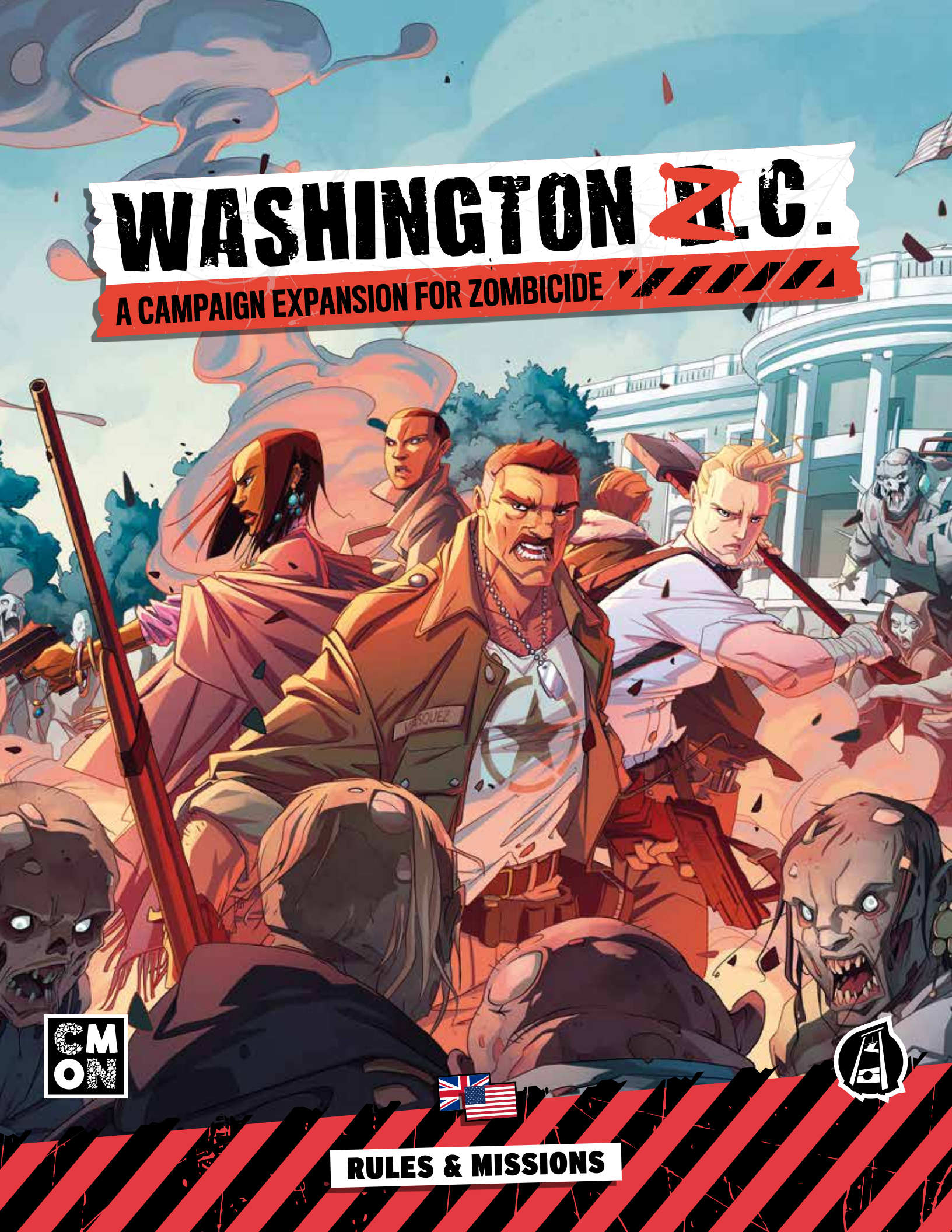


# WASHINGTON D.C.

A CAMPAIGN EXPANSION FOR ZOMBICIDE



**RULES & MISSIONS**

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## #01 GAME COMPONENTS

### 6 ID CARDS



### 1 CAMPAIGN SHEET NOTEPAD

24 Sheets



### 8 TOKENS

1 Clock



6 Light Beams



1 Humvee



**95 OBJECTIVE CARDS**



**6 DOUBLE-SIDED TILES**



**95 EQUIPMENT CARDS**

**6 Advanced Starting Equipment**



**45 Advanced Equipment**



**11 Advanced Pimpweapons**



**33 Secret Service Equipment**



**6 ALL-OUT DICE**



**8 MINIATURES**

**6 Survivors**



**2 Companions**



Angelo

Justin

Anton

Tess

Mindy

Ashley

The President

Taylor

## #02 DARK CAPITAL

Where were you when the zombie invasion began? Of course I remember it. We were in Washington, D.C. We didn't know each other yet. We were ordinary people, leading ordinary lives. We were consumers with a job and bills. Bricks in the wall. But as we soon discovered, destiny is never written. You are the artist. All you need, sometimes, is a little push.

Yes, yes. In that case, that was a big push. At first, we heard some distant noise, like a rumble on the other side of town. We saw people running the other way in a hurry, like bats out of hell. Then we heard gunshots, explosions, and screams. The mayhem leading to the world's fall, and our ultimate freedom, had begun. On that day, Washington, D.C. became Washington, Z.C., for "Zombie City". Let me tell you our story.

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

What is a campaign? A campaign is a series of Missions telling a story and the Survivors are the heroes. The choices players make have a direct influence over the unfolding events. The Survivors improve along the way, earning new Skills and keeping potent weapons from one game to the next. The best reward, however, is not loot: it is memories of the story you played and shared with your friends.

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

New rules also include the Clock, a special First Player token simulating the time flow. The sun rises and sets across the board, introducing night fighting rules in the *Zombicide* world!



*Zombicide: Washington Z.C.* is an expansion to *Zombicide: 2nd Edition*.

## #03 ADVANCED RULES

The advanced rules detailed in this chapter are meant to enhance *Zombicide* games with new features. They are used in the *Infected State* campaign (P. 18), and add flavor in one-shot Missions as well!

### ADVANCED EQUIPMENT RULES

It's like in the movies. The bad guys keep on invading the best-armed country in the world. Many people died fighting and left their guns around as they came back as zombies. So many weapons, and just two hands!



The Advanced Core decks replace *Zombicide's* corresponding Equipment decks. The Secret Service deck is used with the Washington setting. Both use the new All-Out and Keep rules.

*Zombicide: Washington Z.C.* comes with several Equipment decks using the special All-Out dice.

- Washington's Advanced Core decks replace the *Zombicide: 2nd Edition's* Equipment, Starting Equipment, and Pimpweapon decks, with the All-Out and Keep values detailed on the next page. **To use them, simply replace the corresponding decks with their Advanced counterparts.**
- The Secret Service deck is used with the *Zombicide: Washington Z.C.* campaign and tiles (see P. 11).

### ! THE ALL-OUT DICE

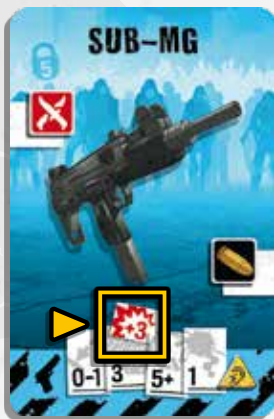
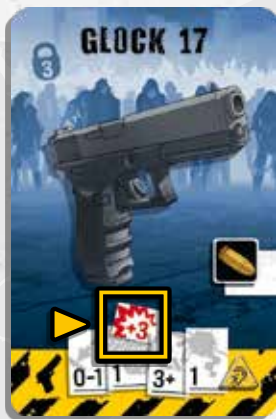
The All-Out dice are used like regular dice, with a special Break symbol replacing the 1. Apply the corresponding game effects whenever a Break is rolled.



The Break symbol replaces the 1 on All-Out dice.

## • GOING ALL-OUT

Yes, I know it is not supposed to work that way. But watch this!



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

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

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

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

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

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

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

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



**EXAMPLE 3:** Justin goes All-Out with dual Katanas. Each weapon rolls 2 standard dice and 2 All-Out dice. All dice are grouped for dual use, totaling 4 standard and 4 All-Out dice with a 4+ Accuracy.

The standard dice roll and , obtaining 2 hits. The All-Out dice roll and , obtaining 3 hits and 1 Break.

The Attack roll obtained 5 hits and 1 Break. All hits are assigned normally. Then, 1 of the Katana cards is discarded. The other Katana can still be used.

**EXAMPLE 4:** Angelo goes All-Out with dual Sub-MGs, having a Plenty of Bullets card in his inventory. Each weapon rolls 3 standard dice and 3 All-Out dice. All dice are grouped for dual use, totaling 6 standard and 6 All-Out dice with a 5+ Accuracy.

The standard dice roll and , obtaining 1 hit.

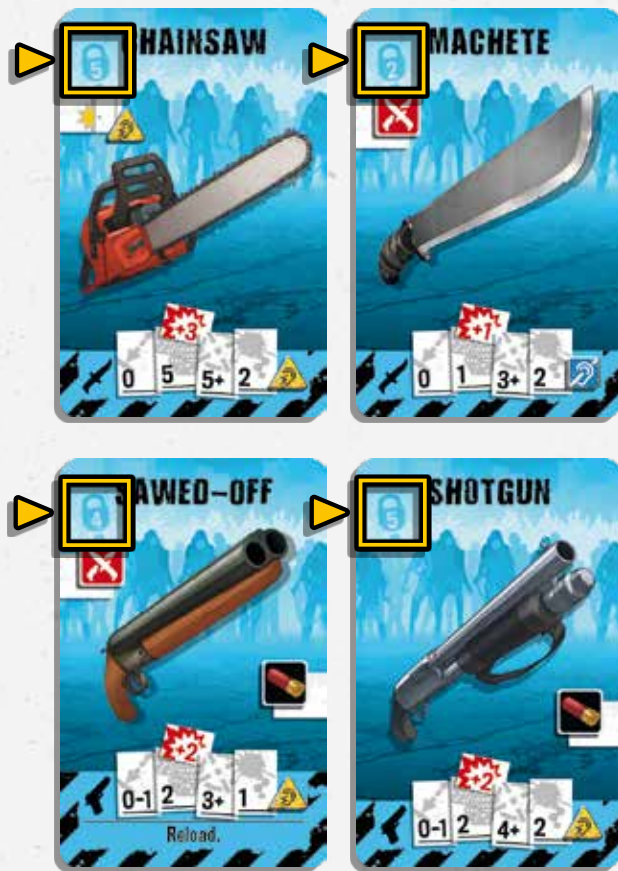
The All-Out dice roll and , obtaining 2 hits and 3 Breaks.

All-Out dice cannot be re-rolled, meaning both Sub-MGs are lost to the 3 Break results after the Ranged Action is resolved. The player can use Angelo's Plenty of Ammo card to re-roll the 6 standard dice and try to improve their results, though!



### KEEPING YOUR EQUIPMENT

Really, there are enough weapons around to shoot down all the zombies, and getting food is not that hard if you can fight for it. No, the real issue is maintaining and keeping our best guns. Spare parts are sometimes scarce. So, don't get too attached to it, heh?



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

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

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

- If 1 or more Breaks are obtained, the Equipment card is discarded. It had a malfunction of some sort before the next Mission and is lost.
- If no Breaks are obtained, the Equipment card is kept. The Survivor begins the next Mission with the Equipment. Its card is automatically assigned to them during Setup, in addition to any Starting Equipment they get. They can organize their inventory as they please before the game starts.

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

Mixed gaming groups may result in not having enough Equipment cards of a given type for the Survivors. In that case, players decide which Survivors receive the available Equipment cards. Other Survivors have lost theirs.

**EXAMPLE:** Mindy ends a *Zombicide* game with a Chainsaw (Keep 5), a Machete (Keep 2), a pair of Sawed-Offs (Keep 4), and a Plenty of Shells (no Keep value) Equipment card.

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





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

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

The dead Survivor's player may choose another Survivor for the next Mission, starting with a new Campaign Sheet. Choosing another Survivor results in a loss of all Equipment, CXP, Bonus Actions, and Campaign Skills (see P.14). **Campaign Achievements, on the other hand, are kept from a dead Survivor to their successor.**

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

## THE CLOCK AND NIGHT RULES

*Zombies don't need to eat, rest, or sleep. And they don't need entertainment, either. What a boring infected life of theirs. Whatever. Don't be a zombie. Keeping track of time may save your lunch, your life, and sense of humor!*



**As an advanced form of First Player token, the Clock tracks the time passing as the Mission goes by. Sooner or later, the night falls, enforcing its own dark rules.**

Representing hours and the cycle of night and day, the Clock acts as the First Player token. The chosen Mission's description details the Clock's starting hour. From then on, the Clock is moved forward 1 hour during each End Phase, right before passing it to the next First Player.

Classic rules apply during **daytime (from 7am to 6pm)**. Night rules apply during **nighttime (from 7pm to 6am)**.

The Clock and Night rules may be used during your classic *Zombicide* games. In that case, use the current real hour as the Clock's starting hour as the game begins.

## KO / R.I.P. RULES

- Witness me!
- Again?

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

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

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

- If the KOed Survivor is taken, place their miniature on their own Dashboard. The KOed Survivor is not dead, but cannot be played until the next Mission.



• **NIGHT RULES**

- Lines of Sight for Zombies are limited to Range 0.
- Lines of Sight for Survivors are limited to Range 0-1.
- Ranged Attacks have Accuracy 6 (rolling 6 is required to hit). Game effects altering the Accuracy still apply (like +1 to dice roll: Ranged, for example). Automatic success, like throwing a Molotov, also still apply.

• **LIGHT SOURCES**



Flashlights have the **Light Source** keywords. A **Light Beam** token is set on the board whenever a Survivor uses one. The light cancels most night rules and stimulates Zombies!

Flashlights have the **Light Source** keyword, and may be used to illuminate Zones **during nighttime**. These rules have no effect during daytime.

A Flashlight is turned **ON** under these circumstances.

- The Survivor spends 1 Action to turn the Flashlight on.
- The Survivor performs a Search Action and chooses to use their Flashlight.
- The Survivor declares a Ranged Action at Range 0-1 and chooses to use their Flashlight. A Light Beam token is set before the Ranged Action is resolved.

Put a Light Beam token straddling 2 Zones: the Survivor's Zone and another adjacent Zone (no diagonals). The token follows the Survivor whenever they Move and is orientated in the direction of your choosing, for free, with each Action. In case of a Ranged Action at Range 0-1, the other Zone covered by the token is automatically the target Zone.

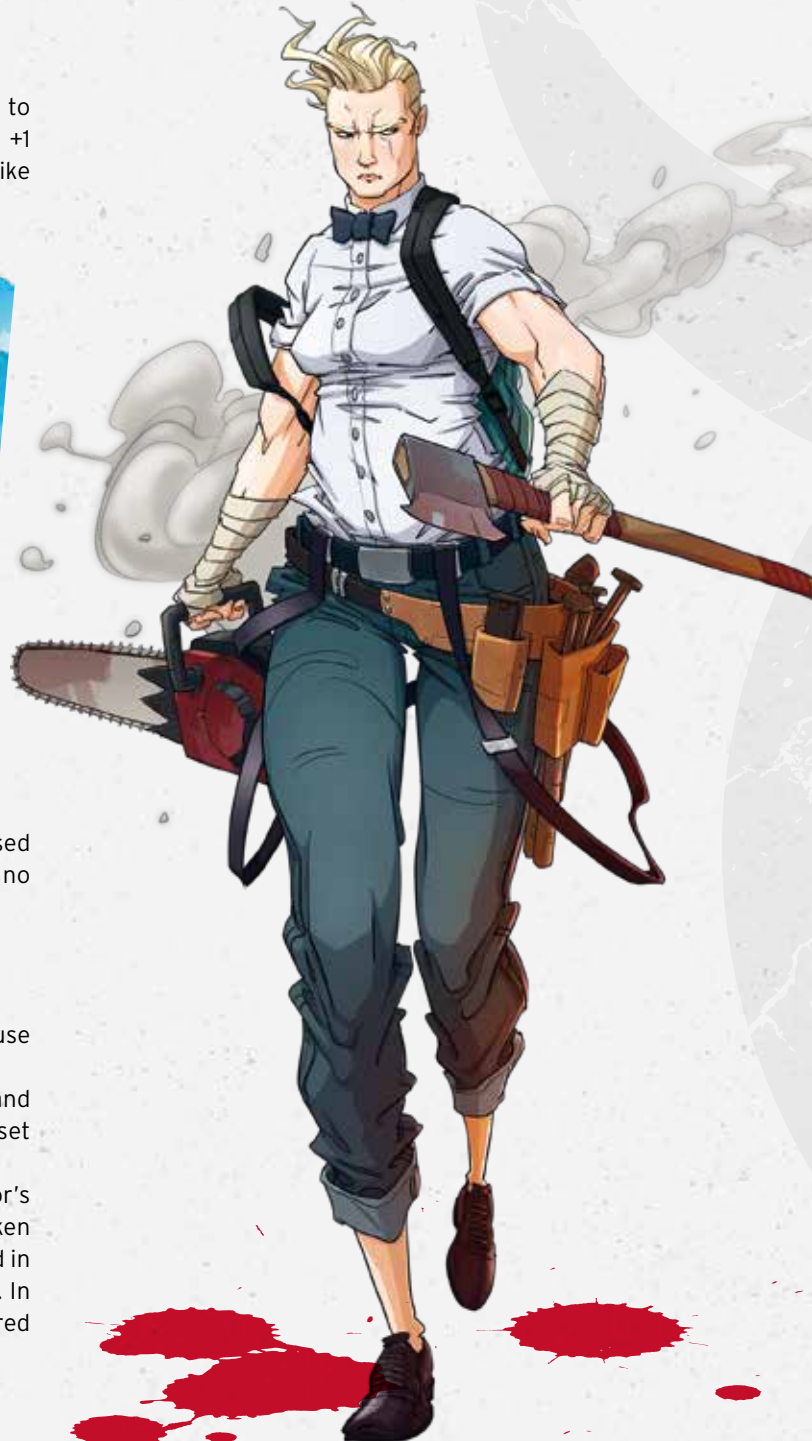
A Flashlight is turned **OFF** under these circumstances.

- The Survivor spends 1 Action to turn the Flashlight off.
- The Survivor Trades or discards the Flashlight they used to illuminate the Zones.

Remove the Light Beam token the Survivor created.

**Zones illuminated by Light Beams are subject to the following rules:**

- Actors may trace Lines of Sight to them normally.
- Ranged Actions aimed at the Zone are no longer affected by nighttime Accuracy penalties.





• Right before the Zombie Phase, any Zombie having a Line of Sight on 1 or more Light Beams immediately performs an extra Activation. Then, the classic Zombie Phase is played normally. Each Zombie may only get a single extra Activation per Game Round due to Light Beams. Keep in mind that Light Beams can be seen from very far, as Actors may trace Line of Sight to them normally!

**NOTE:** A Light Beam does not illuminate through obstacles blocking Line of Sight like closed doors, walls, and tanks. It can be directed toward a wall to avoid illuminating a second Zone, though.

The night has fallen. Anton's Line of Sight is limited to Range 0-1, and Runners are nearby. Anton may use his Shotgun against them, but the night changes the weapon's Accuracy to 6. Anton performs a Ranged Action and turns his Flashlight on, for free, before the dice are rolled. A Light Beam token is set straddling both Anton and the Runners' Zones. The Shotgun's Accuracy is back to 4+, but both Zones are now illuminated.

These Runners' Line of Sight was limited to Range 0. They didn't see Anton or Angelo across the street, and their path was only defined by Noise. Since Anton turned his Flashlight on, the Runners now have a Line of Sight on Anton's Zone, as it is illuminated by the Light Beam.

Being a Survivor, Angelo has Lines of Sight at Range 0-1 during nighttime, and his Sniper Rifle has Accuracy 6. As Anton illuminated the Runners' Zone, Angelo now has a Line of Sight on it as well and may fire his Sniper Rifle at the Runners without penalty.

Due to nighttime's Line of Sight limitations, the Fatty has a Line of Sight on the Runner's Zone, but not on Angelo's Zone. If the Fatty still has a Line of Sight on a Light Beam right before the Zombie Phase, it will perform a free extra Activation, but will Move toward the noisiest Zone (no matter where the Light Beam is).

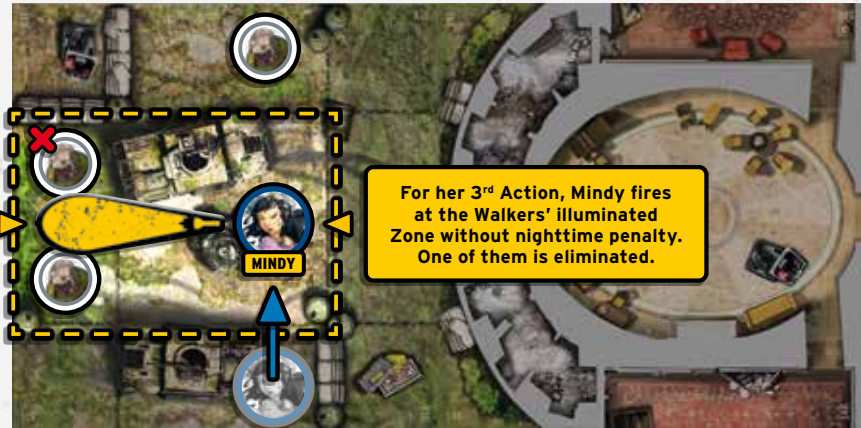
Tess performs a Search Action and chooses to use her Flashlight to draw an additional card. A Light Beam token is set in her Zone. Tess chooses to place it toward the wall. Her own Zone is illuminated, but not the Zone behind the wall (the wall is an obstacle blocking Lines of Sight). Thus, the Walker next to Angelo has no Line of Sight on the Light Beam.

1

Being at Yellow Danger Level, Mindy plays her Turn during nighttime. Her 1<sup>st</sup> Action is a Ranged Action using her Shotgun against a Fatty at Range 1. She turns her Flashlight on, for free, illuminating both Zones. The nighttime Accuracy penalties don't apply! The dice are rolled and Mindy eliminates the Fatty.

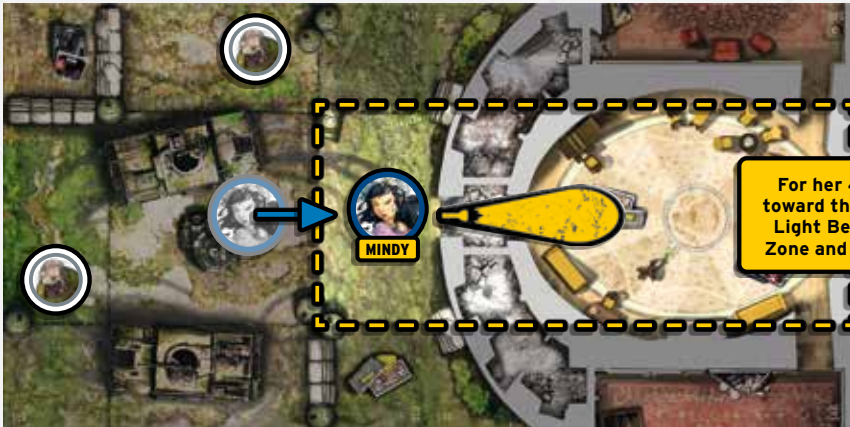
2

Mindy performs a Move as her 2<sup>nd</sup> Action. Her Flashlight is still on and is orientated toward the couple Walkers for free.



For her 3<sup>rd</sup> Action, Mindy fires at the Walkers' illuminated Zone without nighttime penalty. One of them is eliminated.

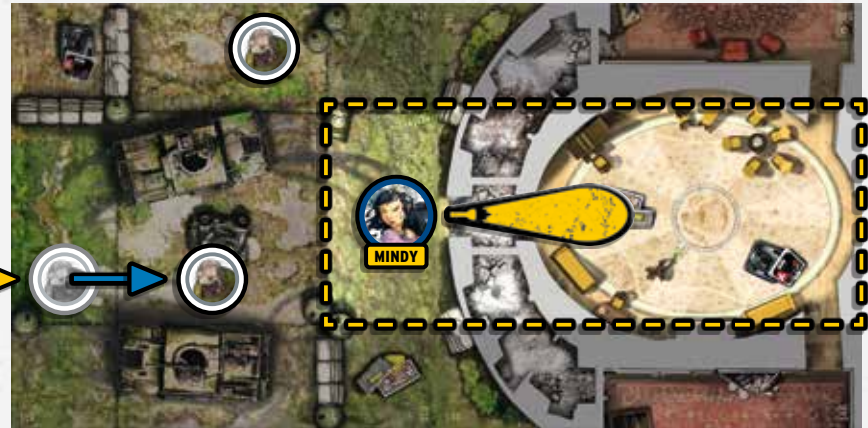
3



For her 4<sup>th</sup> and last Action, Mindy Moves toward the White House. She orientates her Light Beam toward the building. Both her Zone and the building Zone are illuminated.

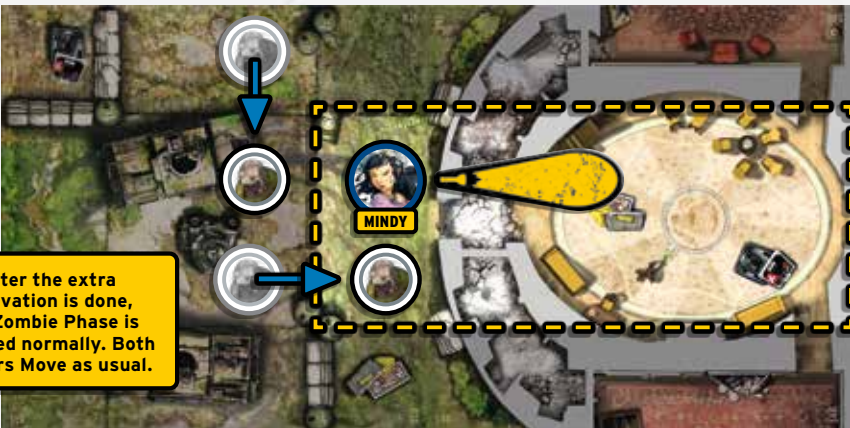
4

Right before the Zombie Phase, players check for Zombies having Lines of Sight on Light Beams. One of the Walkers sees such an illuminated Zone and immediately performs an extra Activation for free.



5

After the extra Activation is done, the Zombie Phase is resolved normally. Both Walkers Move as usual.



# #04 WASHINGTON Z.C. SPECIAL RULES

The rules detailed in this chapter are dedicated to Washington Tiles and Secret Service specific game effects. Like Advanced Rules, they are used in the *Infected State* campaign (P. 18).

## SECRET SERVICE

*As we learned later, the Secret Service did their best to contain the first zombie waves, protect the White House, and help as many people as possible to escape. Many heroes died on day one. I know it's strange, but for that reason, we have some respect for the equipment and facilities they left behind. Unfortunately, they were not built to last, and often break easier than their civilian counterparts.*



**The Secret Service Equipment cards can be found on Washington tiles, specifically in Secret Service Zones and Humvees.**

The Secret Service Equipment cards form a deck of their own, with a distinctive "suit" back. As with other decks, they are shuffled and placed as a pile, facedown, close to the board during Step 6 of the Setup. Secret Service cards use the Advanced Equipment rules (P. 4).

Unless otherwise stated, **any Survivor performing a Search Action on a Secret Service Zone or a Zone featuring a Humvee draws from the Secret Service deck.** Look out for these Zones on Washington tiles!

## CORRIDORS



Some tiles in Washington Z.C. feature Corridor Zones (with lush red carpets). Corridors work very much like Street Zones:

- Line of Sight is unlimited through Corridor Zones.
- Survivors cannot Search Corridor Zones.

## HUMVEE

The Humvee token allows Survivors to Search for Secret Service Equipment in its Zone. **It cannot be driven.** Use it to feature Secret Service in Missions not using Washington tiles!

## SANDBAGS

*Sandbags helped us realize your average zombie is not really smart and lacks the coordination to perform the most trivial tasks. Imagine our faces as we were hiding behind sandbags and expected them to jump on us and saw our foes being stopped, trying to get around.*



**Sandbags slow down Zombies without interrupting Lines of Sight. Fire at will!**

Sandbags are obstacles printed on tiles on straight borders between 2 Zones. They slow down Zombies between those Zones without blocking Lines of Sight. They are useful to trap Zombies and thin their ranks with Ranged Actions.

- Sandbags do not interrupt Lines of Sight.
- Survivors may Move across Sandbags without penalty.
- Zone borders fully closed with Sandbags prevent Zombies' Move Step. They redefine their route around the Sandbags to reach their destination Zone. **This rule is ignored during extra Activations!** In that case, the Sandbags are simply ignored to determine the Zombies' route and resolve their Move Step.

## TANK

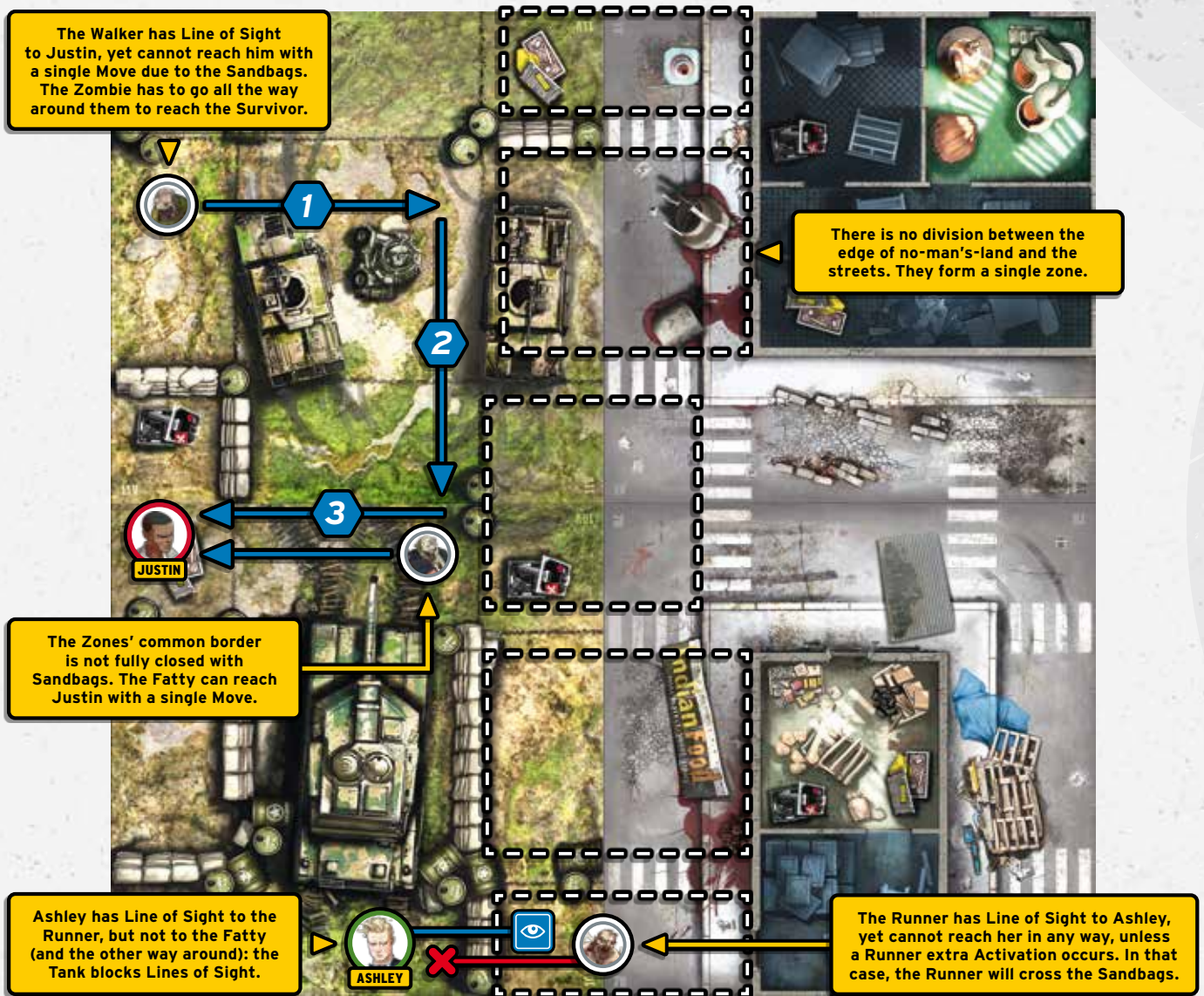
Ok, ok. It's a tank. I've seen a lot of people driving them around in movies. It must not be that hard... Where is the ignition key?



The tank prevents Lines of Sight and Movement unless climbed upon.

The Tank is an obstacle printed on Tile 10V.

- The Tank interrupts Lines of Sight to all Actors not standing on it. An Actor standing on it can trace Lines of Sight normally (and vice-versa). They may exit it with the standard Move (or Move Step) rules.
- A Survivor may Move onto a Tank Zone at the cost of 1 additional Action. They are then considered as standing on it. Getting off the tank does not cost additional Actions.
- The Tank prevents Zombies' Move Step. They redefine their route around it to reach their destination Zone. **This rule is ignored during extra Activations:** In that case, the Tank is not considered as an obstacle to determine the Zombies' route and resolve their Move Step (it still prevents Lines of Sight). Zombies may then stand on the Tank. They may get off it without penalty.



# #05 CAMPAIGN RULES

The Campaign rules detailed in this chapter complete *Zombicide's* core and advanced rules, to be used specifically with the *Infected State* Campaign (P. 18).

## CAMPAIGN SHEET

It's not really a secret, the best way to know about a survivor is looking at the trinkets they carry around. Most of us like to bring something of the past wherever we go, to remember who we are and where we come from. And you, what are your gimmicks?

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



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

The different sections are explained below.

**CXP BAR:** Check the boxes as your Survivor earns CXP. Reaching the indicated Milestones grants the Survivor Bonus Actions or Campaign Skills (P. 14).

**CAMPAIGN SKILLS:** Each time your Survivor earns a Campaign Skill, choose one from the list and check the corresponding box (P. 14).

**BONUS ACTIONS:** Each time your Survivor earns a Bonus Action, check a Reserve box. They are cumulative, but each can be used only once per Mission! (P. 14).

**EQUIPMENT KEPT:** Write down here the Equipment the Survivor will keep for the next Mission (P. 14).

**SURVIVOR NAME** \_\_\_\_\_ **PLAYER NAME** \_\_\_\_\_

CXP		CAMPAIGN SKILLS (Blue Level)	BONUS ACTIONS (Once per Mission)		Equipment Kept
			Reserve	Spent	
1		Combat reflexes <input type="checkbox"/>	1 <input type="checkbox"/>	<input type="checkbox"/>	<p><b>CAMPAIGN ACHIEVEMENTS:</b> Write down here the keywords epitomizing the Survivor's significant choices or feats. They have an impact on campaign events (P. 15).</p> <p>Campaign Achievements</p>
2	+1 Bonus Action OR +1 Campaign Skill	Destiny <input type="checkbox"/>	2 <input type="checkbox"/>	<input type="checkbox"/>	
3		Hoard <input type="checkbox"/>	3 <input type="checkbox"/>	<input type="checkbox"/>	
4		Hold your nose <input type="checkbox"/>	4 <input type="checkbox"/>	<input type="checkbox"/>	
5	+1 Bonus Action OR +1 Campaign Skill	Home defender <input type="checkbox"/>	5 <input type="checkbox"/>	<input type="checkbox"/>	
6		Lifesaver <input type="checkbox"/>	6 <input type="checkbox"/>	<input type="checkbox"/>	
7		Low profile <input type="checkbox"/>	7 <input type="checkbox"/>	<input type="checkbox"/>	
8	+1 Bonus Action OR +1 Campaign Skill	Night fighter <input type="checkbox"/>			
9		Sidestep <input type="checkbox"/>			
10		Starts with 2 AP <input type="checkbox"/>			
11	+1 Bonus Action OR +1 Campaign Skill	Starts with a Repair Kit <input type="checkbox"/>			
12		Starts with an Ammo card (Plenty of Bullets OR Plenty of Shells) <input type="checkbox"/>			
13		Steady hand <input type="checkbox"/>			
14	+1 Bonus Action OR +1 Campaign Skill	Webbing <input type="checkbox"/>			
15					
16					
17	+1 Bonus Action OR +1 Campaign Skill				
18					
19					
20	+1 Bonus Action OR +1 Campaign Skill				

• **CXP BAR**

The jocks among us often say chasing zombies feels like practicing intensive sport. At some point, you grow addicted to adrenaline. It could explain lots and LOTS of things, if you ask me!

Each Survivor may earn up to 2 CXP per Mission:

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

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

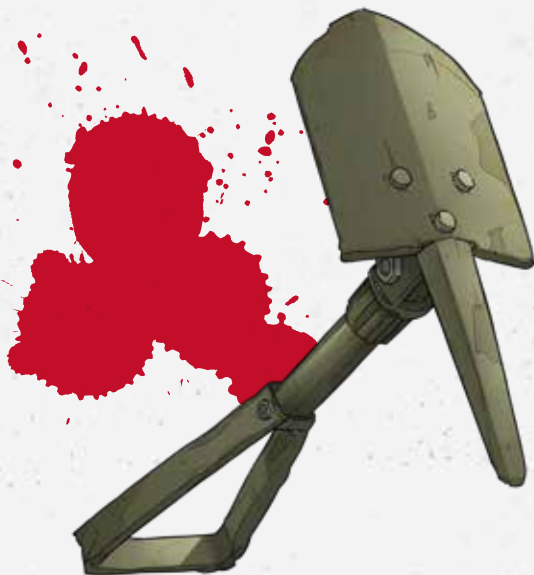
*EXAMPLE: Anton reached the Orange Danger Level during the Campaign's first Mission, but not the Red Level. He earned 1 CXP, and the player checked the "1 CXP" box on Anton's Campaign Sheet. This CXP is earned for the entire Campaign (or until the Survivor dies).*

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

CXP is earned as the Mission goes on: **Milestone rewards are immediate and may be used the Turn in which they are acquired.**

With each Milestone comes a reward choice: either a Bonus Action or a Campaign Skill.

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



• **CAMPAIGN SKILLS**

We survivors know a few good ways to learn new tricks. And it doesn't necessarily involve pain. The best one is through experience. If you really want to learn something, put your hands on it, as soon as you can!

The Survivor earns a Campaign Skill of your choosing among the list. Check the corresponding box. **Each Campaign Skill can be acquired only once.**

From then on, the Survivor gets the chosen Skill at Blue Level, in addition to any Blue Level Skill(s) they already possess. It can be used immediately.

Some Campaign Skills are new, and detailed on P. 31.

*EXAMPLE: Anton's player goes for the Lifesaver Campaign Skill. From now on, Anton has both the All-out: +1 die: Ranged Skill, and Lifesaver, as Blue Level Skills. Lifesaver may even be used immediately!*

• **BONUS ACTIONS**

We're accustomed to giving out our best to survive and get what we want. For some people, it sometimes means going all-out with themselves, reaching beyond human limits for a second. It's a rare and impressive show.

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

This reward may be selected multiple times across the Campaign. Check the corresponding amount in the "Reserve" boxes of the Bonus Actions' section.

Check a "Spent" box **with a pencil** each time the Survivor spends 1 Bonus Action, up to the "Reserve" amount. The Survivor may use several Bonus Actions in the same Turn.

The Reserve is fully replenished at the end of each Mission: erase the "Spent" marks.

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

• **EQUIPMENT KEPT**

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



## OBJECTIVE CARDS

We've seen our share of weird things and unexpected events since our Washington days. First, we never grew accustomed to them. Second, we don't want them to stop!



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

## ● CAMPAIGN ACHIEVEMENTS

Keep on doing your best, but don't let people put a label on you. We rarely get the nicknames we'd like to have.

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

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

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



• **SETUP**

Each Campaign Mission has its own set of Objective cards, gathered in an **Objective set**. Make sure to take the right set for the chosen Mission, and place the Objective cards as described on the Mission map. **For an easier setup, Objective cards display the number of the tile they are placed on.**

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



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



These are Notes. They may be picked up and read over the course of the game, according to situations or choices made with the Objective cards. For example, Objective Card #10 may lead you to choose between two options. Each of them is then explained on its corresponding Note, #1 or #2.





## • TAKING AN OBJECTIVE CARD

- Objective cards set in Objective Zones are taken in the same way as classic Objective tokens.
- Objective cards straddling doors are taken whenever the corresponding door is opened.

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

Whenever an Objective card is taken, read it out loud for all the team to enjoy, and apply the game effects described on the card. In descriptions, “the Survivor” designates the Survivor who took the Objective card. Some cards may lead the team to talk about decisions to make. *Zombicide* is a cooperative game! **Unless otherwise stated, Objective cards are discarded after their effects are resolved.** Some of them may ask you to “keep them revealed”: keep them faceup on the Zone they were picked up, or near the board, as reminders of game effects to apply.

This Mission's layout is a bit more unusual! The Objective card #1 does not replace an Objective token. It is added to the Mission, and can be taken in the same way as an Objective token.

Objective cards #2, #6, #11, and #13 straddle doors. They are taken whenever a Survivor opens the corresponding door.

The Blue Door allows a passage to a Zone that would normally be closed by walls. The way to open it is probably explained on an Objective card!

This tile is not connected to the main board! Yet there are things to do on it. The Mission may reveal a way for the Survivors to reach it!

NOTE #1    NOTE #2    NOTE #3    NOTE #4    NOTE #5

These Notes hold secret information about choices made by Survivors along the Mission.

• **ACHIEVEMENTS AND KEYWORDS**

Objective cards may feature Achievements to write down on players' Campaign Sheets (see P. 13).

Some Objective cards also feature capitalized keywords linking them to other Objective cards in a narrative way.

**EXAMPLE:** Tess takes a door Objective card. The player reads it and discovers that it cannot be opened since a KEYCARD is needed. But when it is done, players may read Note #1. The Objective card is placed back on the door. Later, Angelo takes an Objective card featuring a KEYCARD. The door Tess previously found can now be opened. As soon as it is done, Note #1 is read. What secret lies inside this locked room?



# #06 WASHINGTON Z.C. CAMPAIGN: INFECTED STATE








*Infected State* is a 10-Mission campaign for 6 Survivors. Play the Missions in order. It uses the core rules and all rules detailed in this expansion. Don't forget to provide each Survivor with a Campaign Sheet!

## M1 - FACING THE IMPOSSIBLE

Medium / 45 minutes

Where were you when the zombie invasion began? I remember perfectly. We were everyday people minding our own businesses in Washington, D.C. We were all in the same area and heard the first screams, the first gunshots, the first sirens. Something rotten was coming upon us, real fast. A small war started around the White House, attracting all the zombies in the vicinity. And then, as one, we started to do our part killing zombies, helping people, facing the impossible. A locked diner was acting as a dam for zombies, and we opened it together to let them go. This way, many people could escape on their own. You guessed it: we were survivors before it was cool.

Tiles needed: 2V, 3R, 4R, 5R, 7R, & 8R.

 Survivor Starting Zone	 1 Spawn Zones	 Noise Token (cannot be removed)
6x  Pimpweapon Crates	 Humvee	
7x  Objective Cards	2x  Notes	

## • OBJECTIVES

**Help people escape the zombies.** Accomplish the Objectives in any order to win the game:

• **Open all doors in the diner.** The building occupies tiles 3R and 4R.

• **Take all Objective cards.** (see Special Rules).

Starting hour: 12pm.

2V	7R	4R
5R	8R	3R



## • SPECIAL RULES

### • Setup.

- Place 1 Survivor per Survivor Starting Zone in the order of your choice.

- Place 6 Noise tokens in the indicated Zone on tile 4R. They are not removed during the End Phase.

• **They are going to the White House!** Whenever Zombies choose the Zone with the 6 Noise tokens as their destination, they Move toward it as if all doors were open, but closed doors still block them.

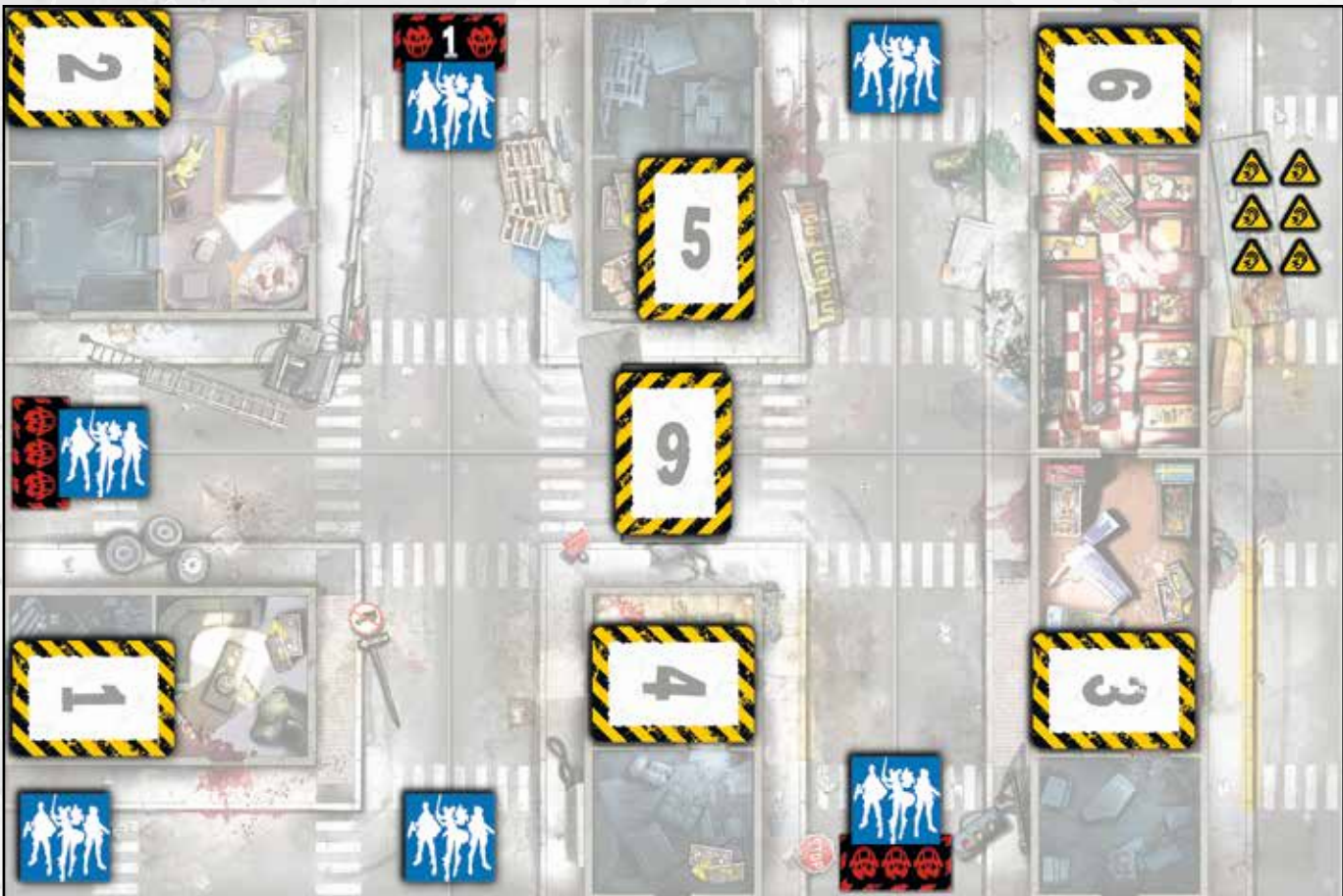
• **Rescue first!** As long as a tile has an Objective card, apply the following rules:

- Its Zones cannot be Searched.

- Its Pimpweapon Crate cannot be taken.

• **Humvee.** The Humvee cannot be Searched as long as there are Objective cards on tiles 7R and 8R. Any Survivor performing a Search Action in a Humvee draws from the Secret Service deck.

• **Never seen this before.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



## M2 - LEAVE NO ONE BEHIND

Medium / 60 minutes

Things escalated pretty quickly. The army and secret services gathered around the White House to protect it, unleashing firepower of epic proportions. The zombies were converging on the area, and we kept hanging around, barely knowing each other, looking for people to help. Because, you know, we could!

Tiles needed: 1R, 2R, 4V, 6R, 7V, & 8R.

### • OBJECTIVES

Save as many people as possible. Take all Objective cards. Starting hour: 12pm.

### • SPECIAL RULES


• **Zombie exodus.** Place 6 Noise tokens in the indicated Zone on tiles 1R/2R. They are not removed during the End Phase. Any Zombie starting a Move Step in this Zone is immediately placed on the Starting Spawn Zone, ending its Move Step.

• **Open me!** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.


• **Humvee.** Any Survivor performing a Search Action in a Humvee draws from the Secret Service deck.



2R	1R
8R	6R
7V	4V




**Survivor**  
Starting Zone




**Spawn Zones**




**Noise Token**  
(permanent)



**6x**  
Pimpweapon  
Crates



**Humvee**



**6x**  
Objective Cards

20

## M3 - DEFCON 5: FADE OUT

Medium / 45 minutes

Our worries grew stronger as the White House's uproar faded away, changing to a chilling silence. Zombies halted their march toward the presidential building and simply wandered in the streets. Many, many more came back from the White House, heralding the worst. For the first time in hours, we started caring for ourselves. We had to find food, a radio, and a way out. Would we see the next day?


Tiles needed: 1V, 2V, 3V, 4V, 6V, & 8V.

### OBJECTIVES

**Explore the area.** Take all Objective cards. Be careful, the Objective card "Read this Objective Card at 7 PM" cannot be taken. It is automatically revealed at 7pm.

Starting hour: 11am.

6V	8V
3V	4V
1V	2V



**Survivor Starting Zone**



**1** Spawn Zones



**6x** Pimpweapon Crates



**7x** Objective Cards

### SPECIAL RULES

- **One way in.** Buildings can only be opened from the doors with Objective cards. Once a building is opened this way, any of its doors can be opened.
- **Every day is my birthday.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



## M4 - THE WAR ZONE

Medium / 60 minutes

The light beam was attracting zombies back to the White House, catching us in a lethal trap. We had to be quick or be dead. We rushed toward the light source to shut it down and escape the zombie tide. We finally stumbled on the remnants of a military convoy. The projector was lit on a Humvee and there was no one to be found. No one alive, that is. It soon became clear that the soldiers met the zombies right before reaching the White House and escaped into the surrounding buildings. They had their last fight here. The walls were riddled with bullets. We were in a war zone.

Tiles needed: 1R, 3R, 6R, 9R, 10V, & 11V.

### • OBJECTIVES

Turn the projector off. Accomplish these Objectives in any order to win the game.

- Turn the projector off.
- Reach the Exit with all Survivors.

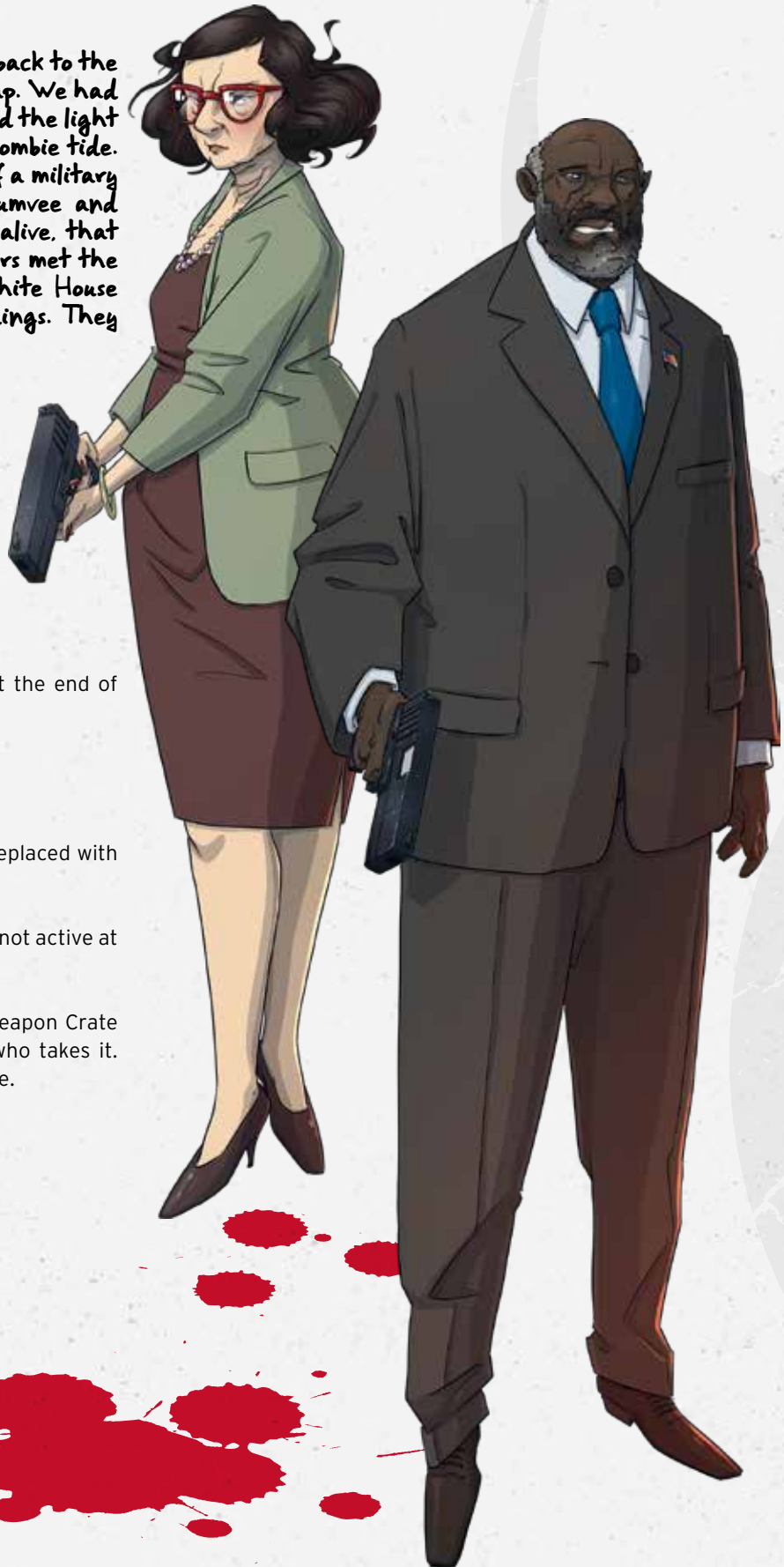
Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

Starting hour: 12am.


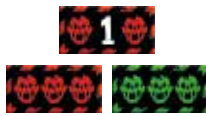



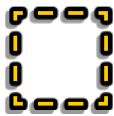

### • SPECIAL RULES

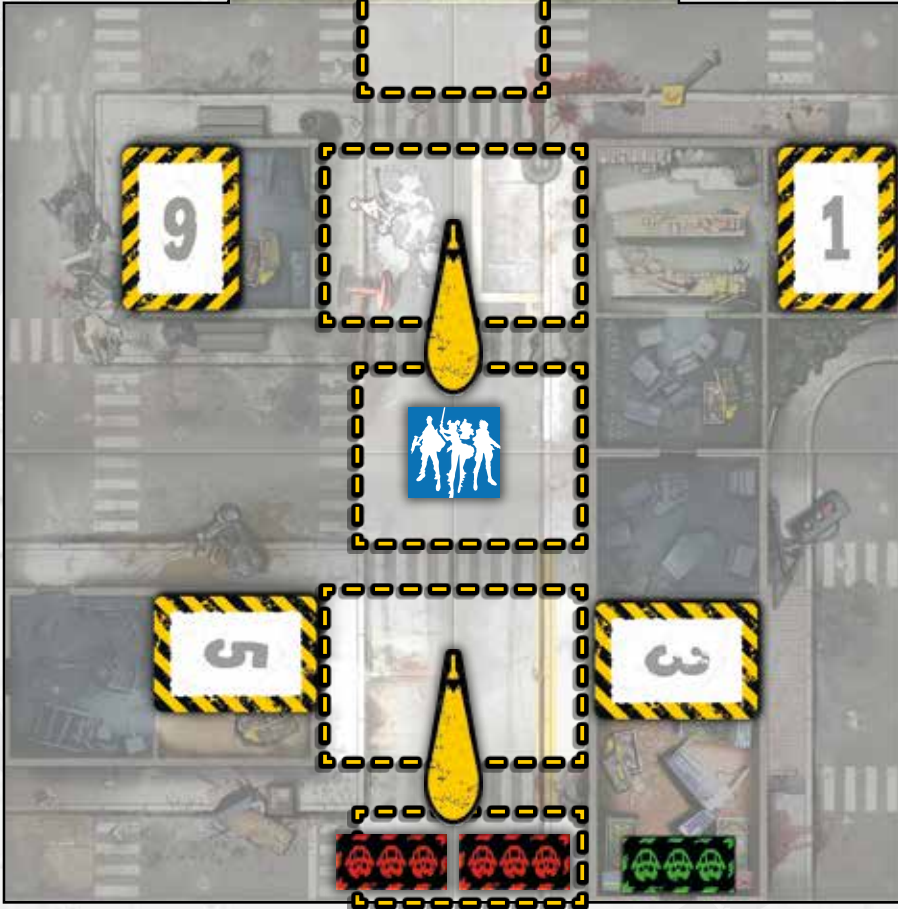
- **Setup.** The Pimpweapon Crate on tile 10V is replaced with the Corpse Pile Objective card.
- **Smells like trouble.** The Green Spawn Zone is not active at the start of the game.
- **Are these prototype weapons?** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

10V	
11V	
9R	1R
6R	3R





 Survivor Starting Zone	 Spawn Zones
5x  Pimpweapon Crates	 9x Objective Cards
 Light Beam	 Illuminated Zone
 Exit Zone	



## M5 - DEFCON 4: DOUBLE TAKE

Medium / 90 minutes

Practically shoved into the White House by zombies, we decided to explore. The presidential building was a wreck. People here fought with everything they had, in every room, down to the last. Now, most of these everyday heroes were zombies. No matter what, we were curious, and there were lot more zombies waiting for us on the outside. There was no choice but to settle here. We had to find a reliable shelter, first. Moreover, we needed some rest. So we started our private tour and soon discovered many dirty secrets around the place.

Tiles needed: 10R, 11R, 12R, 13V, 14R, & 15R.





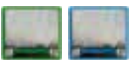


### • OBJECTIVES

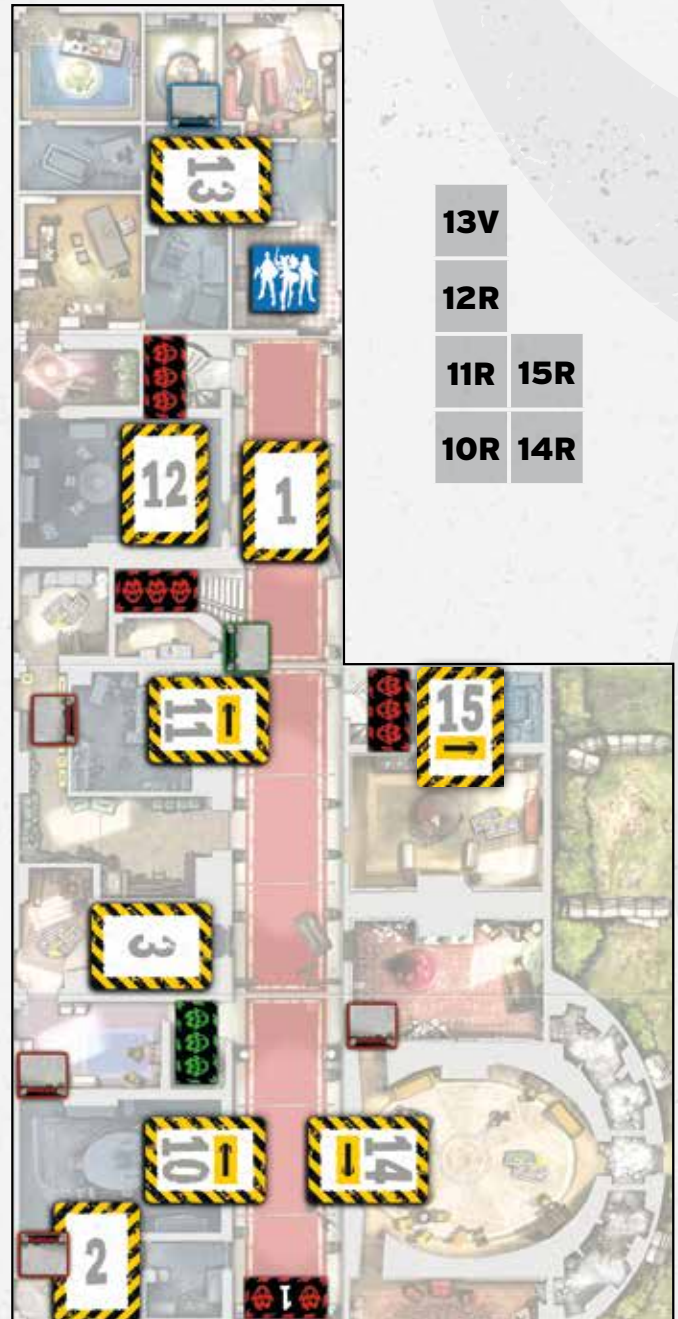
**Look for a safe place.** Explore the White House's wing to find a suitable shelter.

Starting hour: 3pm.

### • SPECIAL RULES

- **Barricaded doors.** The Blue and the Green doors cannot be opened normally. The Red closed doors cannot be opened at all.
- **Fear of the dark.** The Green Spawn Zone is not active at the start of the game.
- **Prestige weapons.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

	6x 	
Survivor Starting Zone	Pimpweapon Crates	Spawn Zones
		
Closed Door (cannot be opened)	Closed Doors	
9x 	5x 	
Objective Cards	Notes	





## M6 - DEFCON 3: ROUND HOUSE

Medium / 90 minutes

The guy on the phone was a high-ranking official called Wilson. The connection was quite bad, and we had a hard time understanding him. Wilson was hiding in the presidential bunker along fifty people and was following us on cameras since we first got into the White House. He told us he was impressed and asked for help. For some unknown reason, they were unable to open the bunker, were running out of power, and... Well, the call ended abruptly with some muffled noises. There were people trapped somewhere down here, and they counted on us to save them. We had to find the bunker's entrance.

Tiles needed: 10R, 11R, 12R, 13R, 14R, & 15R.

### OBJECTIVES




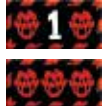


Find the bunker's entrance. Let's explore the White House!  
Starting hour: 3pm.

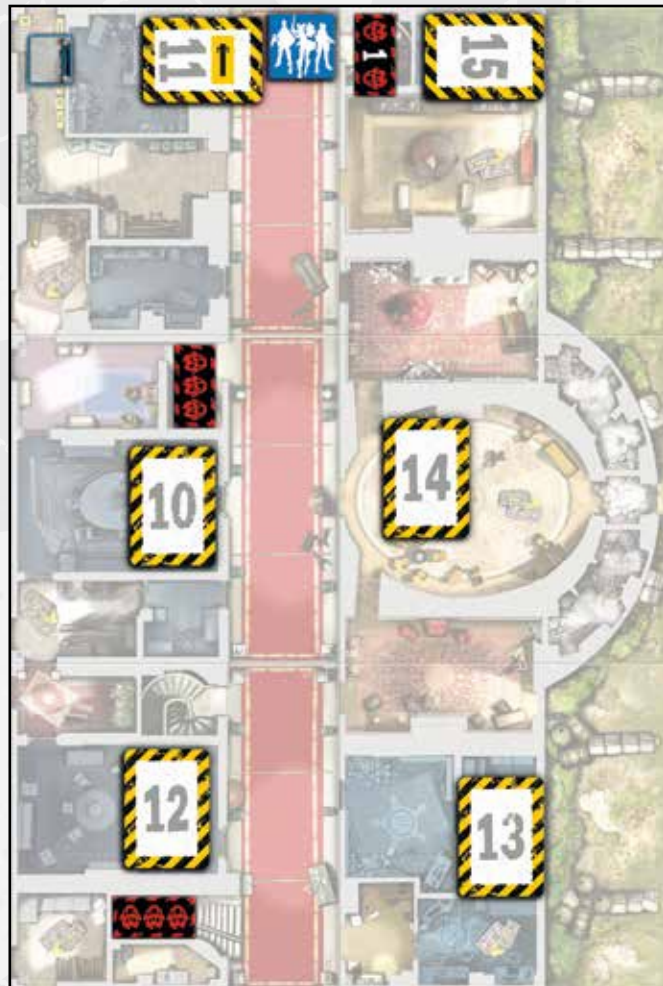
### SPECIAL RULES

- **Sealed-Off.** The Blue door cannot be opened at all.
- **A very special collection.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



11R	15R
10R	14R
12R	13R

 Survivor Starting Zone	 Sealed Door (cannot be opened)	6x  Pimpweapon Crates
 Spawn Zones	6x  Objective Cards	6x  Notes



## M7 - GET THE KEY CARD

Hard / 45 minutes

Looking for a specific keycard in the White House is like looking for a needle in a haystack. So, we had to be smart. Only a really high-ranking operative could have the keycard leading to the presidential bunker. They probably had the means to defend themselves, too. We started our quest around the Oval Office. It soon became clear that with great power came... great power.

Tiles needed: 10R, 11R, 12R, 13V, 14V, & 15V.

### • OBJECTIVES

**Find the bunker's keycard.** An Abomination wears it around their neck. You have to get the keycard without using Molotovs. Starting hour: 4am.

### • SPECIAL RULES

- **Setup.** Having the following Achievements unlocks the corresponding game effects.

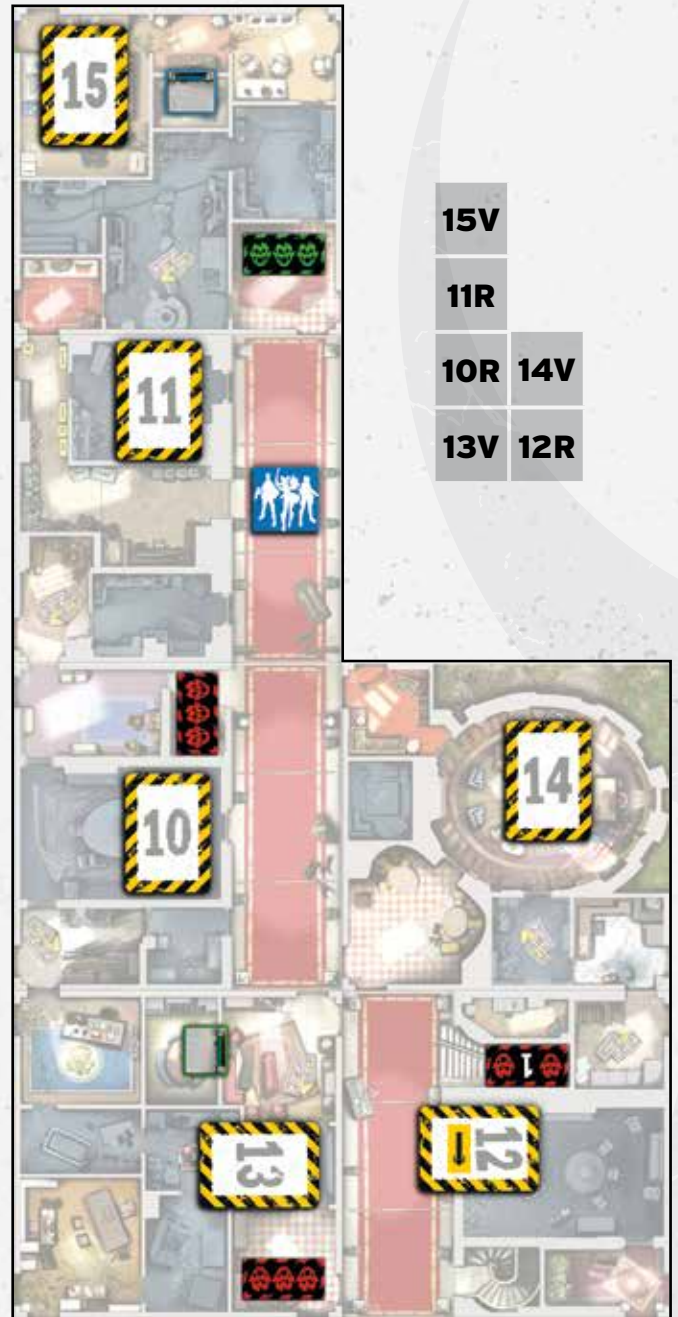
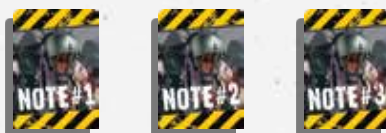
- *Tunnel Dweller:* The Blue and the Green doors are opened at the start of the game and connected. Any Survivor may Move from the Blue door's Zone to the Green door's Zone, or the other way around. If the Achievement was not met, these colored doors cannot be opened at all.

- *Let There Be Light:* The Green Spawn Zone is active at the start of the game. Otherwise, it is not set on the board.

- *Praetorian:* You can reveal and read the next Abomination Note (see below) as soon as a Survivor has a Line of Sight on a new Abomination.

- **Abomination Notes.** Read an Abomination Note each time a Survivor kills an Abomination without using a Molotov effect. The Abomination Notes are taken in order (#1, #2, and finally #3). Then, they are discarded.

- **V.I.Pimpweapon.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.

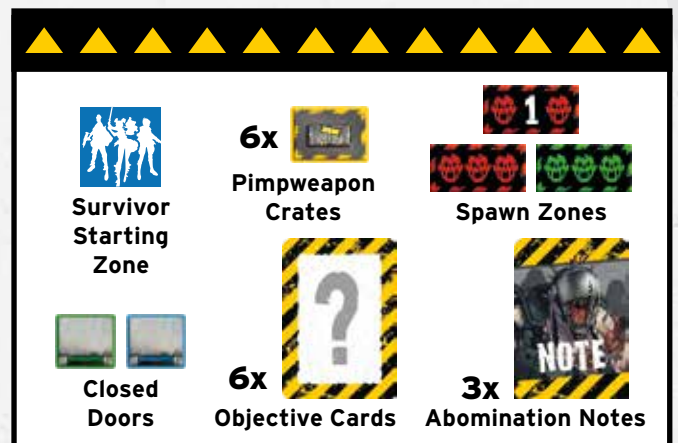


15V

11R

10R 14V

13V 12R



# M8 - RESTORE THE ELEVATOR

Hard / 60 minutes

Many people were trapped in the presidential bunker and we had to restore some power back into the auxiliary system. Such a crucial building certainly had a secondary generator somewhere. All we had to do was to find it and switch it on. Of course, zombies disapproved. We didn't care!

	12V
11R	13V
14V	15V



Tiles needed: 11R, 12V, 13V, 14V, & 15V.

## OBJECTIVES

**Reclaim the power.** Find and switch the power generator on.  
Starting hour: 10am.

## SPECIAL RULES

- Setup.** Tile 12V represents the basement. Its access is somewhere to be found.









- Sealed.** The Red closed door cannot be opened at all.

- Dark Secret Service.** The bodyguard's restroom and Secret Service central command Objective cards (tile 11R) are taken when a Survivor opens either door leading to their respective rooms, before spawning Zombies in them.

- Service tunnels.** The Blue and the Green doors cannot be opened unless the Survivors have the Tunnel Dweller Achievement. Then, they can be opened like classic doors. Any Survivor may Move from the Blue door's Zone to the Green door's Zone, or the other way around.

- Tools of the trade.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.



 Survivor Starting Zone	5x  Pimpweapon Crates	 Spawn Zones
8x  Objective Cards	5x  Notes	  Open Door Closed Doors
		 Sealed Door (cannot be opened)

## M9 - DEFCON 2: FAST PACE

**Very Hard / 45 minutes**

*Surprisingly, it took us little time to restore power to the elevator leading to the presidential bunker and get the access card to open it. It was to be expected, turning the lights back on in the White House made the zombies on the outside nervous, and we were starting to feel the pressure. We had to be quick and lead everyone to safety.*

Tiles needed: 10R, 11R, 12R, 13R, 14R, & 15R.


### • OBJECTIVES

Open the presidential bunker. Go to the presidential bunker's entrance (Objective card on tile 13R) and read it. Starting hour: 3pm.


12R	10R	11R
13R	14R	15R

### • SPECIAL RULES


- **Setup.** There is no Pimpweapon Crate on tile 12R.
- **To the rescue!** Survivors must first take Objective card #13 before taking any others.
- **Nice souvenirs!** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.




**Survivor Starting Zone**



**6x Objective Cards**



**5x Pimpweapon Crates**



**1 Spawn Zones**



# M10 - DEFCON 1: COCKED PISTOL

Very Hard / 60 minutes

The White House was in ruins, along with the world we used to know, and our former lives. To be honest, I already knew I would not miss them. We needed to adapt quickly...  
 Evolve...  
 ...Survive!

Tiles needed: 1R, 2V, 7R, 8V, 10V, & 11V.


10V	11V
7R	2V
1R	8V

## OBJECTIVES


**Fight for your new life.** Find a way to exit the area.  
 Starting hour: 10pm.


## SPECIAL RULES


- **Endgame weapons.** Each Pimpweapon Crate gives a random Pimpweapon to the Survivor who takes it. They can then reorganize their inventory for free.




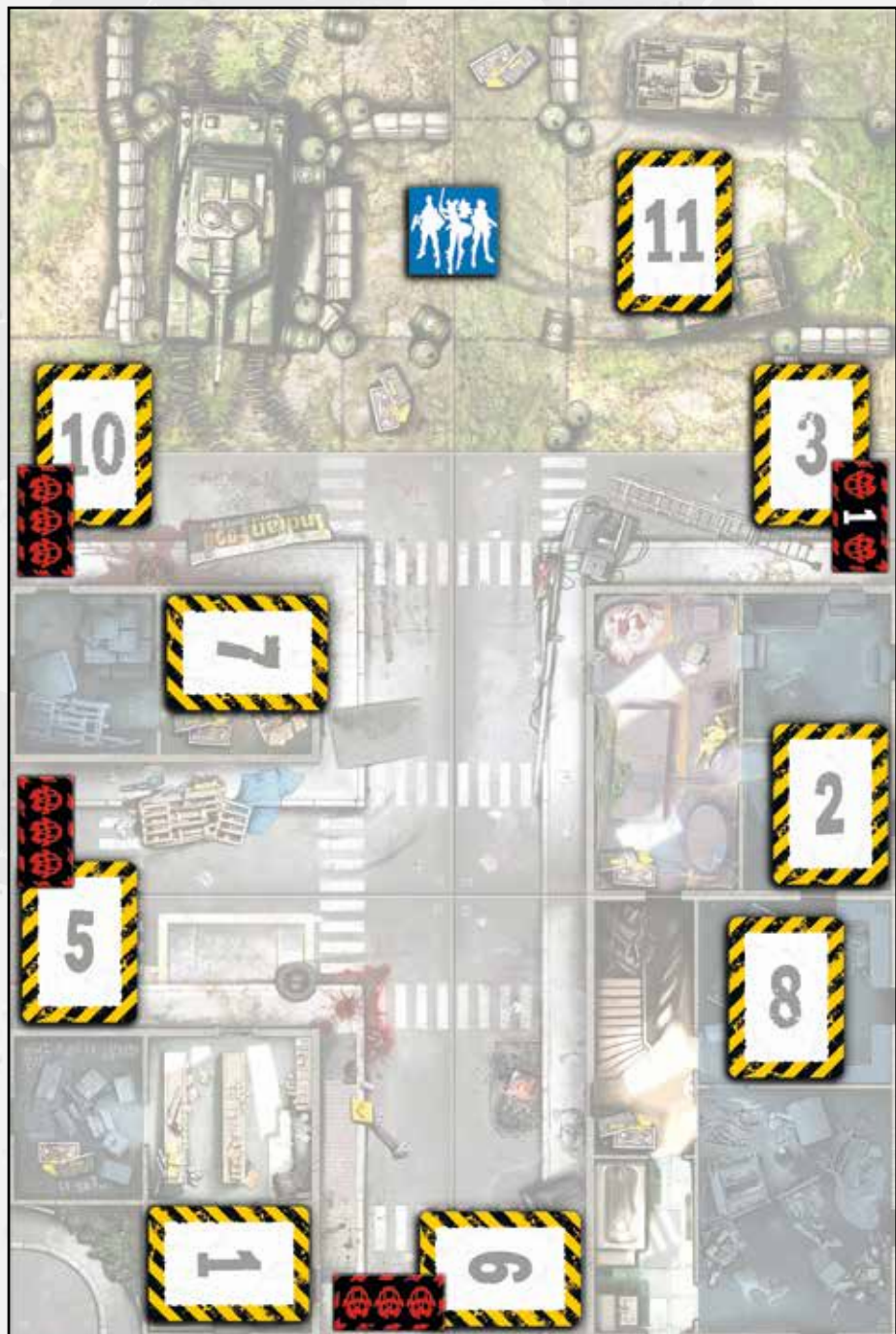
**Survivor Starting Zone**

**6x**  **Pimpweapon Crates**

**1**  **Spawn Zones**

**9x**  **Objective Cards**

**1x**  **Note**





# #07 NEW SKILLS

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

**+1 free All-Out [Action] Action** - The Survivor has 1 extra free Action of the specified type (Combat, Melee, or Ranged) to go All-Out with. This Action may only be used to perform an Action of the specified type.

**All-Out: [Skill]** - The Survivor benefits from the indicated Skill or game effect whenever going All-Out.

**Double All-Out dice** - The Survivor may double the All-out dice amount written on the Equipment card(s) they use whenever going All-Out.

**Ignore 1 Break** - This Skill may be used once per Game Round, right after a Combat Action roll. Ignore all Break results for this Action.

**Jack of all trades** - The Survivor begins each game with a Campaign Skill of their choosing and that they don't already possess. The chosen Skill is kept only until the end of the Mission.

**Night fighter** - The Survivor's Ranged Attacks performed during nighttime have Accuracy 5+ (rolling 5 or more is required to hit). Game effects altering the Accuracy still apply (like +1 to dice roll: Ranged, for example). Automatic success, like throwing a Molotov, also still apply.

**Night vision** - The Survivor ignores Night rules and Dark Zone rules (Core rulebook P. 33).

**Spare parts** - Each time the Survivor gets 1 or more Break results during a Melee or Ranged Attack, they may discard a weapon card of the corresponding type (Ranged or Melee) to ignore these Break results.



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13 YEARS OF AGE OR YOUNGER.**

# GAME ROUND SUMMARY

The player with the First Player token activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise.

Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

EACH ROUND BEGINS WITH:

## 01 - PLAYER PHASE

- **MOVE:**

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

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

In a building Zone free of Zombies only. Draw a card from the Equipment deck. If searching from a Pimpweapon Crate, pick a card from the Pimpweapon deck.

- **OPEN DOORS:**

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

*NOTE: Open Doors cannot be closed again.*

- **REORGANIZE/TRADE:**

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

- **COMBAT ACTION:**

**Melee Action:** Equipped Melee weapon required.

**Ranged Action:** Equipped Ranged weapon required.

- **TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone.

- **MAKE NOISE:** Put a Noise token in the Survivor's Zone.

- **DO NOTHING:** All remaining Actions are lost.

WHEN EVERY PLAYER HAS FINISHED

## 02 - ZOMBIE PHASE

### STEP 1: ACTIVATION

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

- **ATTACK:**

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

- **MOVE:**

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

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

### STEP 2: SPAWN

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

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

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

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

## 03 - END PHASE

- Remove all Noise tokens from the board.

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

# TARGETING PRIORITY ORDER

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

Targeting Priority	Name	Actions	Min.Damage to kill	Adrenaline earned
1	FATTY/ABOMINATION	1	2/3	1/5
2	WALKER	1	1	1
3	RUNNER	2	1	1