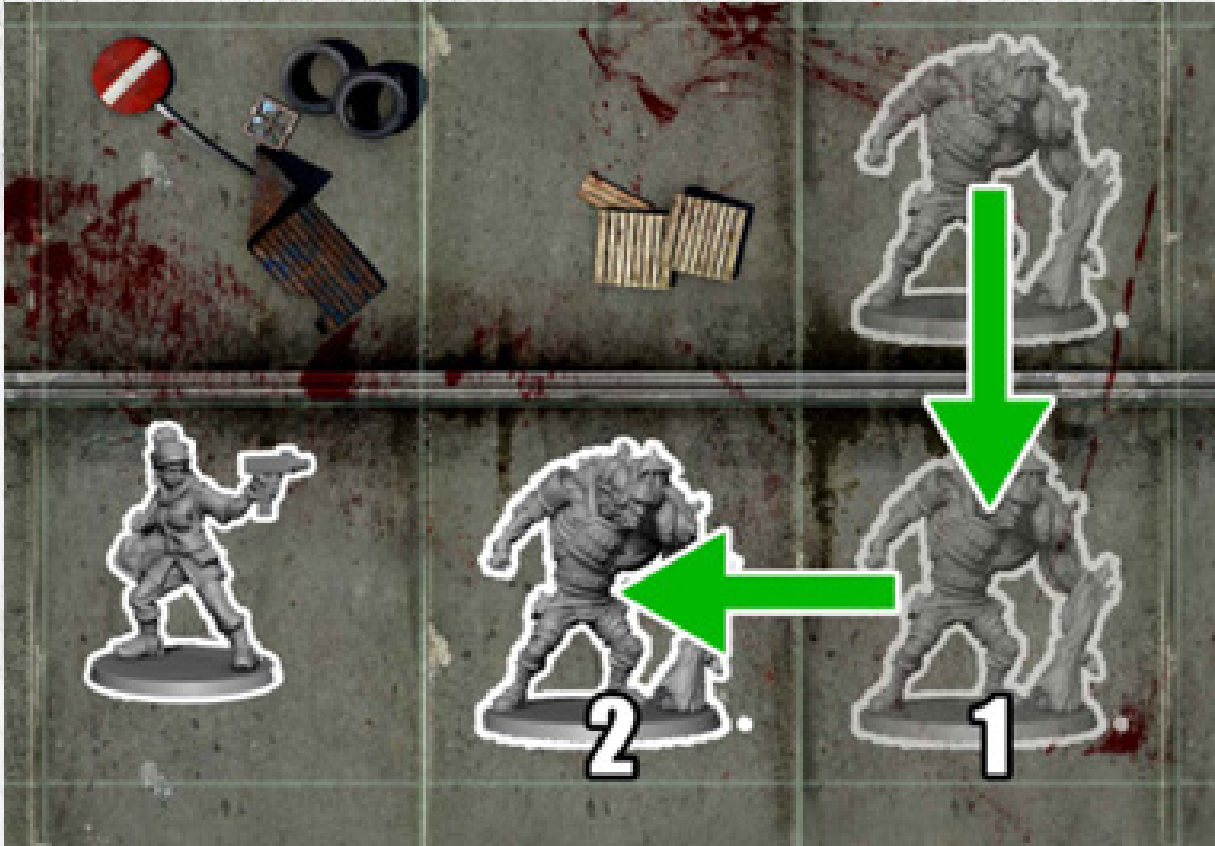
Zombies always move toward the closest Survivors by taking the shortest available path. If there is more than one path of the same length to their target Survivor, or two or more Survivors are at the same distance, players decide which direction the zombie goes. Zombies move following Initiative order (lowest Initiative goes first).

EXAMPLE



The Grunt has 2 Movement Points as written on its ID Card. ●●





It moves in straight lines across 2 areas to reach the Survivor.

CLIMB UP

While zombies are hunting the closest Survivor, they often have to climb up a wall because the Survivor is on a different level.

Climb: a zombie with this ability may climb any wall.

Other zombies will need a Zombie Pyramid to climb a wall.

CLIMB DOWN

To climb down a wall, all type of zombies use normal movement.



ZOMBIE PYRAMID

How a Zombie Pyramid works

The Zombie Pyramid works like stairs that enable other Hordes to climb the wall. Only the Big Horde or two Small Horde can form a terrifying Zombie Pyramid.

When a Horde needs to climb a wall, follow these steps in this order:

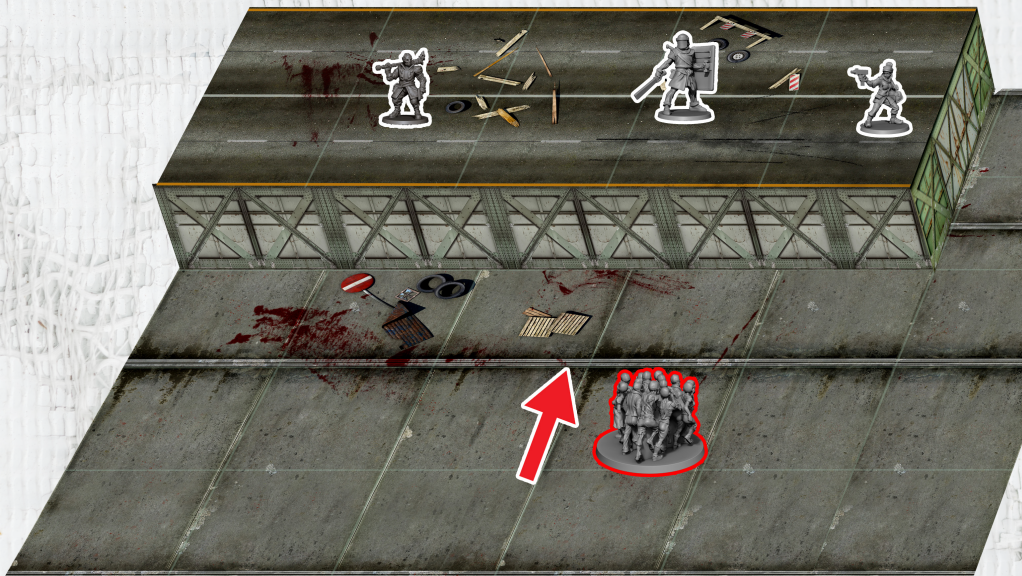
1) Measure the shortest path to the closest Survivor as normal, then start movement.

2) **BIG HORDE:** As soon as the Big Horde enters the area adjacent to the wall, replace it with a Zombie Pyramid. Any remaining movement is lost.

SMALL HORDE: When a Small Horde enters an area adjacent to the wall, nothing happens. However, if a second Small Horde enters the same area, replace both miniatures with a Zombie Pyramid.

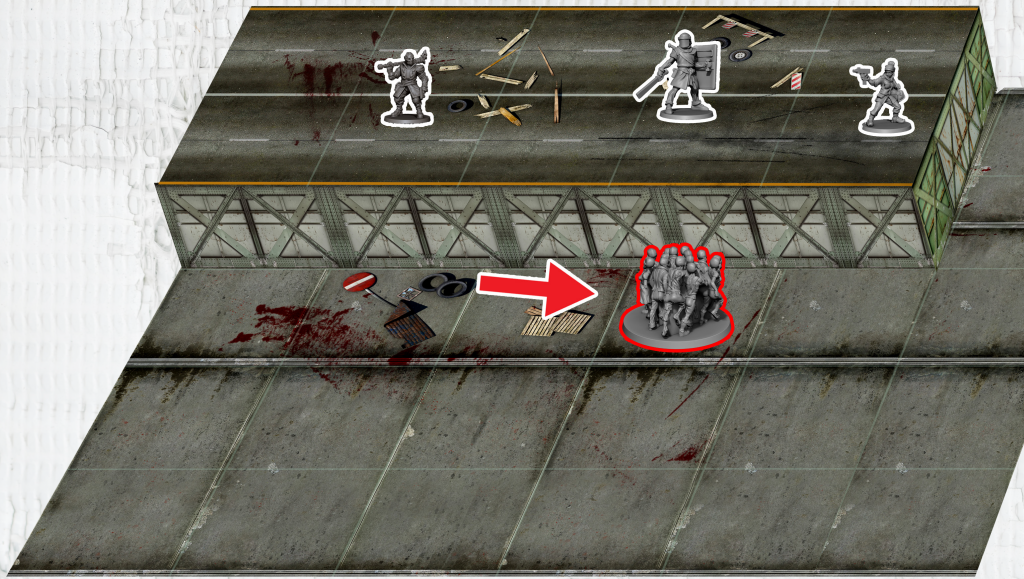
NOTE: If a Big Horde enters an area near the wall where a Small Horde is already present, replace the Big Horde with a Zombie Pyramid and leave the Small Horde in the same area. In the next activation, the Small Horde can use the Pyramid to climb the wall if needed.

EXAMPLE

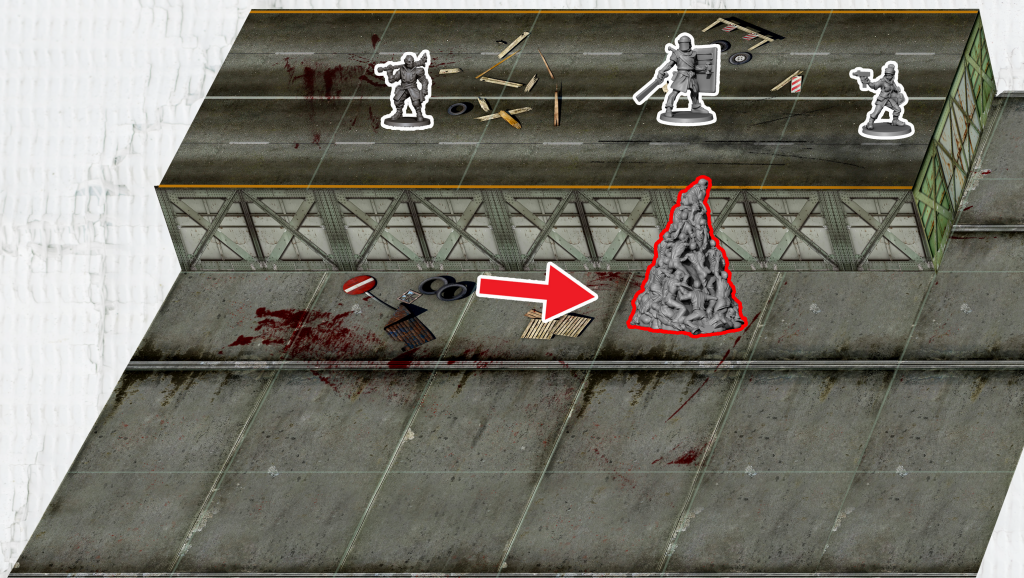


The Big Horde moves toward the Farmer. It has 2 Movement Points, as shown on its ID Card.





The Big Horde spends its first Movement Point to move. It reaches the area adjacent to the wall.

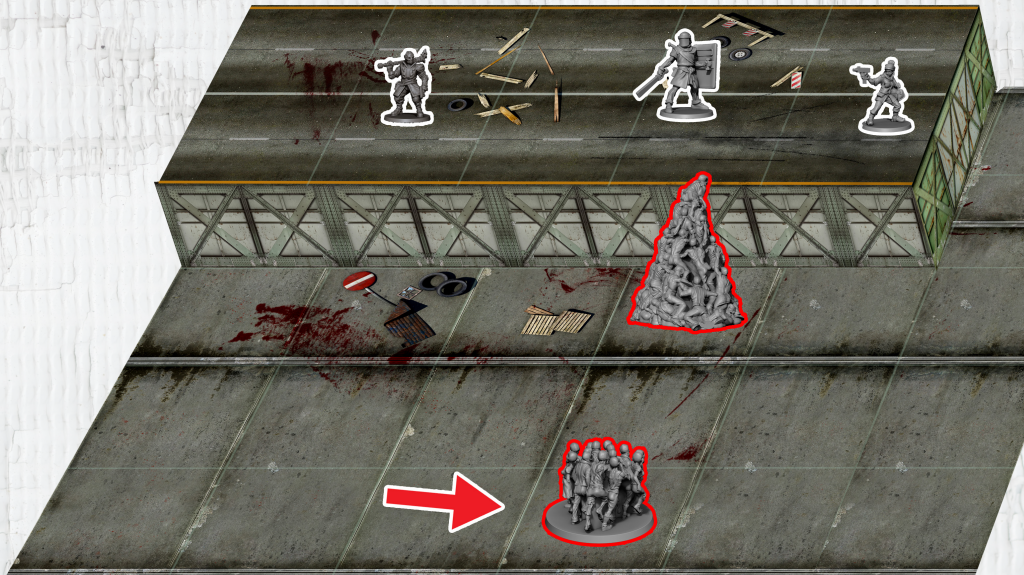


The Horde miniature is swapped with a Zombie Pyramid. The remaining Movement Point is lost.

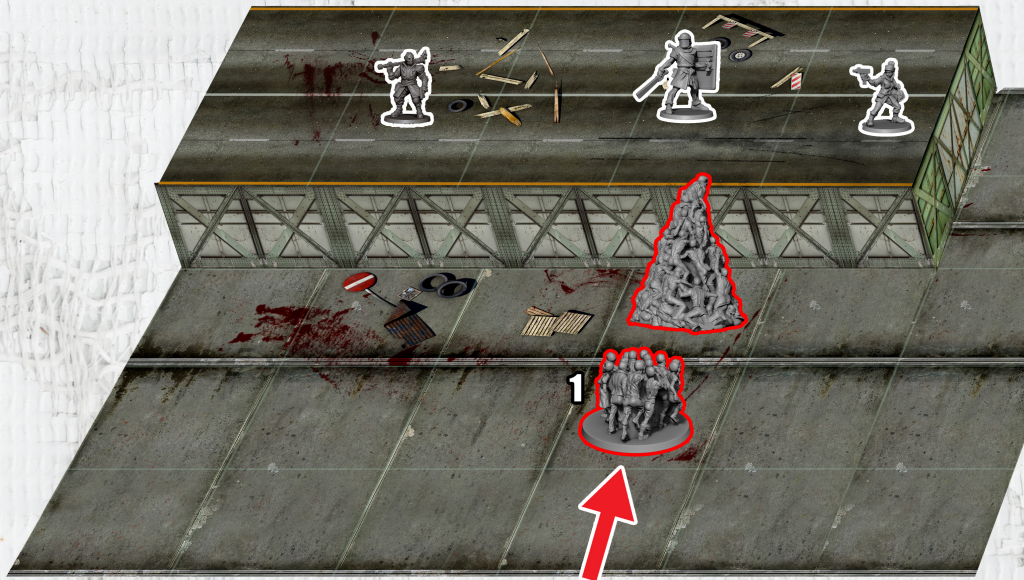
3) When a zombie moves into the same area as a Zombie Pyramid, it can instantly move to the upper level without spending other Movement Points.



EXAMPLE

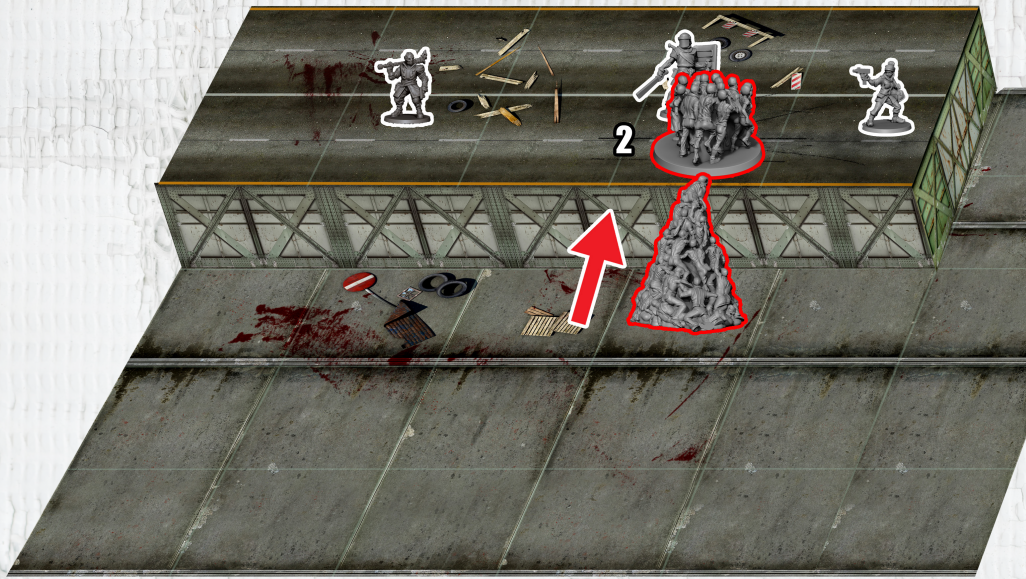


Another Big Horde moves toward the Farmer, the closest Survivor.



They spend their first Movement Point by moving to the adjacent area.

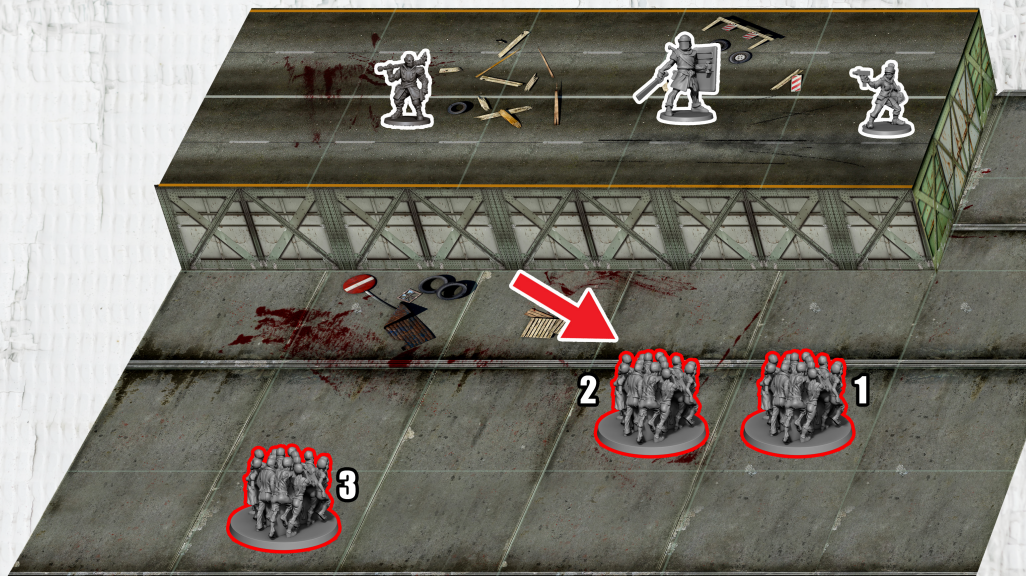




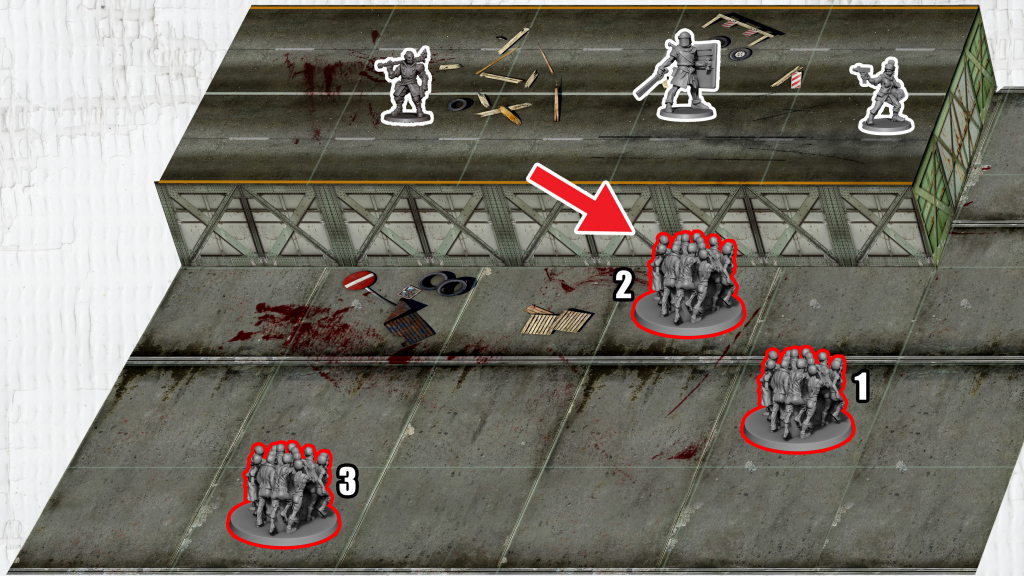
Then, with their second Movement Point, the Horde reaches the area with the Zombie Pyramid. They instantly move to the upper level, reaching the area with the Farmer. When moving through a Zombie Pyramid, do not count the area containing the Zombie Pyramid.

If many Hordes are on the board, they may form more than one Pyramid. However, Zombie Pyramids cannot be formed in adjacent areas.

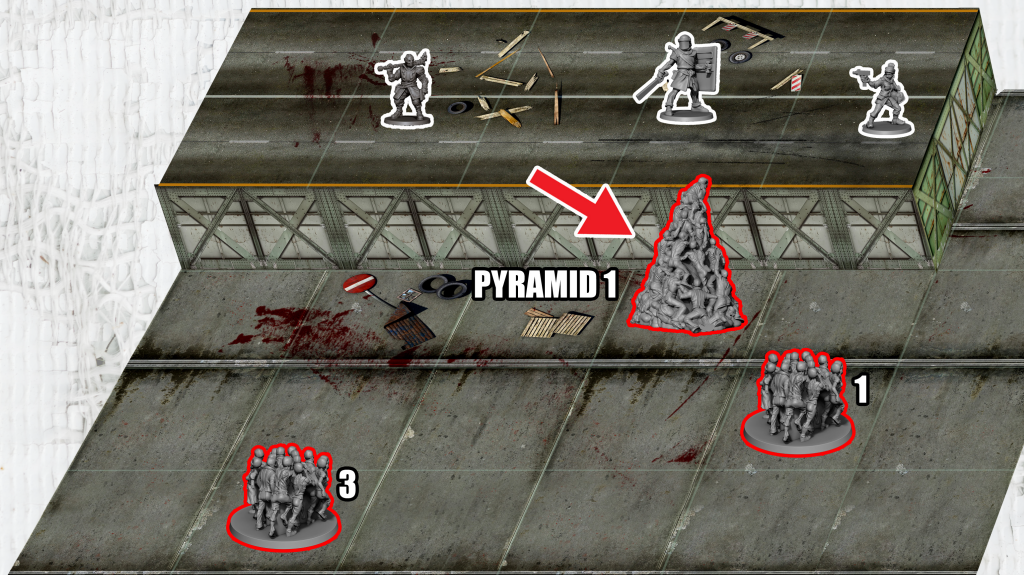
EXAMPLE



Players start moving Horde 2. The Farmer is the closest Survivor. The Horde has 2 Movement Points, as indicated on their ID Card.



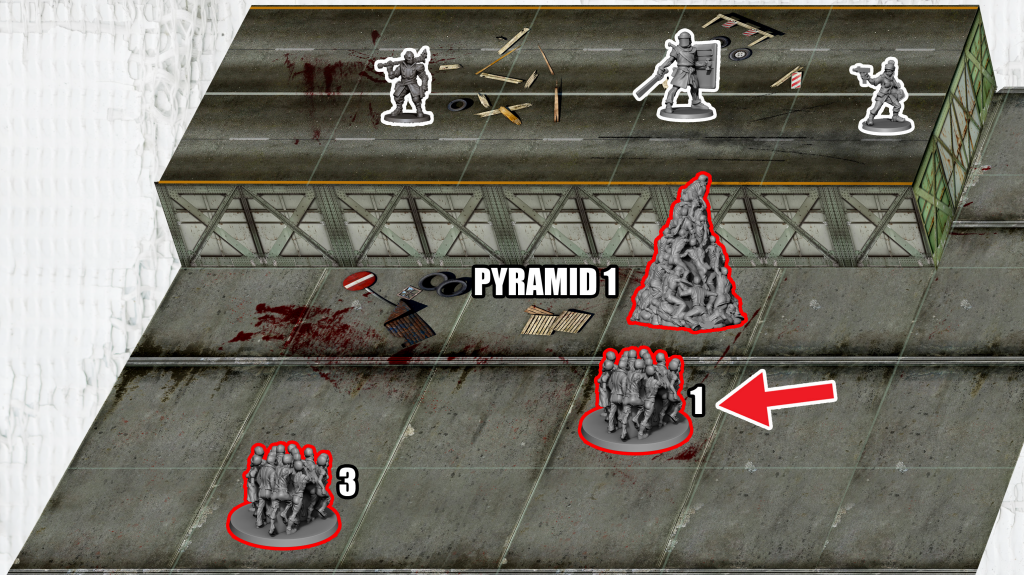
The Horde spends the first Movement Point and moves 1 area. It reaches the area adjacent to the wall.



The Horde miniature is replaced with a Zombie Pyramid. The remaining Movement Point is lost. Now it is time to move the other Horde miniatures. As can be seen in the image above, Horde 1 is two areas away from the Med Tech, and three areas away from the Farmer. The shorter path rule dictates



that the move should be toward the Med Tech, but the Horde will have to form a Pyramid to reach them, and as the image shows, there is already a Pyramid in the adjacent area. So, Horde 1 will move toward the Pyramid and use it to climb the wall.



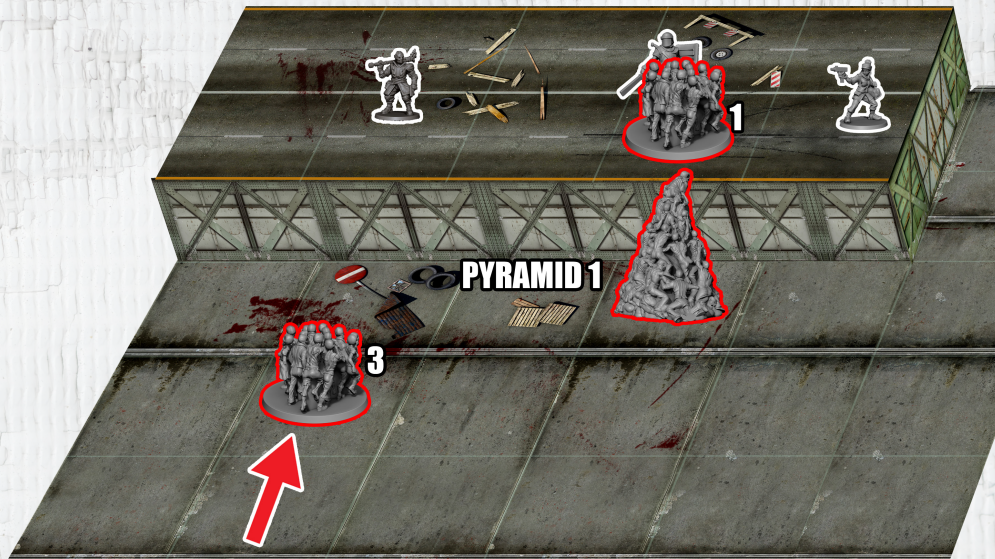
The Horde uses its first Movement Point to move straight to the adjacent area. Then it spends the second Movement Point moving toward the Zombie Pyramid.



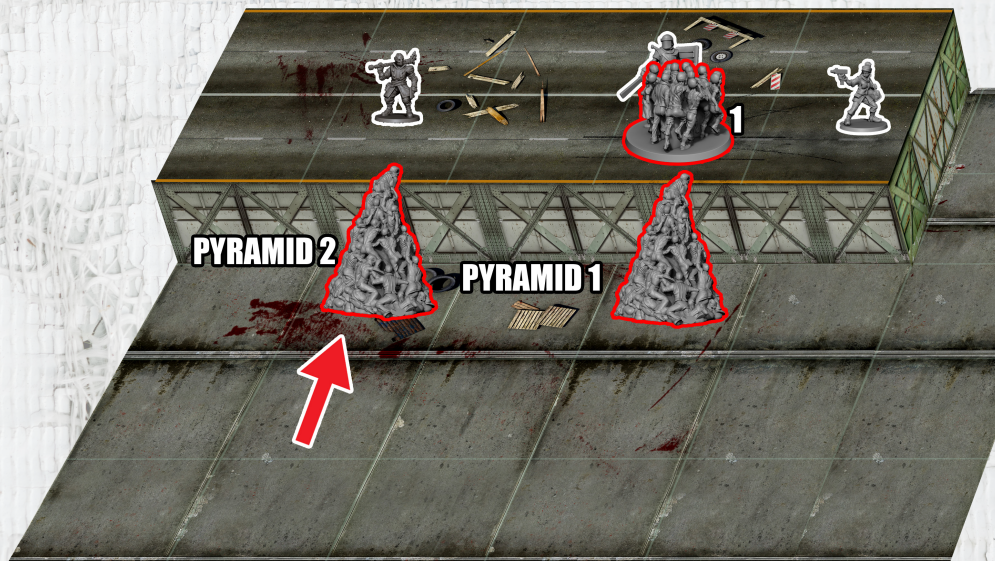
The second Movement Point brings the Horde into the same area as the Zombie Pyramid. Do not count the area containing the Zombie Pyramid, so the Horde instantly moves to the same area as the Farmer. Now it is time to move Horde



3. The closest Survivor is the Sentinel. To reach it, the Horde needs to climb the wall.



The Horde spends its first Movement Point moving 1 area toward the Sentinel. The second Movement Point would bring the Horde to the same area as the wall. The closest Zombie Pyramid is 2 areas away, so the zombies can form a new Pyramid.



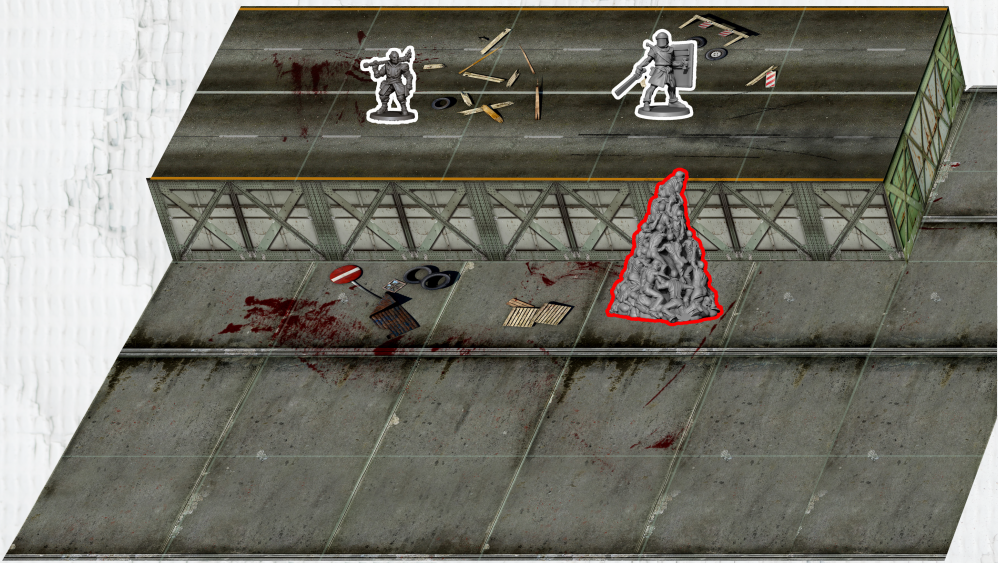
Horde 2 reaches the wall, and their miniature is replaced with a Zombie Pyramid.

Note: The Zombie Pyramid has its own ID Card, and it can be attacked and defeated like any other zombie.

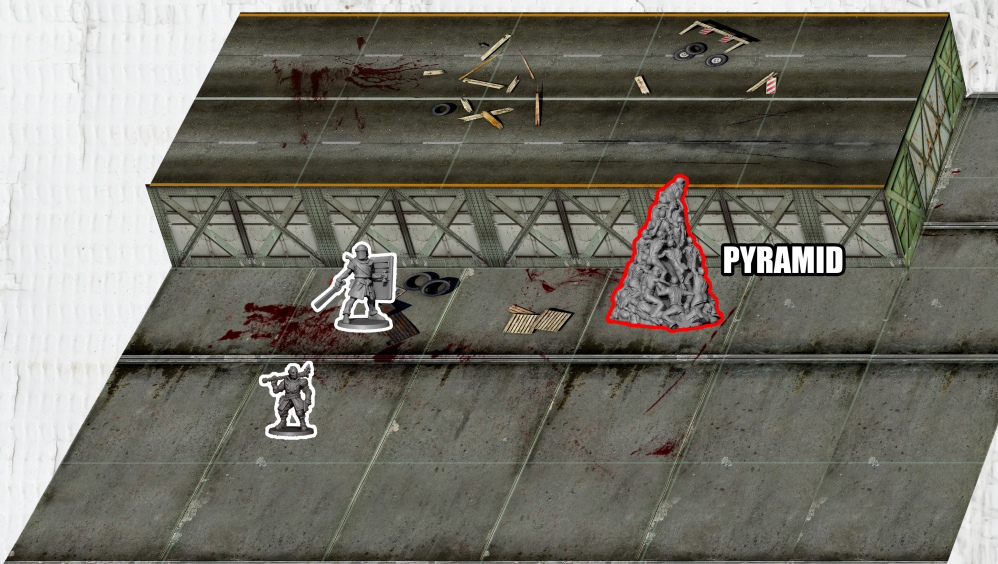


Zombie Pyramid Transformation: The Zombie Pyramid has the ability to revert to its original form, which was the Big Horde.
If all the Survivors on the floor where the Zombie Pyramid is currently ahead leave that building/construction, the Zombie Pyramid miniature must be replaced with the Big Horde miniature, signifying its transformation.

EXAMPLE



The Sentinel and the Farmer are positioned on the first level, on the bridge, while a Zombie Pyramid is found on the ground level.



Both the Sentinel and the Farmer climb down from the bridge and reach the ground level.



At the beginning of the Zombie Activation phase, no Survivors are on the first level (the bridge).

The Zombie Pyramid moves, reverting to its original form, the Big Horde.

Later, during the Zombie Activation attack step, the Big Horde may attack any Survivors within its area.

Note: If a wounded Big Horde forms a pyramid, the Zombie Pyramid is wounded. If a wounded Zombie Pyramid reverts to a Big Horde, it stays wounded.

ATTACK

When all the zombies have moved, it is time for them to attack. Each zombie in the same area as a Survivor attacks following the initiative order (starting from the lowest). A zombie attack is always successful and does not require a dice roll. Survivors may use their Reaction to defend the attack. Each Survivor in an area with a zombie is defeated at the end of Zombie Activation.

SPAWN

The last step in Zombie Activation is the spawning of new zombies. New zombies are spawned by drawing and resolving a Spawn card. There are 2 different decks of Spawn cards in the base game, and depending on the type of mission, players will use the corresponding card.

- 1) Search and Explore deck: used in the Search and Explore missions.
- 2) Fight and Resist deck: used in the Fight and Resist missions.

During the Spawn phase, new zombies appear in the same areas as Spawn points, which are represented by tokens numbered 1 to 6. The mission mini-



map. shows where to place each Spawn point on the map.

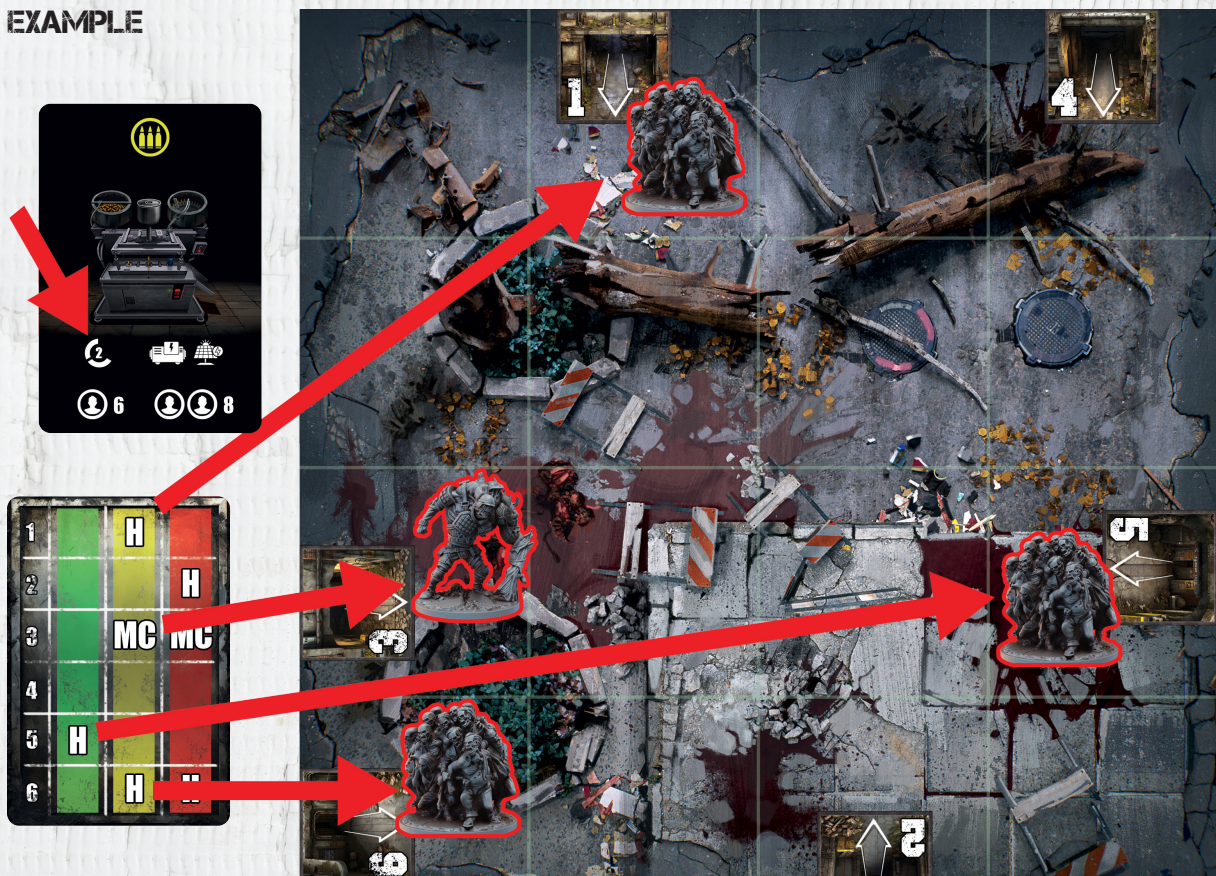
A Spawn card is divided in 4 columns. The first column shows the 6 Spawn points. The other 3 columns are based on the 3 levels of the Blacksmith Structural card (weapon cards). They indicate what kind of zombie to spawn and where to spawn. The "H" indicates a Big Horde, while "MC" stands for a Mutated Creature.

When a Mutated Creature is spawned, draw a card from the When resolving a Spawn card, read the columns that correspond to the actual Blacksmith level (weapon level), and place the zombies shown on the card in the same area as the respective Spawn Point.

- 1) **Blacksmith Level 1:** spawn all the zombies in column 1, green.
- 2) **Blacksmith Level 2:** spawn all the zombies in columns 1 and 2, green and yellow.
- 3) **Blacksmith Level 3:** spawn all the zombies in columns 1, 2, and 3, green yellow and red.

When the players have finished spawning new zombies, the round **are** over.

EXAMPLE

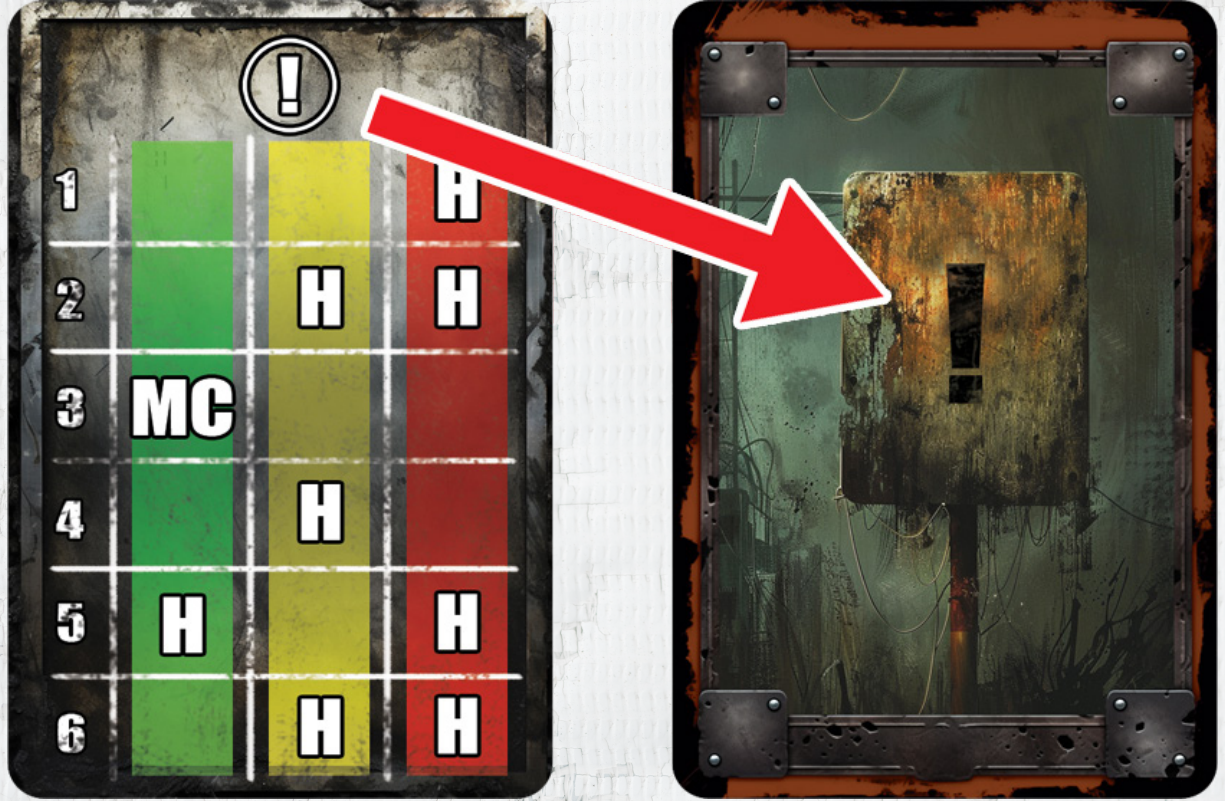


In the example above, the Blacksmith Structural card is at Level 2. So all the zombies in columns 1 green and 2 yellow are spawned in the area of the respective spawning point.



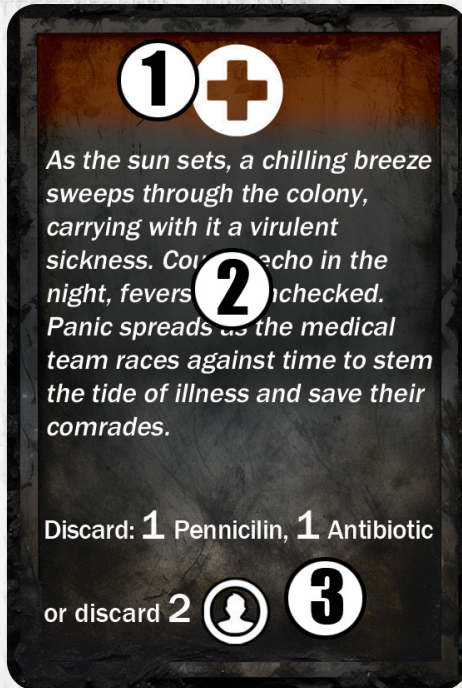
EVENT CARD

Some Spawn cards have an Exclamation Mark icon. When this symbol appears, spawn zombies as normal, then draw and resolve an event card.



HOW TO RESOLVE AN EVENT CARD

Each event card displays an icon corresponding to the class responsible for resolving it. The player controlling that class will take the necessary steps to resolve the card. After resolving the Event card, the game continues as normal.



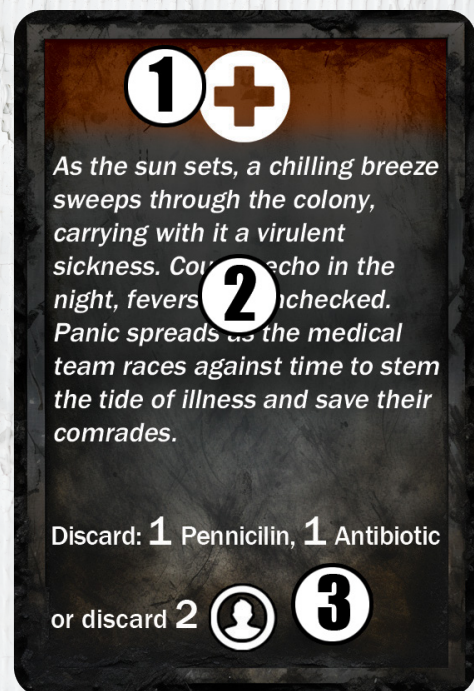
TYPES OF CARDS:

Med-Techs

- 1) Class
- 2) Flavor
- 3) Effect of the card. If 1 penicillin and 1 antibiotic cannot be discarded, the colony loses two people to illness, and 2 Survivor tokens are discarded.

Fixers

- 1) Class
- 2) Flavor
- 3) Effect of the card. If 1 Metal Pump cannot be used, the colony loses precious resources, resulting in the removal of 3 waters from the storage register. Remember that one survivor must be placed on the metal pump, signifying that they are working to fix the problem.



1  **96.3 MHz** **2**

*A crackle of static precedes a message of hope: distant voices from another settlement reach out, proposing a trade of vital resources. The **3** hangs in the air, a lifeline **3** unforgiving wilderness, beckoning with the promise of mutual aid in the struggle for survival.*


Discard **1**   to get **2**  **4**

- Signal corps**
- 1) Class
 - 2) Radio frequency that receives the message. This means that to resolve this card, a Transistor token must be present in the 96.3 MHz line slot. If not, discard the card.
 - 3) Flavor
 - 4) Effect of the card. The player can decide whether to make the trade or not. If they choose to do so, they must discard 1 food from the storage register to receive 2 gasoline.





Sentinels


- 1) Class
- 2) Value and area of the attack.
- 3) Flavor
- 4) Effect of the card. After subtracting the defense value from the attack value, determine the outcome and resolve the card accordingly. For instance, if the defense value is 4 and the attack value is 6, the outcome is 2 (6 - 4 = 2). An outcome of 2 results in the loss of 1 survivor. Discard one survivor token.

1  **6 NORTH** **2**

Under the cover of darkness, the colony is besieged by a horde of undead monsters. Groans echo through the night as rotting hands claw at the barricades, threatening to breach the barrier between life and death.

5-6 Discard **3** 

3-4 Discard **2**  **4**







1-2 Discard **1** 



HOW MISSIONS WORK

GROCERY STORE AND ELECTRICAL SHOP
Search and Explore

While making your way to a grocery store, determined to secure vital supplies, you cautiously seek out an electrical shop, acutely aware of the lurking presence of nearby zombies, demanding utmost caution.

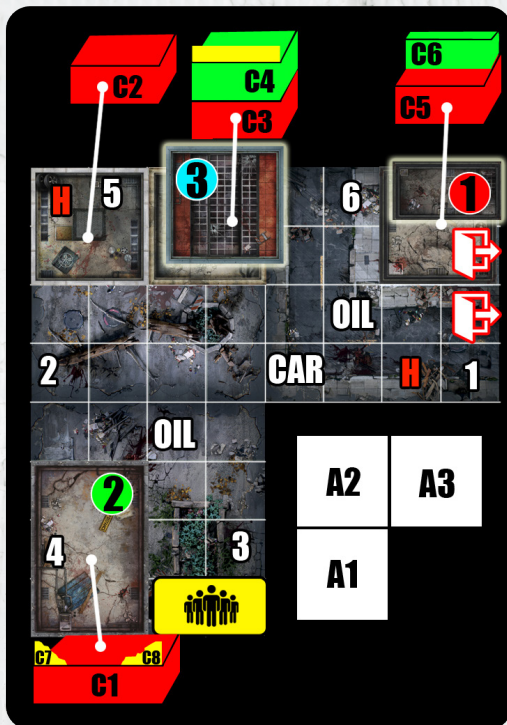
1	 2	 1	
2	 2	 2	
3	 2	 1	 2

Players may choose which location to explore depending on what resources they need in the Colony. The resources available in each location are indicated on the back of the Location cards, and are divided into groups. Each group is assigned a colored Objective token.

Survivors must collect these Objective tokens and bring them back to the Colony to get the related resources. Each Survivor may carry no more than 1 Objective token.

The card beside shows the type of mission, Fight and Resist, and how the resources are divided into groups.

Objective token 1, red, gives 2 Metal components; Objective token 2, green, gives 2 Electrical Components; Objective token 3, blue, gives 2 Plastic components.



The front of the location card shows a mini-map of the location, which has all the information on how to set up the board. The map is a 4x4 grid with various icons and numbers. Objective tokens are placed on specific grid cells: a red token '1' on the top-right cell, a blue token '3' on the top-middle cell, and a green token '2' on the bottom-left cell. Resource icons include 'H' (Health), 'OIL', 'CAR', and 'H'. A yellow icon with three figures is at the bottom. Objective tokens C1 through C8 are shown around the map, with lines pointing to their respective locations on the grid.

The front of the location card shows the mini-map of the location, which has all the information on how to set up the board.

During setup, remember to form a deck with the Mutated Creature ID cards. Shuffle the deck and place it face down within easy reach.



FIND OTHER SURVIVORS

Some mission or event cards allow players to find new survivors to bring into the colony. However, there are times when the players may not need additional survivors. In such cases, they have the option to deny some or all new survivors from joining the colony. Each time players deny a survivor from joining the Colony, draw a card from the Survivor Deck and discard it forming a Survivor discard pile. Some Survivor cards feature a Skull icon. Once there are 5 skulls in the Survivor discard pile, the colony is attacked by Raiders. Shuffle the discard pile back into the Survivor Deck and prepare for the attack.

The Attack

Draw and resolve a Raider 1 card. These attacks are similar to attacks triggered by event cards but may last longer. A Raider 1 card can escalate to a Raider 2 card and potentially to a Raider 3 card, depending on your defense.



EXAMPLE:

1

«In the dead of night, gunshots shatter the silence, jolting the entire colony awake. Raiders attempt to breach your defenses, their silhouettes barely visible in the darkness. Alarms blare as defenders scramble to their posts, adrenaline surging. The clash is fierce and relentless, with gunfire lighting up the night.»

ATTACK VALUE **8** EAST

CHECK YOUR DEFENSE VALUE

FAIL → 2

The attack value is 8, originating from the East sector. If the colony's defense value in the East sector is 8 or higher, the attack is repelled.

Discard all the defense tokens till the value of 8, then discard the Raider card.

In this example, however, the defense value from the East sector is 2, resulting in a failed defense.

The player discards the defense tokens/survivor from the East sector then draws a Raider 2 card.



The attack had an initial value of 8, and the colony's defense was 2, resulting in a remaining attack value of 6. Players must now resolve the effects corresponding to this current attack value.



According to the card **beside**, if the



2

5+:
Discard one Level 3 or Level 2 Structural card (if any).

Discard up to 3  and .

1 - 4:
Discard up to 2  and .

↓

A survivor scans the radio for help:

102.5 MHz

If it works, raise defense by **3**.

CHECK YOUR DEFENSE VALUE

FAIL → 3

remaining attack value is 5 or higher, players must discard a level 3 structural card (if available) or a level 2 structural card (if no level 3 card is available). Additionally, they discard up to 3 units of water and up to 3 units of food from the storage register.


At the bottom part of the card, below the red arrow, it is written that a survivor attempts to call for help using the radio. If the Transistor token is on the 102.5 MHz frequency of the Signal Corps Sheet, the defense value increases by 3.


Luckily, the call works, the Transistor token is in the right spot, and the colony receives help from a friendly settlement nearby. They get a defense value of 3. At this point, the player checks again the difference between the remaining attack value and defense values, as stated on the card.


$6 - 3 = 3$. The attack value decreases to 3. Therefore, the defense fails again,

and it seems the attack is ongoing. The player proceeds to draw and resolve a Raider 3 card.

3

6+: Discard 3 

3 - 5: Discard 2 

1 - 2: Discard 1 

↓

Finally, the Raiders have left. Now, it's time to count the losses and assess the damage. Do your best to move forward.

The attack value is 3 now, and as stated on the card, from 3 to 5, the players must discard 2 survivors.

Finally, the attack is over. The game continues normally.



INTERACT WITH THE ENVIRONMENT: TOKENS

Oil Token: The Oil barrel token is frequently found on the map. Survivors have the option to target it and trigger an explosion.

The Oil barrel token has its own statistics written on its ID card. When the Oil explodes, resolve the effect specified on its ID card.

TYPE OF MISSION

Search and Explore

This mission uses the Search and Explore Spawn deck of cards.

Search and Explore missions consist of traveling to a place and gathering resources. These resources are represented by Objective tokens placed on the map. The more tokens the Survivors manage to collect, the more resources they bring back to the colony.

Survivors must pick up the Objective token to get the related resource. Sometimes Survivors are unable to get all the tokens. When they are back in the Colony, only the resources associated with the tokens the Survivors were able to collect are added to the Storage Register, while the resources associated with the tokens they failed to collect are lost.



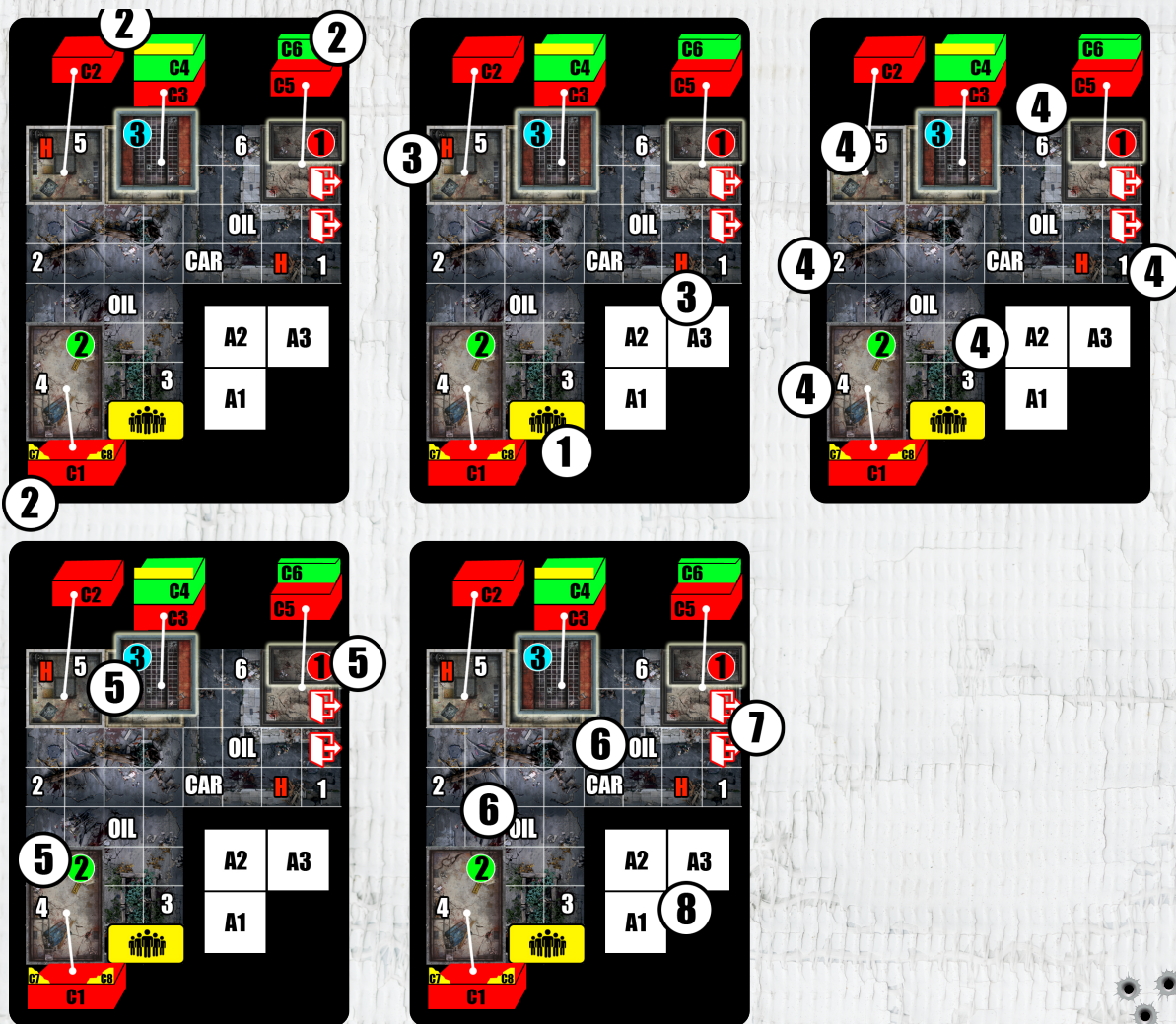
GROCERY STORE AND ELECTRICAL SHOP
Search and Explore

While making your way to a grocery store, determined to secure vital supplies, you cautiously seek out an electrical shop, acutely aware of the lurking presence of nearby zombies, demanding utmost caution.

1	2	1	
2	2	2	
3	2	1	2

Example: If the Survivors are able to collect only the green objective, 2 Woods and 2 Foods are added to the Storage Register. The other resources are lost.





The image above shows an example of how to set up a Search and Explore mission.

The image has 2 diagrams: The smaller indicating which tiles to use; the larger indicating how to set up the map.

- 1) Survivor starting points.
- 2) Building. Select the Building or structure corresponding to this letter and number and place it on the map as indicated.
- 3) Type of zombie already on the board. (in this case 2 Big Hordes, indicated by the letter Z).
- 4) Spawning point.
- 5) Objective token.

6) Tokens. 1 obstacle (car) and 2 oil tokens are placed in this example.

7) Exit. When a Survivor decides to leave the mission, they can do it at any time by exiting the map in any permitted direction indicated by the exit icon, while fellow Survivors may continue with the mission.

8) Tiles

The mission ends as soon as all the Survivors have left the map or if all the Survivors have been defeated.



FIGHT AND RESIST



At the beginning of the mission, players take the Objective tokens indicated on the back of the card and give them randomly to their Survivors (only 1 token per Survivor). This means that the Survivors have already collected the resources, but on the way back to the colony they have run into trouble and now they have to repel the attack.

This kind of mission works in a similar way to a tower defend game. Survivors have to prepare their defenses to resist the zombie attack. Defense items are found at the location. These are not weapons that Survivors carry with them when they leave the Colony. The list of the defense items found at the location is on the left side of the card. Survivors may place these defense items as they wish, then they take the related ID Cards and the Bullet tokens (without exceeding the maximum number written on the ID card). De-

fense weapons at the location already have their own ammo, so players do not need to subtract bullets from the Storage Register.



