MARVEL ZOMBIES
MARVEL
SPIN MASTER GAMES
CMON
A ZOMBICIDE GAME

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GAME COMPONENTS

87 GAME PIECES

6 ZOMBIE HEROES

Captain America | Iron Man | Wasp | Hulk | Captain Marvel | Deadpool

6 SUPER HEROES

Black Panther | Doctor Strange | Ms. Marvel | Thor | Scarlet Witch | Spider-Man

9 DOUBLE-SIDED TILES

12 BYSTANDERS

J. Jonah Jameson | Agent Coulson | Aunt May | Pepper Potts | Sharon Carter | Betty Ross

Mary Jane | Blind Al | Thunderbolt Ross | Hydra Bob | Okoye | Wong

63 S.H.I.E.L.D. AGENTS

35 Troopers | 14 Guards | 14 Specialists

140 CARDS

6 ZOMBIE HERO ID CARDS

45 ZOMBIE TRAIT CARDS

42 SPAWN CARDS

16 BYSTANDER CARDS

6 SUPER HERO CARDS

1 AVENGERS SIGN REFERENCE CARD

41 TOKENS

- Avengers Sign Token *(intact/damaged)*.....1

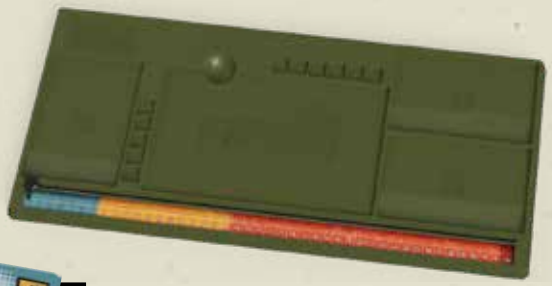
- Door Tokens *(open/closed)*.....14
- Blue Door Token *(open/closed)*.....1
- Green Door Token *(open/closed)*.....1

- Objective Tokens Red/Red.....7
- Objective Token Blue/Red.....1
- Objective Token Green/Red.....1

- First Spawn Point Token.....1
- Spawn Point Tokens Red/Red.....5
- Spawn Point Token Blue/Red.....1
- Spawn Point Token Green/Red.....1

- Exit Token.....1

- Activation Tokens.....6



6 PLASTIC DASHBOARDS

HERO MODE CONTENTS

This box also contains the cards needed to use its Heroes and Bystanders in Hero Mode. The ***Marvel Zombies: X-Men Resistance*** core box is needed to play in Hero Mode.

6 SUPER HERO ID CARDS

12 BYSTANDER CARDS

6 ZOMBIE HERO CARDS

6 COLOR BASES

6 DICE

12 TRACKER CUBES

INTRODUCTION

In a world protected by mighty Super Heroes, one would think a zombie invasion would be quickly dealt with. But when the first members of the Avengers joined the ranks of the undead, it immediately became clear how much trouble the world was in. Their decaying bodies almost oblivious to damage, Zombie Heroes wreak havoc across the globe. Despite their condition, these Heroes retain their full mental faculties if they can keep the Hunger at bay. The Hunger enhances their superpowers but also compels them to devour living flesh, lest they become truly mindless monsters, utterly consumed by it. So, assemble your undead team, build up your appetite, and go change the face of the Earth! This is no world of Marvel Heroes; this is a world of Marvel Zombies!

Marvel Zombies - A Zombicide Game is a cooperative game where 1 to 6 players control zombified Super Heroes facing off against S.H.I.E.L.D. Agents and living Super Heroes controlled by the game itself. The goal is to complete Mission Objectives, defeat the Enemies, and, most importantly, satiate your ravenous hunger! Eliminating Enemies and devouring Bystanders makes you powerful. But the more danger you pose, the more forces are sent to hunt you. The ever-growing Hunger makes you stronger, but if you don't feed, it will consume your mind and body. Only by working together can the Zombie Heroes find the key to their salvation!

! ATTENTION ZOMBICIDE VETERANS!

We highly recommend reading through ALL of these rules carefully, as there are many differences, both big and small, from classic *Zombicide* rules.

ZOMBIE MODE / HERO MODE

The rules contained in this box are for **Zombie Mode**, in which players control ravenous Zombie Heroes against the last remaining living Super Heroes. However, ***Marvel Zombies*** can also be played in **Hero Mode**, with those roles reversed, by using the contents and rules from the ***Marvel Zombies: X-Men Resistance*** core box.

SETUP

1. Choose a **Mission**. *Each Mission can be played with 4 Zombie Heroes with additional instructions for 5-6 Zombie Heroes (controlled by 1-6 players). Any Mission may be played with fewer Zombie Heroes, but this increases the difficulty!*
2. Place the **Tiles** as indicated on the Mission map.
3. Place any **Spawn Points** and other **Tokens** as well as any **game pieces** as indicated by the Mission.
4. Unless otherwise indicated by the Mission, remove both **Secret Mission** cards from the Bystander deck. Then, place 1 random **Bystander Card** facedown in each Zone featuring the icon.

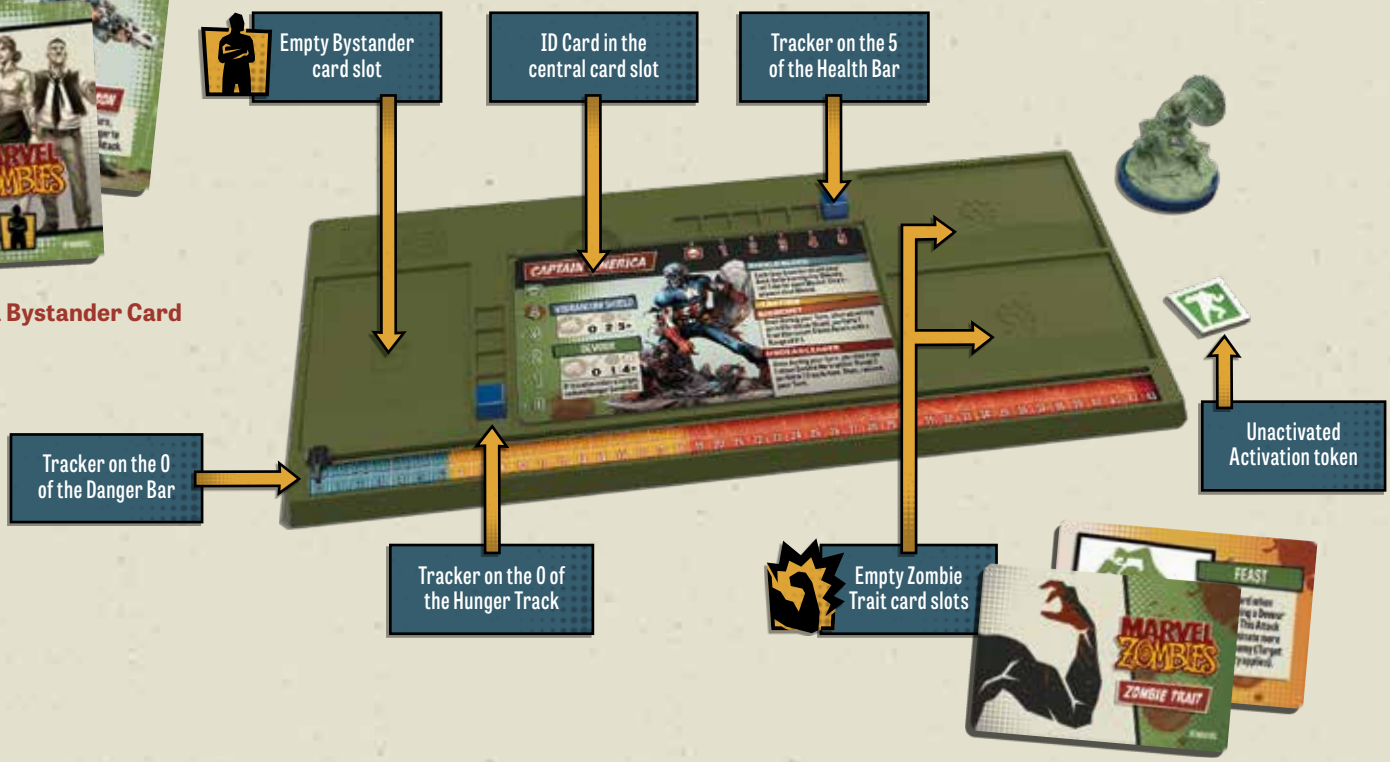
Bystander Icon

5. Take and separate the following card types, identified by their unique card backs. Shuffle each of these into their own deck and place them facedown near the board:

   A. **Spawn Deck:** These cards bring the S.H.I.E.L.D. Agents and Super Heroes players will face during the game.

This is a Spawn Card

This is a Bystander Card



This is a Zombie Trait Card

B. Super Hero Deck: Each time a Super Hero card is drawn from the Spawn deck, a random Super Hero is spawned. Each Super Hero presents a unique challenge!

This is a Super Hero Card

C. Zombie Trait Deck: A deck of abilities that the Zombie Heroes can tap into, unleashing new powers.

D. Bystander Deck: Notable characters that can appear during the game for players to hunt. Some already begin hiding on the board, but others can be spawned through special events!

E. Avengers Sign Reference Card: This card is a reminder of the rules for this interactive item.

This is the Avengers Sign Reference Card

6. Gather the number of **Zombie Heroes** chosen to play with (4, 5, or 6) and distribute them among the players in any way they see fit. Players sit around the table in any order they choose, playing cooperatively against the game, forming a single team.

7. Players take 1 **Dashboard** for each of their Zombie Heroes, placing it in front of them, with the **Zombie Hero's ID Card** on it. Make sure the sliding tracker is on the 0 space of the blue area of the Danger Bar.

8. For each Zombie Hero, players take **2 Tracker Cubes** and a **Color Base** of the chosen color. They place a tracker on the rightmost slot of their **Health Bar** and another tracker on the 0 slot of their **Hunger Track**. Then, attach the color base to the Zombie Hero game piece.

9. Place the game pieces representing the chosen Zombie Heroes in the Zombie Hero Starting Zone as indicated by the Mission.

10. Each player then takes 1 Activation token, placing it with its green (Unactivated) side faceup next to their Dashboard.

GAME OVERVIEW

WINNING AND LOSING

The game is won immediately when all Mission objectives have been completed. The game is lost at the end of any Game Round in which a Zombie Hero has been eliminated, or when a Mission-specific losing condition is met. This is a cooperative game, so all players win or lose together!

GAME ROUNDS

Marvel Zombies - A Zombicide Game is played over a series of Game Rounds which proceed as follows:

PLAYER PHASE

This is the Phase in which the Zombie Heroes perform various Actions, such as moving across the gameboard, performing Attacks, and Devouring Enemies!

ENEMY PHASE

Once all Zombie Heroes have activated, the Player Phase ends and the Enemy Phase begins. During this phase, any Enemies currently on the gameboard attempt to eliminate the Zombie Heroes and new Enemies are spawned.

END PHASE

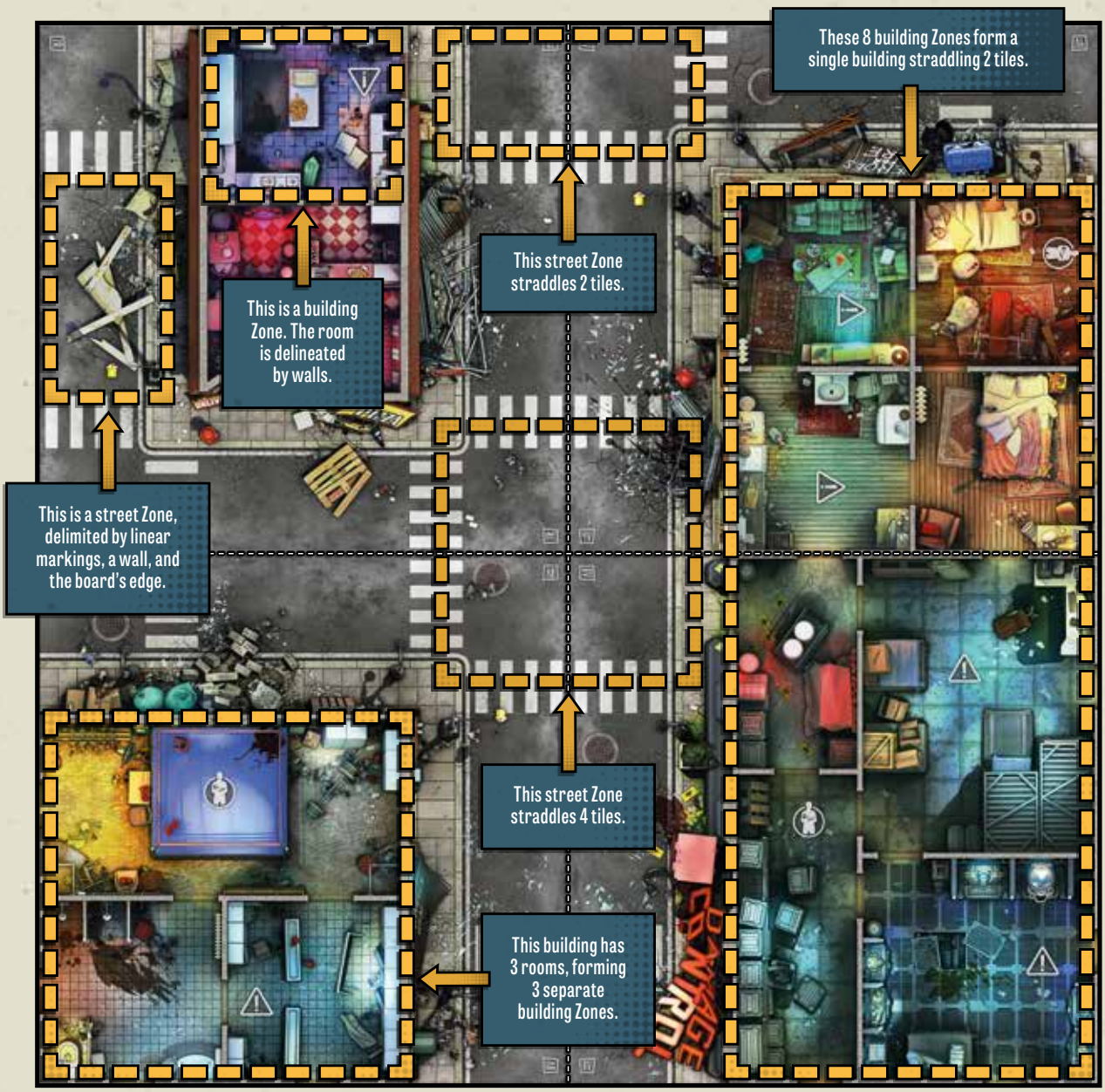
Each Mission, and some Skills, may list certain effects that happen during the End Phase. Most importantly, if any Zombie Hero has been eliminated, the players immediately lose the game when the End Phase is reached! Otherwise, once the End Phase is completed, a new Game Round begins.

THE BASICS

Before we get into specifics, here are some general rules that will aid players:

USEFUL DEFINITIONS

Enemy: This term refers to the various S.H.I.E.L.D. Agents and Super Heroes. This term includes all Troopers, Guards, and Specialists, as well as all Super Heroes. It does not include Bystanders!
Super Hero: A living Super Hero spawned and controlled by the game to fight the players.
Zombie Hero: A zombie Super Hero controlled by a player.
Zone: Inside a building, a Zone is a room. On a street, a Zone is the area between two linear markings (or a linear marking and the board's edge) and the walls of buildings.



LINE OF SIGHT

Line of Sight defines whether two elements on the gameboard (Zombie Heroes, Enemies, Bystanders, etc.) can see each other.

In Street Zones, Line of Sight is traced in straight lines that run parallel to the edges of the board. Line of Sight cannot be traced diagonally. Elements have Line of Sight through as many Zones as the line can pass through before reaching a wall or the edge of the board.

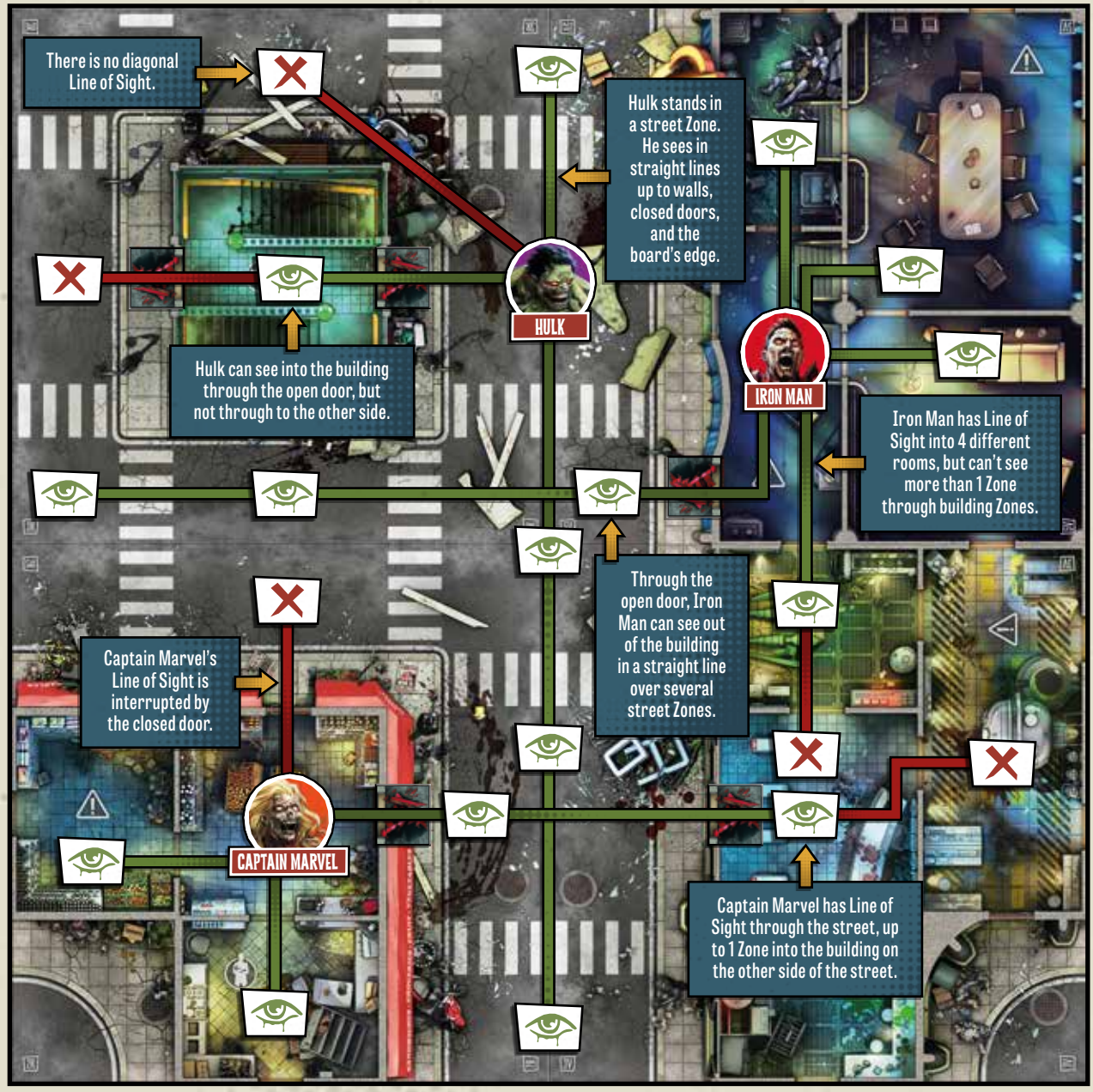
IMPORTANT: *All Zombie Hero Skills, Traits, and Abilities require Line of Sight unless specifically stated otherwise.*

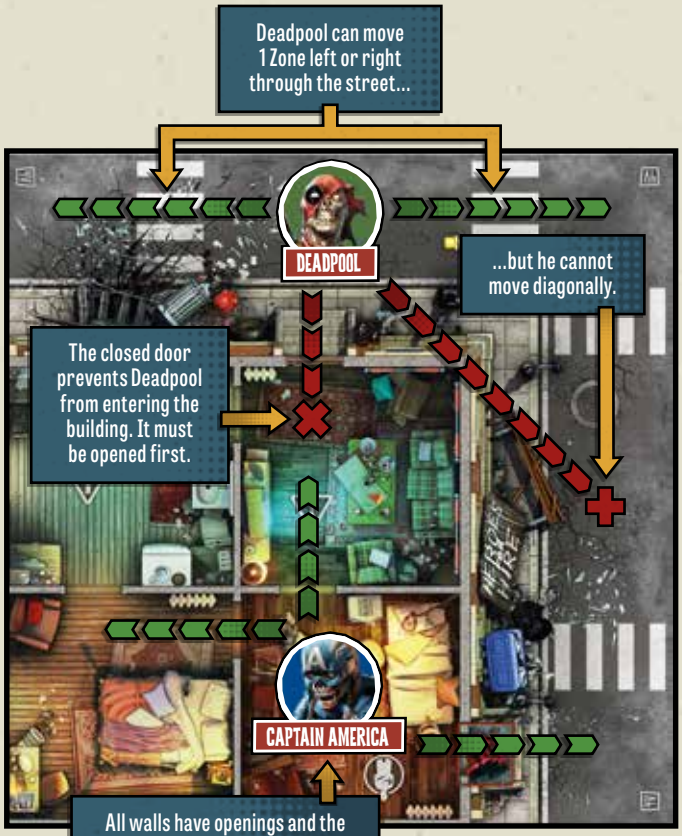
In Building Zones, Line of Sight can be traced to any room that shares an opening with the room the element is currently in. If there is an opening, the walls do not block Line of Sight between 2 Zones. **However, Line of Sight is limited to a distance of only 1 Zone.**

Line of Sight traced from inside a building out onto street Zones may be traced through any number of street Zones in a straight line. Line of Sight traced from a street Zone into a building may only be traced 1 Zone into the building.

Closed Doors block Line of Sight.

Enemies, **Bystanders**, and **Zombie Heroes** don't block Line of Sight.





MOVEMENT

Game pieces such as Zombie Heroes, Enemies, and Bystanders can move from their Zone to an adjacent one. An adjacent Zone shares at least one unobstructed edge with their current Zone. Corners do not count. This means no diagonal movements!

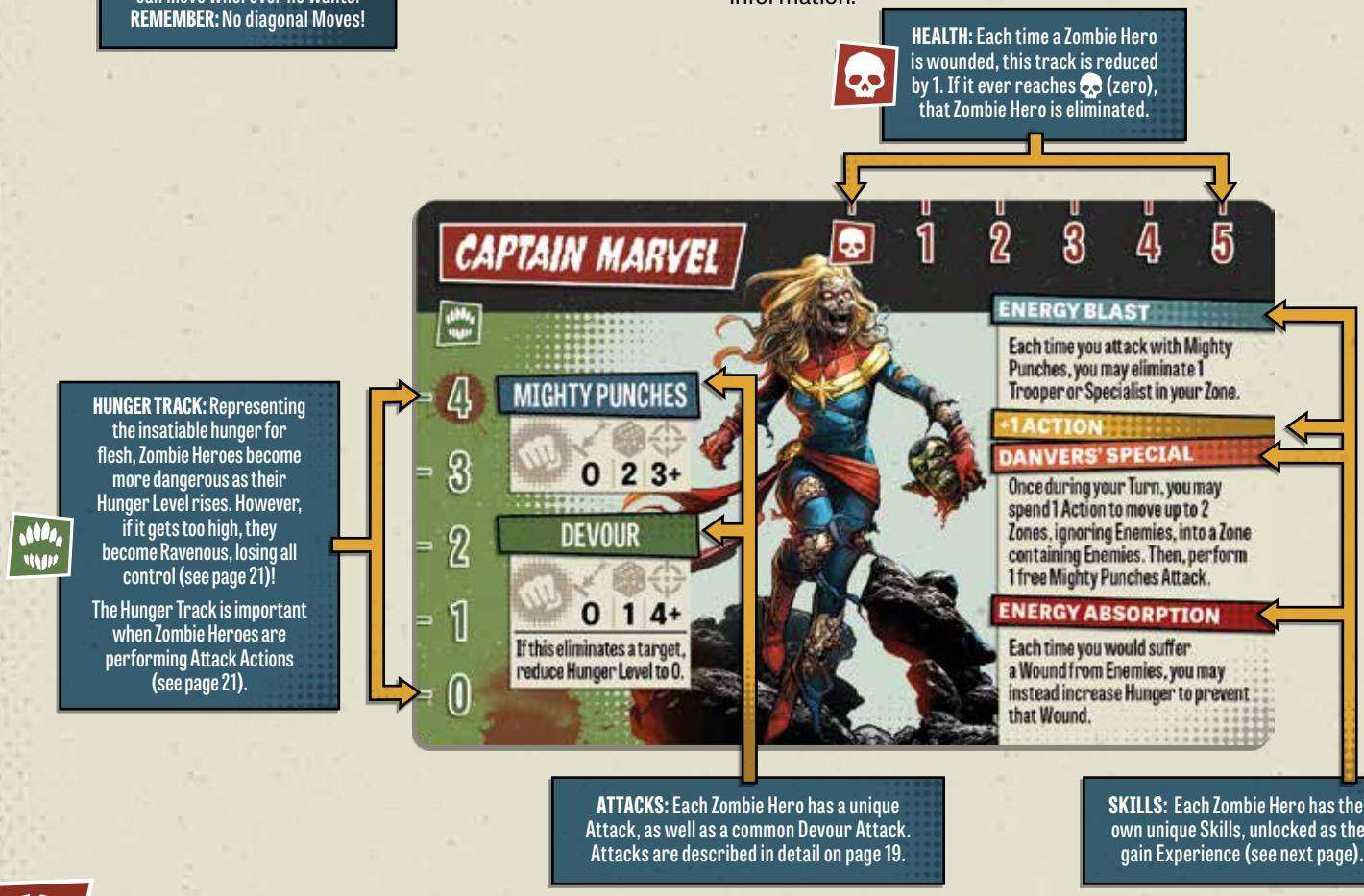
In Street Zones, movement from one empty Zone to another has no restrictions. However, game pieces must go through an open door (or opening) to move from a building Zone to a street Zone and vice-versa.

In Building Zones, game pieces may move from one Zone to another as long as their Zones are linked by an opening (such as an open door). The position of a game piece in the Zone and the layout of the walls do not matter as long as the Zones share an opening.

Zombie Hero movement is hindered by Enemies in their Zone (p. 13).

READING AN ID CARD

Each Zombie Hero has a unique ID card featuring the following information:



EXPERIENCE, DANGER LEVEL, AND SKILLS

Each time a Zombie Hero eliminates an Enemy, they gain 1 Experience Point (XP). Or, in the case of enemy Super Heroes, 1 Experience Point for each Toughness they had (see Super Heroes on page 12). Whenever Experience is gained, advance that Zombie Hero's Danger Bar by that amount. Some Missions may also provide additional ways to gain Experience.

There are 4 Danger Levels on the Danger Bar: Blue, Yellow, Orange, and Red. Reaching a new Danger Level provides the Zombie Hero with a new unlocked Skill to help them on their Mission.

Gaining Experience has a side effect, however! **When players draw a Spawn Card, read the line that corresponds to the highest Danger Level achieved by ANY Zombie Hero** (see Spawn Enemies on page 16). The more dangerous the Zombie Heroes become, the greater the forces sent to neutralize them!

- Red Level: 9 Troopers
- Orange Level: 8 Troopers
- Yellow Level: 3 Troopers
- Blue Level: 2 Troopers

A Zombie Hero starts the game at the Blue Danger Level with 0 Experience Points and a single Skill.

The Yellow Danger Level is reached with 7 Experience Points. The Zombie Hero gains a 4th Action to use every Turn.

The Orange Danger Level is reached with 19 Experience Points, unlocking another Skill.

The Red Danger Level is reached with 43 Experience Points. All Skills are now available.

From the start of the game, the Zombie Hero can use their unique Attack and Devour Attack.

ENEMIES

There are 4 types of Enemies. Most Enemies have only a single Action they perform when they activate. The exceptions to this are Specialists and Super Heroes, who each have 2 Actions per Activation. An Enemy is eliminated as soon as it is assigned enough Hits during a single Attack Action to match its Toughness value. **The Zombie Hero that eliminates the Enemy gains 1 Experience Point, except in the case of Super Heroes, which grant Experience equal to their Toughness value.**

TROOPER

Wielding electroshock batons, the S.H.I.E.L.D. Troopers' real strength is in numbers. Keep your distance, though. You never know when they might open fire!

- **Actions:** 1
- **Toughness:** 1
- **XP Reward:** 1

GUARD

Packing electroshock gauntlets and heavy armor, it's hard to get past S.H.I.E.L.D. Guards to munch on the Bystanders they sometimes escort around.

- **Actions:** 1
- **Toughness:** 2
- **XP Reward:** 1

SPECIALIST

The elite S.H.I.E.L.D. Specialists are fast and deadly, with jetpacks that allow them to drop right on top of unsuspecting zombies!

- **Actions:** 2
- **Toughness:** 1
- **XP Reward:** 1

SUPER HERO

Each Super Hero is powerful and unique, but they are all equally determined to stop the zombie invasion.

- **Actions:** 2
- **Toughness:** X This is specific to each Super Hero, as indicated on their Super Hero card.

X

- **XP Reward:** Equal to their Toughness.
- Each Super Hero also has a unique Ability listed on their Super Hero card which is in effect as long as they are on the board.

PLAYER PHASE

During each Player Phase, the following steps must be taken, in order:

1. **Increase Hunger Tracks:** All players increase their Hunger Track by 1.

2. **Refresh Activation Tokens:** All players flip their Activation tokens to their green (Unactivated) side.

3. **Activate Zombie Heroes:** All the Zombie Heroes are activated, one by one. Each Round, the players choose the order in which to activate each Zombie Hero. During their Turn, a Zombie Hero can **perform up to 3 Actions at the Blue Danger Level** (not counting any free Action their Blue Level Skill might give them). The Actions available to a Zombie Hero are as follows:

MOVE

The Zombie Hero moves from their Zone to an adjacent Zone (they cannot move diagonally, through walls, or closed doors).

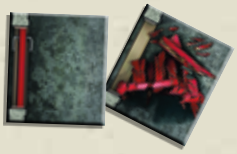
- A Zombie Hero must spend 1 additional Action per Enemy standing in the Zone they're attempting to leave.

  Example: Captain America is in a Zone with 2 Troopers. To leave this Zone, he spends 1 Move Action +2 additional Actions (1 per Trooper), for a total of 3 Actions. If there had been 3 Enemies in the Zone, Captain America would have needed 4 Actions (1+3) to move.

- Entering a Zone containing Enemies ends the Zombie Hero's Move Action (this is important for Skills or effects that allow Zombie Heroes to move multiple Zones per Move Action).

OPEN DOOR

The Zombie Hero breaks open a door in their Zone. Place a Door token on its open side where the closed door was (or, in the case that there was already a Closed Door token there, simply flip it to its open side).



Closed and Open Door tokens

NOTE: *Once opened, doors cannot be closed again.*

- Some Missions feature colored doors. Usually, these cannot be opened until some condition is met, like finding a specific Objective. Read the Mission description to learn more.

Blue and Green Door tokens

IMPORTANT: *Opening a building for the first time reveals all the Enemies and Bystanders waiting inside. This is explained in the Spawning in Buildings section on page 18.*

GAIN TRAIT

The player draws the top card from the Zombie Trait deck and places it in one of the 2 Zombie Trait slots on that Zombie Hero's Dashboard. **A Zombie Hero can only perform a single Gain Trait Action per Turn**, though other effects might grant them extra Zombie Trait cards.

- **Each Zombie Hero may only have up to 2 Zombie Traits at any time.** If they already have 2 when they draw a new one, they may discard the newly drawn Trait or discard and replace 1 of the 2 on their Dashboard.
- If the Trait deck ever runs out, reshuffle all the discarded cards to make a new deck.
- Zombie Traits have powerful effects but are **discarded after a single use**. Each Zombie Trait has specific instructions for its effects, so read each one carefully! 2 Traits can be used together if their requirements are met.

ATTACK

The Zombie Hero attacks an Enemy or Bystander they are able to target. Combat is explained in detail on page 19.

INTERACT WITH OBJECTIVE

The Zombie Hero takes and/or activates an Objective in their Zone. The specific effects of doing this are detailed in the Mission description.

Objective tokens

END OF TURN

A Zombie Hero does not need to perform all their Actions if they wish and may forfeit any remaining Actions and end their Turn.

Once a Zombie Hero has completed all their Actions (or forfeited any remaining ones) their Turn ends. **Flip their Activation token to its red (Activated) side to indicate this.**

Activation token

ACTING RAVENOUS

While Zombie Heroes still retain most brain functions, they can be blinded by their insatiable Hunger. While Ravenous (see page 21) the **only** Actions they may perform are **Move** and the **Devour Attack** (this includes free Actions!).

ENEMY PHASE

Once all players have activated their Zombie Heroes, the Player Phase ends and the Enemy Phase begins. No single player controls the Enemies. They do it themselves, performing the following steps in order:

1. **Activate Enemies:** All Enemies on the board activate and spend their Actions to either Attack a Zombie Hero in their Zone or Move toward the closest Zombie Hero if not currently in a Zone with one.

   Any Bystanders on the board also activate, either trying to flee via a Spawn Zone or hunting the Zombie Heroes if they are Combat Bystanders (see Activating Bystanders on page 21).

2. **Spawn Enemies:** After all Activations are done, new Enemies appear on all active Spawn Points on the board.

1. ACTIVATE ENEMIES

ATTACK

Each Enemy in the same Zone as Zombie Heroes spends their Action to perform an Attack. An Enemy's Attack is always successful, does not require any dice rolls, and inflicts 1 Wound.

The Zombie Heroes in the Zone share the Wounds in any way the players prefer, even if it means inflicting them all onto a single Zombie Hero!

When a Zombie Hero is wounded, their Health Bar's tracker is moved 1 space to the left per Wound they receive. A Zombie Hero is eliminated as soon as their Health Bar reaches 0. If this happens, the game will be lost during the next End Phase!

Enemies fight together. All Enemies activated in the same Zone as a Zombie Hero join the attack, even if there are so many Wounds being dealt that it would be overkill.

Example 1: A Trooper in a Zone with 2 Zombie Heroes inflicts 1 Wound during its Activation. The players choose which Zombie Hero takes the Wound.

Example 2: A group of 8 Troopers activates in the same Zone as 2 Zombie Heroes. Since both Zombie Heroes have 5 Health, the players choose to deal 4 Wounds to each Zombie Hero.

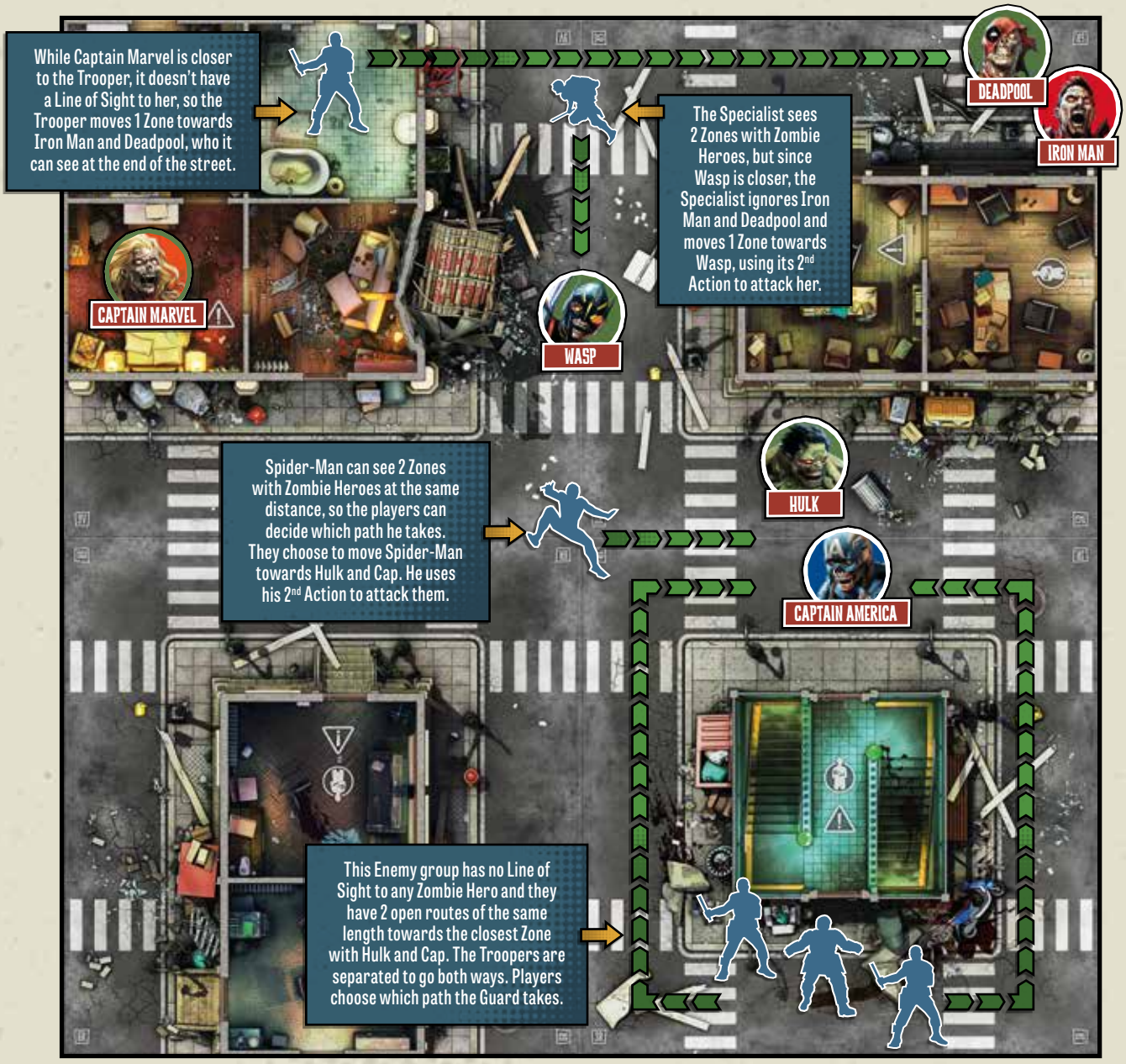
MOVE

Enemies that did not Attack (because there were no Zombie Heroes in their Zone) spend their Action to Move 1 Zone towards Zombie Heroes:

- Enemies always move towards the closest Zone with Zombie Heroes in their Line of Sight.
- If the Enemy does not have Line of Sight to any Zombie Hero, they move towards the Zone with Zombie Heroes they have the shortest open path to. If there are no open paths to Zombie Heroes, the Enemy doesn't move.
- If there is more than one closest Zone with Zombie Heroes, or more than one route of the same length to the closest Zone, Enemies split into groups of equal numbers, separated by type, to follow all possible routes. If it's not possible to split an Enemy type into groups of equal number, the players decide which group gets the extra Enemy.
- Enemies cannot open doors.

Example: A group of 4 Troopers, 3 Guards, and 1 Super Hero activate at equal distance to 2 Zones occupied by Zombie Heroes. The Enemies want to target both Zones, so they split into 2 groups.

- 2 Troopers go one way. The other 2 take the other route.
- 2 Guards go one way. The last one takes the other route (players choose).
- Players choose which route the Super Hero takes.



SPECIALISTS AND SUPER HEROES

Specialists and Super Heroes each have 2 Actions per Activation. Each time they activate, they perform 1 Action, either Attacking or Moving with the rest of the Enemies, and then perform their 2nd Action, either attacking if they're now in a Zone with a Zombie Hero, or moving again if they are still not in a Zone with a Zombie Hero.

2. SPAWN ENEMIES

The Mission map shows where Enemies spawn at the end of each Enemy Phase. These are Spawn Points.

Starting with the First Spawn Point token, then proceeding clockwise, draw 1 Spawn card, reading the line that corresponds to the Danger Level of the Zombie Hero with the most Experience (Blue, Yellow, Orange, or Red). Place the indicated amount of the corresponding Enemy type in that Spawn Zone.

Repeat this for each **active** Spawn Point token.

Spawn Point tokens mark the Spawn Zones on the gameboard. During the Spawn Enemies step, always start from the First Spawn Point, marked with a 1.

Colored Spawn Points: Some Missions feature a Blue and/or Green-colored Spawn Point token. Unless otherwise stated, these Zones don't spawn Enemies until a specific event happens, dictated by the Mission. These Zones will **only** begin spawning Enemies when these conditions are met.

If the Spawn deck should run out, reshuffle all the discarded Spawn cards to make a new deck.

The Spawn deck features various types of Spawn cards:

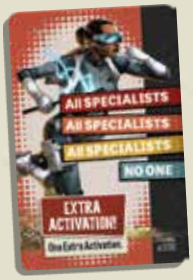
REGULAR SPAWN

Example: Wasp has 5 XP, placing her in the Blue Danger Level. Hulk has 12 XP, which puts him in Yellow. In order to determine how many Enemies spawn, read the Yellow line, which corresponds to Hulk, as he has the most Experience.

RUSH!

When a player draws an Enemy Rush card, the Enemies placed by that card immediately perform an Activation after being placed.

EXTRA ACTIVATION!



When a player draws an Extra Activation card, instead of spawning new Enemies, all Enemies of the listed type immediately Activate, performing their Action(s) as usual.

ESCORTED BYSTANDER!

When a player draws an Escorted Bystander card, draw the top card from the Bystander deck, spawning the indicated Bystander along with the number of Guards listed on the Spawn card.

Keep the Bystander card faceup next to the board, with the Escorted Bystander card tucked under it to help identify it. **See the special activation rules for Escorted Bystanders on page 22.**

If the Bystander deck should run out, reshuffle any discarded Bystander cards to make a new deck. It seems you weren't really finished with them.

SPECIAL ACTION

There are a few Special Action cards in the Spawn Deck. Each one details its specific instructions when it is drawn.

SUPER HERO!

When a player draws a Super Hero Spawn card, draw the top card from the Super Hero deck, spawning the indicated Super Hero in that Zone. Note that each Super Hero has a unique Ability that is active as long as they are in play and a specific Toughness value, so keep their Super Hero card faceup within view of all players.

If the Super Hero deck should run out, reshuffle all the discarded Super Hero cards to make a new deck. Looks like they didn't really die after all!

RUNNING OUT OF ENEMIES

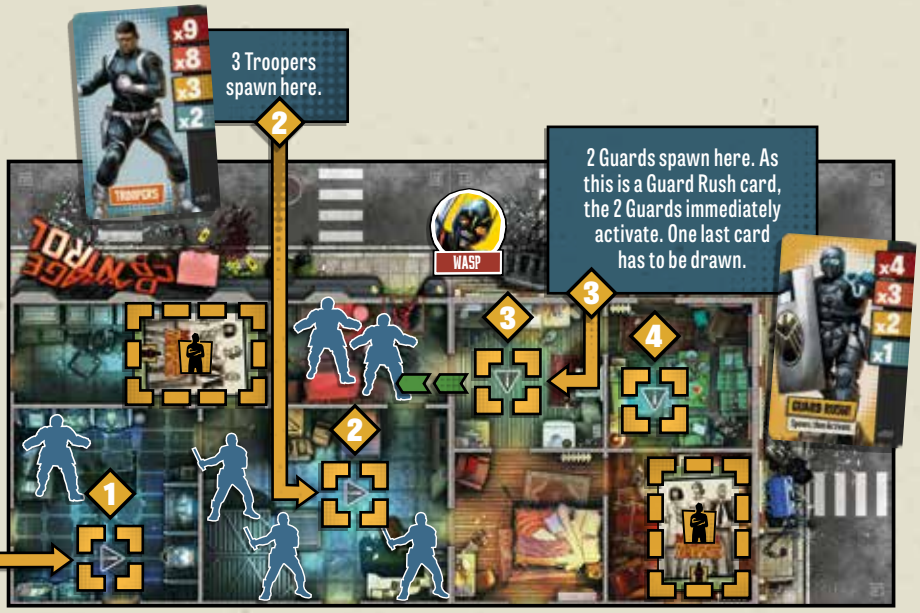
Players may run out of game pieces of the indicated type when required to place an Enemy on the gameboard. In this case, the remaining Enemies of that type are placed (if there are any). Then, all Enemies of the indicated type immediately resolve an extra Activation. Multiple extra Activations may occur in a row. Keep an eye on the Enemy population!

SPAWNING IN BUILDINGS

Opening a closed building for the first time reveals all the Enemies and Bystanders waiting inside. A single building extends to all rooms connected by openings, sometimes straddling several tiles. **Closed doors create separations between buildings.**

Enemies waiting in a building only spawn in the Zones marked with ⚠. Draw and resolve 1 Spawn card for each of these Zones, one after the other, in any order the players choose (we suggest starting from the farthest to the closest).

Once all Enemies have been spawned, reveal any Bystander card inside that building, replacing it with the corresponding Bystander game piece and placing the card faceup next to the board.



COMBAT

When a Zombie Hero performs an Attack Action, they use either their unique Attack, listed on their ID card, or the generic Devour Attack. All Attacks feature the following information:

TYPE: Attacks fall into 2 categories: Melee or Ranged. The Melee and Ranged symbols are used to distinguish each type. Some Skills or effects might interact with these types specifically.

MELEE: Melee Attacks are identified by the Melee symbol and can only be used against targets in the same Zone.

RANGED: Ranged Attacks are identified by the Ranged symbol and can target Enemies in distant Zones within Line of Sight.

RANGE: This indicates the distance to the Zone(s) the Attack can target.

- A value of 0 limits the Melee Attack to the same Zone.
- Ranged Attacks usually display two values: The first is the minimum Range. The Attack cannot target Zones closer than the minimum. That value is usually 0, meaning it can target Enemies in the same Zone (it is still a Ranged Attack). The second value shows the maximum Range of the Attack. It cannot target Zones beyond its maximum Range.

DICE: Each Attack lists the base number of dice it rolls, though bonus dice can be added by other game effects (such as Hunger Level, see page 21).

ACCURACY: Each die result that equals or exceeds the Accuracy value of the Attack scores 1 Hit.

To resolve an Attack, perform the following steps, in order:

1. **Target a Zone:** Select 1 Zone within the Range listed on the Attack (remember you must always also have Line of Sight to your target).
   - You can use a **Ranged Attack** to target another Zone even if there are Enemies in your Zone. Any Enemies in a Zone between you and your target Zone are also irrelevant.
   - Remember that for **Ranged Attacks** in **Building Zones**, Line of Sight is limited to the Zones that share an opening and is limited to 1 Zone max. Line of Sight for **Street Zones** goes in a straight line parallel to the board's edge until it meets a wall or the edge.
2. **Roll Dice:** Roll the listed number of dice, plus any additional dice from Zombie Traits, Bystanders, Skills, or Hunger Level (see page 21).
3. **Assign Hits:** Assign any Hits scored to the targets in the Zone attacked, **always** following the Target Priority order (see below).

TARGET PRIORITY

When attacking, **whether with Melee or Ranged Attacks**, Hits must be assigned according to Target Priority order:

1. Super Hero
2. Guard
3. Trooper
4. Specialist
5. Bystander **(Devour only)**

IMPORTANT: *Bystanders can only be assigned Hits by a Devour Attack. They are ignored by other Attacks since they are too valuable as a food source to risk eliminating.*

The Hits must be assigned to targets on the first Target Priority level until they have all been eliminated, then to targets of the next Target Priority level until they have all been eliminated, and so on (e.g., Super Heroes first, Specialists last). If several targets share the same Target Priority level, players choose the targets hit among them.

> ***NOTE:*** *Other Zombie Heroes in the targeted Zone are not affected by your Attacks, even if you miss. You may be a Zombie, but you're still a mighty Hero!*

Enemies are eliminated when they are assigned a number of Hits equal to their **Toughness** value. Remember that Troopers and Specialists have a Toughness value of 1, Guards have a Toughness of 2, and Super Heroes have their Toughness listed on their card.

Enemies are **only** eliminated when they are assigned enough Hits to equal their Toughness **during a single Attack Action**. If not enough Hits are rolled to eliminate them, the assigned Hits do not carry over. It's all or nothing for each Attack!

TARGET PRIORITY	NAME	ACTIONS	TOUGHNESS	XP REWARD
1	Super Hero	2	See card	Equal to Toughness
2	Guard	1	2	1
3	Trooper	1	1	1
4	Specialist	2	1	1
5	Bystander	1	1 (Devour only)	0 (see Mission)

Example: Deadpool performs Melee Attacks using his Dual Katanas (Dice: 3, Accuracy: 4+). In his Zone there are 2 Guards, 1 Specialist, and 1 Bystander.

- Deadpool rolls , , and for his first Action, scoring 3 Hits. Following the Target Priority order, 2 Hits are needed to eliminate 1 Guard and the last Hit just bounces off the second Guard.
- Deadpool rolls , , and for his second Action, scoring 2 Hits. The remaining Guard still requires 2 Hits to eliminate, so the Specialist remains unharmed.
- Deadpool rolls , , and for his third Action, scoring 2 Hits. 1 Hit is enough to eliminate the Specialist. The last remaining Hit doesn't harm the Bystander, since they can only be eliminated by a Devour Attack.

DEVOUR

Devour is a special Melee Attack that all Zombie Heroes have access to. When selected, it functions just like any other Melee Attack with the following exceptions:

- Once the Attack is completed, if it eliminated a target, that Zombie Hero **reduces their Hunger Track to 0** (see The Hunger on the next page).
- Each Devour Attack may only ever eliminate a **single target**. This means that any Hits rolled in excess of the first target's Toughness are lost, as only 1 target can be eliminated.
- Unlike regular Attacks, Devour can target Bystanders, following the Target Priority order. Devouring a Bystander is a very special treat for Zombie Heroes (see page 21)!

THE HUNGER

Driven by an insatiable need to devour living flesh, the Hunger is what drives the Zombie Heroes. While it has many drawbacks, it also offers powerful advantages.

- The Hunger Track shows how hungry that Zombie Hero is.
- Each Zombie Hero's Hunger Track automatically increases by 1 at the start of every Player Phase.
- When performing Attacks (whether Melee or Ranged and including Devour), a Zombie Hero **must roll additional dice equal to their Hunger value**.
- Each time a Zombie Hero attacks, after that Attack has been resolved, **for each** that was rolled (after any rerolls), their **Hunger Track increases by 1**. *Note that a successful Devour Attack always reduces the Track to 0, effectively ignoring any rolled during that Devour.*
- Once a Zombie Hero's Hunger Track reaches its maximum, they become **Ravenous** (see next section).
- Once a Zombie Hero is Ravenous, any effects that would increase their Hunger are simply ignored.
- Several Skills and effects state to "Increase Hunger" to gain a benefit. Unless otherwise stated, such increases are always by 1. If a Zombie Hero's Hunger Track is already at maximum, they **may not** use these effects.

Example: At the start of the Round, Wasp is at Hunger 2. The Player Phase starts, automatically increasing her Hunger to 3. During her Turn, she performs a Wasp's Sting Attack, rolling 5 dice (2 base Dice +3 from Hunger). She rolls , , , , and , which means her Hunger is increased to 4. She's now Ravenous!

RAVENOUS

If a Zombie Hero goes too long without Devouring flesh, they run the risk of becoming Ravenous and reverting to an almost-mindless state. While Ravenous (Hunger Level at 4), the following rules apply:

- The **only Actions** a Ravenous Zombie Hero may perform are **Move** and the **Devour** Attack. They may not perform their unique Attack. This also means they cannot Interact with Objectives, Open Doors, Gain Trait, etc., and many Skills and Abilities tied to increasing Hunger or performing regular Attacks become unusable.
- At the **end of their Turn**, if a Zombie Hero is Ravenous, they **suffer 1 automatic Wound**.

As soon as the Zombie Hero's Hunger is decreased below 4, they are no longer Ravenous.

BYSTANDERS

DEVOURING A BYSTANDER

Bystanders represent key living targets for the Zombie Heroes to Devour. Bystanders are either placed during Setup (see page 5), or can be spawned via the *Escorted Bystander* card (see page 17). They have numerous special rules that are outlined below.

- Bystanders cannot be eliminated by regular Attacks. The **only** way to eliminate them is by performing a Devour Attack against them that generates at least 1 Hit. When this happens, the Zombie Hero who Devoured them gains their unique Bystander card, placing it in the left slot on their Dashboard.
- Unlike Zombie Traits, Bystander cards are typically not discarded upon use, but instead offer a permanent ability for the Zombie Hero.
- A Zombie Hero may only have 1 Bystander card at any time. Should they Devour another Bystander, they may replace the old card with the new one or discard the new one.
- Devouring a Bystander typically does not award any Experience, but some Missions might modify this.

ACTIVATING BYSTANDERS

During the Enemy Phase, Bystanders act differently depending on whether they have combat capabilities or not, which is indicated by the presence of the symbol on their card.

COMBAT BYSTANDERS

Combat Bystanders actively hunt Zombie Heroes during the Enemy Phase. They have 1 Action, just like Troopers, and function pretty much the same way (though they are not affected by any Spawn cards such as *Extra Activation*, *Rush*, etc.). They are activated with the Enemies, performing an Attack or Move as described in Activate Enemies on page 14.

NON-COMBAT BYSTANDERS

Non-Combat Bystanders will try to escape the gameboard during the Enemy Phase. They also have 1 Action and are activated along with the Enemies, following most of the same basic rules (see page 14). However, they never attack. They may only perform Move Actions. Instead of moving towards Zombie Heroes, they take the shortest possible route to the closest Spawn Zone (their movement is not hindered by the presence of Zombie Heroes in their Zone). If they enter a Spawn Zone, they are immediately removed from the gameboard and their card is discarded.

ESCORTED BYSTANDERS

When a Bystander is spawned as an Escorted Bystander (see page 17), that overrides their movement behavior.

- Escorted Bystanders always move with the Guards in their Zone towards Zombie Heroes. If the Guards get an extra Activation, the Escorted Bystander activates with them.
- Combat Bystanders attack along with their Guard escort.
- An Escorted Bystander does not move if there are no Guards in their Zone (though Combat Bystanders still attack).
- If there are no Guards in an Escorted Bystander's Zone at the end of the Enemy Phase, spawn 1 Guard there.
- Non-Combat Bystanders are **not** removed from the board if their Guard escort happens to lead them over a Spawn Zone.

INTERACTIVE OBJECTS

Missions might include Interactive Objects on the map. While in a Zone with an Interactive Object, Zombie Heroes may use them to perform a special Ranged Attack. Each Interactive Object is different, so see its associated Reference card. *Marvel Zombies* features 1 Interactive Object, the fallen Avengers Sign, but expansions might feature others.

AVENGERS SIGN

Roll 1 die for each Enemy in the targeted Zone. Super Heroes are ignored for this Attack and bonus dice such as those granted by Hunger do not apply. The Avengers Sign may only be used twice. After the first time it's used, place the token in the targeted Zone and flip it over to its Damaged side to show it's been used once. Remove it from the gameboard after the second time it's used.

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ROUND SUMMARY ZOMBIE MODE

1. PLAYER PHASE

1. **INCREASE HUNGER TRACKS**
2. **REFRESH ACTIVATION TOKENS**
3. **ACTIVATE ZOMBIE HEROES**

Zombie Heroes activate in any order. On their Turn, each Zombie Hero can initially perform 3 Actions.

- **MOVE:** Costs 1 extra Action per Enemy in their Zone.
- **OPEN A DOOR:** When a building is first opened, spawn its ⚠ Zones and reveal Bystanders.
- **GAIN TRAIT:** Only once per Turn.
- **INTERACT WITH OBJECTIVE**
- **ATTACK:** Use Zombie Hero's unique **Attack** or **Devour Attack**.
  - Roll extra dice equal to their Hunger level.
  - Deal Hits equal to a target's Toughness in a single Attack to eliminate them, **always** following the Target Priority order.
  - Each rolled increases their Hunger.
  - Devour Attack can only eliminate a single target, zeroing their Hunger.

RAVENOUS: While a Zombie Hero's Hunger Level is at 4, they are Ravenous.

- The only Actions they can perform are Move or Devour Attack.
- Suffer 1 Wound at the end of their Turn.

2. ENEMY PHASE

1. **ACTIVATE ENEMIES**

Each Enemy and Bystander activates and spends their Action(s) on either an Attack or a Move, depending on the situation. Specialists and Super Heroes perform 2 Actions.

- **ATTACK:** Each Enemy in the same Zone as a Zombie Hero performs an Attack, dealing 1 Wound.
- **MOVE:** Enemies that have not Attacked use their Action to Move 1 Zone towards the closest Zombie Heroes.

2. **SPAWN ENEMIES**

Starting from the First Spawn Point and going clockwise, draw and resolve 1 Spawn card for each Spawn Point token. Read the line corresponding to the highest Danger Level among Zombie Heroes.

BYSTANDERS: Devouring them grants their ability.

- **COMBAT** : Activate like Troopers.
- **NON-COMBAT:** Activate similar to Troopers, but never attack, moving towards closest Spawn Zone to escape.
- **ESCORTED:** Only move with their Guard escort. Combat Bystanders attack with them. Spawn 1 Guard if left alone.

3. END PHASE

Perform any effects indicated to take place during the End Phase.

If any Zombie Heroes are eliminated, the players lose. Otherwise, start a new Round.

TARGETS MENU

TARGET PRIORITY	NAME	ACTIONS	TOUGHNESS	XP REWARD
1	SUPER HERO	2	See card	Equal to Toughness
2	GUARD	1	2	1
3	TROOPER	1	1	1
4	SPECIALIST	2	1	1
5	BYSTANDER	1	1 (Devour only)	0 (see Mission)