

ZOMBICIDE FAQ 1.0

What happens when a Zombie has no path to the Survivors?

If *all* paths to the Survivors are blocked (because the Zombie spawned inside a locked building, a Survivor used the **Lock It Down** Skill, etc), then the Zombie follows the shortest route to the noisiest Zone as if all doors were opened, though locked doors still stop it. Note that if the Zombie can reach a Survivor in a less noisy Zone, it will do that instead.

When spawning the Zones of a building I just opened, what happens if I draw an extra activation or manhole card?

Always do exactly what the card says, no matter when you draw it. If you draw an extra activation card, that Zombie type receives an extra activation immediately. If you draw a manhole card, spawn Zombies in the manholes normally. In these cases, the building Zone for which the card was originally drawn receives no Zombies.

Should I draw a Zombie card when opening the door of the building containing the Player starting area?

No.

If there is more than one Survivor in a Zombie-infested Zone, does the first Zombie only kill one Survivor and the rest waste their actions in a feeding frenzy, leaving the other Survivors alone?

No. The "feeding frenzy", in which Zombies that have not yet acted waste their activation by feasting on a Survivor that's just been killed, only takes place after *all* Survivors in the Zone have been killed.

What happens if a Fatty should be spawned but there are no Walkers left?

Since a Fatty should spawn with two Walkers, the lack of the requested Zombie type means all Walkers on the board gain an extra activation.

What happens if I need to add a Zombie due to splitting, but there are no more miniatures available of its type?

Like any time when you need to place a Zombie but none are available, all Zombies on the board of the requested type immediately get an extra activation.

What happens when the Equipment deck runs out?

Reshuffle the deck, including all discarded cards, with the exception of Wounded cards, Pans, Molotov, and Pimpmobile cards (Ma's Shotgun and Evil Twins).

If my inventory is full, including a Gasoline card, do I need to discard something in order to make space for the Glass bottles card another Survivor is giving me, before combining them to make a Molotov?

Yes. You must place the card in your inventory before you can combine it with another card in your inventory. The same goes for the Rifle and Scope.

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With the Plenty of Ammo card, can a Survivor choose to re-roll only the misses?

No. If you choose to re-roll an attack, you must re-roll all the dice, not just the misses. The new result takes the place of the previous one.

If I have two Plenty of Ammo cards of the appropriate type, can I re-roll my attacks twice?

Yes. You get one re-roll per appropriate Plenty of Ammo card in your possession.

If I'm Dual-wielding two sawed-off shotguns, can I reload both with a single Action?

Yes. Two identical Dual weapons can be used at the cost of a single Action, either to attack or to reload.

How do the **+1 die: Combat**, **+1 die: Melee**, and **+1 die: Ranged** Skills work if I use identical Dual weapons?

The **+1 die** bonus is added to the statistics of each weapon, so a Dual Combat Action gets the bonus twice.

What does the **Two cocktails are better than one** Skill do?

Here's the Skill, coming from Zombicide's "Toxic City Mall" expansion: "The Survivor gets two Molotov cards instead of one when he creates a Molotov".

Does a character with the **Tough** Skill lose an Equipment card when ignoring an attack?

No, he ignores the entire attack, including the requirement to discard an Equipment card.

Does the **Tough** Skill allow a Survivor to ignore an attack made by another Survivor?

No. The **Tough** Skill only allows the Survivor to ignore the first attack suffered during the Zombies' Turn. It has no effect on attacks suffered during the Players' Turn, be they Survivor attacks or Zombie attacks.

Does a Survivor with the **Matching set!** Skill get an extra weapon when he's given the Pistol as starting Equipment or when another Survivor gives him a Dual weapon?

No, he only gets an extra weapon when he draws a Dual weapon during a Search.

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Can Ned use his **+1 free Search Action Skill** to make a second Search Action during his turn?

No. A Survivor can perform only a single Search Action per turn, even if it's a free Action.

Can Wanda use her **2 Zones per Move Action Skill** to Move right through a zombie-occupied Zone with a single Action?

No. Unless you have the **Slippery Skill**, entering a Zombie-occupied Zone interrupts your movement. Wanda's Move would end in the Zombie-occupied Zone, and she'd then have to spend one Action to Move another 2 Zones, plus one Action per Zombie in her current Zone.

When firing into a Zone containing Zombies and a Survivor, is only the first hit assigned to the Survivor and the rest to the Zombies?

No. As per the targeting priority rules, all targets of lower priority must be eliminated before hits can start to be assigned to the next priority level. Remember that car attacks work the same way.

Can I choose my targets when using a gun to attack a Zombie in my own Zone?

No. A Ranged weapon is still a Ranged weapon, even when used to attack at Range 0, and always follows the targeting priority.

Does a single hit from a 2 Damage weapon deal 2 Wounds to a Survivor?

Yes.

Do I need to have the Molotov equipped in hand in order to use it?

Yes. The Molotov is a weapon, and as such you must have it equipped in hand to use it, even if you must discard it after use, leaving you with an empty hand slot.

Do I need to have the Flashlight equipped in hand in order to benefit from its effect?

No, only weapons need to be equipped in hand in order to be used. Other Equipment, like the Flashlight or Plenty of Ammo cards, are always in effect no matter where they are in your inventory.

When using a Flashlight, what happens if the first card I draw is an Aaahh! card?

When using a Flashlight, you draw both cards at once, so the Aaahh! card does not interrupt your draw.

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Do I need to be inside a car in order to Search it?

No, you only need to be in the same Zone as the car and have no Zombies in that Zone. You can even be inside a different car.

Do I need door-opening Equipment to open a door from the inside?

Yes. All doors must be opened the same way, even if you start the mission inside the building.

Can I open the door of a building while inside a car?

Yes, as long as the car is in the same Zone as the door and you have the right Equipment.

Can a Survivor only spend one Action per turn to move the car he's driving?

No, he can spend as many Actions as he'd like. Each Action allows the car to move up to two Zones.

What happens when I drive a car in a Zone with another car containing Survivors?

The car doesn't affect the targeting priority in any way, so those unfortunate Survivors in the other car will be targeted first by your car attack.

When driving a car over a populated Zone, do I roll dice even for those Zombies the car can't kill?

Yes. Roll one die for each figure in the targeted Zone (whether Walker, Runner, Fatty, Abomination, or Survivor outside the attacking car). Hits are assigned according to the normal targeting priority order, but with a Damage of 1, the car can't kill Fatties or Abominations (which means Runners are safe if they can hide behind them). The driver gains all XP for the killing.

Can two Survivors inside the same car swap seats for 1 Action?

No, swapping seats is not allowed. A Survivor must spend 1 Action to vacate his seat and change into an empty one. The next Survivor can then spend 1 Action to change into the recently vacated seat.

Can a Survivor with **Slippery** get inside a car when there are Zombies in the Zone?

No. You can only ever get in a car when there are no Zombies in the Zone (though there are no restrictions on getting out of a car).

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In Mission 02 "Y-Zone", the door located on tile 3C should lead to which street Zone?



That door should lead to the Zone to the left containing the manhole.



