

**WORK IN
PROGRESS**

ZOMBICIDE

CHRONICLES



THE ROLEPLAYING GAME



WORK IN PROGRESS



ZOMBICIDE

CHRONICLES



WORK IN PROGRESS

Welcome to Zombicide Chronicles	4
What is it all about?	14
Where to Start	20





#01

INTRODUCTION



WORK IN PROGRESS

WELCOME TO ZOMBICIDE CHRONICLES

Science! In the pursuit of ever greater levels of productivity, man has twisted both plants and animals to his own ends. In so doing, we have inadvertently changed ourselves...

Now, shambling killing machines roam the ruins of our world. If you are reading this, you probably know about Zombicide the boardgame, and have an idea of what you will find in this volume. If you don't, be careful when you leave the basement - the light of day might hurt your eyes - and read the following.

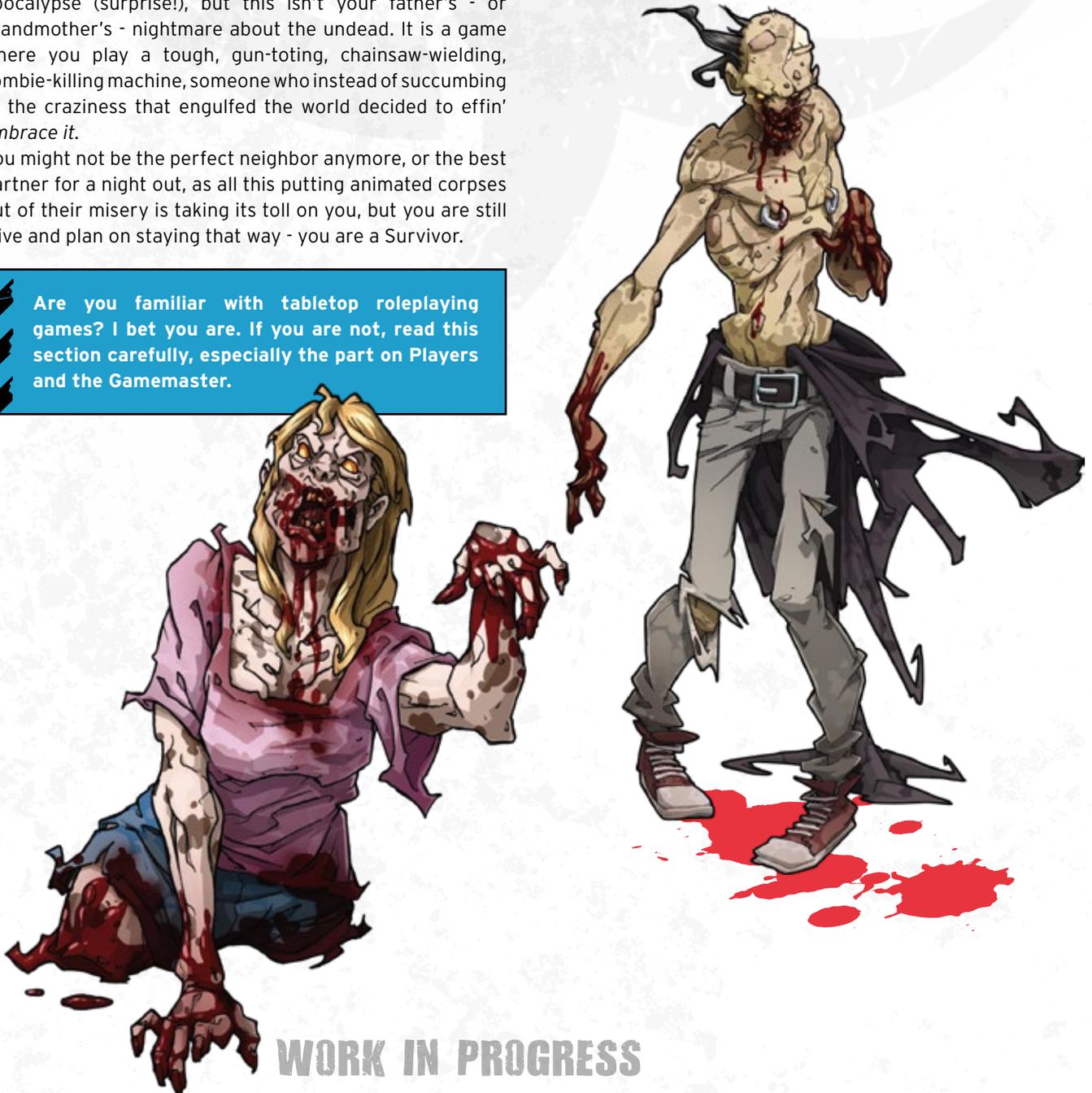
Zombicide Chronicles is a roleplaying game about a Zombie apocalypse (surprise!), but this isn't your father's - or grandmother's - nightmare about the undead. It is a game where you play a tough, gun-toting, chainsaw-wielding, zombie-killing machine, someone who instead of succumbing to the craziness that engulfed the world decided to effin' *embrace it*.

You might not be the perfect neighbor anymore, or the best partner for a night out, as all this putting animated corpses out of their misery is taking its toll on you, but you are still alive and plan on staying that way - you are a Survivor.

Are you familiar with tabletop roleplaying games? I bet you are. If you are not, read this section carefully, especially the part on Players and the Gamemaster.

✖ THE WORLD OF ZOMBICIDE

The world as you know it is the world of yesterday. The world of today is a nightmare landscape of shuffling feet and grabbing hands, mouths agape and bloodshot eyes. It is an empty, deserted world, where the sounds of nature and technology have been progressively replaced by the constant moaning of the dead and the screams of those who haven't got the message yet: you must fight to stay alive.



WORK IN PROGRESS

How Did We Get Here?

Nobody knows yet what is it that called the dead back to life. You heard all sorts of conspiracy theories, from blaming OGMs, Big Pharma, chemical and biological warfare, a pandemic. Some say it's part of the plan of the Almighty, and that the End Times are finally upon us. But all these theories have one thing in common - they're crazy, and they don't help. At all.

So, the question isn't really how did you get there, but rather how do you get OUT. You certainly don't stand a chance if you continue arguing on the whys, while the dead shamble all over the place: walkers, runners, even crawlers, the streets are crowded with dead guys of all stripes and in any size. And while the majority of them still resemble what they were before, some changed so much you could not believe they were ever human. Yes, let's talk about the Abomination...

City of the Dead

When it happened, you were in the City. Like, as every day of your previous life. Who lives outside the city anyway? Today, probably literally no one. You were there, and you still are, hiding together in a basement, or somewhere in a high-rise condo.

The city districts, your favorite neighborhoods, your restaurants and theatres, they are all still there, apart from those areas that went up in flames in the first days. But now what you see outside your comfy little refuge is not the place you once knew - now all there is are supply caches, ammo dumps, places you need to scout for medicine, water or food. And the dead. The dead are everywhere.

There must be others like you out there. You were not the toughest SOBs, and you made it. So, others must have, and you can find them. Mechanics who can fix things, doctors who can fix you, fighters who can fix them with a well aimed blow. You might get along well, and build a larger community. Maybe start over. Maybe.

Survivors

In Zombicide Chronicles you play Survivors, a handful of individuals who, out of thousands, possess abilities that allowed them to make it against everything they have faced. So far, at least. You are the cream of the crop, true die-hards, or maybe just poor bastards who got luckier than the rest. Armed to the teeth with everything you can pack, strap, or wield, you scout the streets of the dilapidated city, slipping between undead-infested buildings, ducking behind rubble, scavenging for anything that might keep you alive just a little bit longer.



WORK IN PROGRESS

✕ THE PLAYERS

In a game of Zombicide Chronicles, the players control the fate of their Survivors, deciding what the characters think and feel, and especially what they choose to do about it.

It is the responsibility of each player to interpret their chosen Survivor as if they themselves were plunged into a world infested by the undead, and they were armed to the teeth to confront the threat.

But if it wasn't clear already, the stories told playing Zombicide Chronicles are not dreary tales about people slowly driven to madness by living in an Undead world - the Survivors of Zombicide Chronicles take their crazy and use it as a weapon, to shoot, mash, splatter and otherwise eliminate countless zombies, and they do it while skating on rollerblades.

ZOMBICIDE CHRONICLES RULES FOR THE PLAYERS

- **Rule n. 1: Visualize what the GM says** - In a roleplaying game, the GM is your eyes and ears, but you must turn your brain on to turn all those descriptions into a scene you can interact with. If you don't get it, or if you think something important is missing from a scene, ask questions to the GM or make suggestions to fill the blanks!
- **Rule n. 2: Describe the Actions of your Survivor** - Always tell the GM and the other players what your Survivor is doing, or, better, what you are doing. Be specific when you describe what you do, and how you do it, without making unnecessary references to the rules of the game.
- **Rule n. 3: Be Quick About it!** - Don't start a monologue! The game is a conversation between you, the other players and the GM, and everyone needs a share of the spotlight.
- **Rule n. 4: Find Your Own Survivor's Voice** - Zombicide is all about the Survivors, their looks, their quirks. Visualize your own Survivors, and give them distinctive traits for the other players and the GM to remember. If you think you're overdoing it, refer to rule n. 3.
- **Rule n. 5: Keep it Crazy, Keep it Fun** - Wallow in the spirit of Zombicide Chronicles! Death and decay are bleak, but you Survivors have the right attitude, and weapons aplenty to dial that attitude up a notch. So, it's time to Team Up and Gear Up!

The rules for Zombicide Chronicles allow you to jump headfirst into the world of Zombicide in a matter of minutes: just grab a ready-to-play Survivor and start playing, or spend five minutes to customise it to your liking.

✕ THE GAMEMASTER

One player in every group is the exception, as one person won't play a single individual, but will assume the role of the gamemaster instead (the 'GM' for short), the guy in charge of managing the world of Zombicide itself, and describe it to the other players.

If you are going to be the GM, you will play as a referee and a storyteller. You will challenge the other players with the many dangers of the world of Zombicide, generously giving them a moment of respite once in a while.

ZOMBICIDE CHRONICLES RULES FOR THE GAMEMASTER

- 
- **Rule n. 1: You are the Eyes and Ears of the Survivors** - The capability of the GM in bringing the world of Zombicide to (un)life is the main way for the Survivors to visualize what's going on. That, and their imagination of course. Your main goal is to feed that imagination constantly with your descriptions.
 - **Rule n. 2: You are not the Enemy** - While you will often confront the players with desperate odds, your role is to create interesting situations for them to get into trouble, not to punish them. Use all the arsenal of Zombicide Chronicles to evoke the right mood and suspense, not to butcher them.
 - **Rule n. 3: Know your players** - Zombicide Chronicles doesn't offer wild continents to explore, or great mysteries to solve. You play the game to tell the story of the Survivors. The better you know your players, their expectations and their goals, the easier it will be for you to add more chapters to their story.
 - **Rule n. 4: Zombicide Chronicles is a collaborative effort** - The game is not your sole responsibility! Never forget that you are here to have fun as much as the other players.
 - **Rule n. 5: Keep it Crazy, Keep it Fun** - Yeah, that's what we said to the players too. But in your case it's even more important. Whenever you can, infuse your scenes with the wicked humor of Zombicide. Hordes of walkers become boring soon, unless you add a V.I.P. runner to the bunch, or a familiar face. See chapter xx for more details on the spirit of Zombicide.

While it may seem daunting at first, the task of the gamemaster is an extremely satisfying experience. The rules for Zombicide Chronicles make it easy to setup a gaming session with little or no preparation.

✖ STRUCTURE OF THE GAME

Zombie hunting is all well and good, but there is more to Zombicide Chronicles than just a series of Zombicides. As players of the boardgame know, one of the most satisfying ways to enjoy the game is to play a series of linked missions. Gameplay in Zombicide Chronicles works very much like that, with the added bonus that you additionally get to determine and see what happens between missions. Zombicide Chronicles is a full-immersion experience in the world of Zombicide, allowing for a full exploration of different themes, in addition to those of survival and fighting the dead.



SEVEN DAYS, SEVEN NIGHTS

In game terms, Zombicide Chronicles evolves in a weekly cycle. At the beginning of each week of game time the Survivors check the situation of their assets as a group, evaluating the status of the various supplies they need to keep surviving (food, ammo, etc.).

Based on the results of that check, the Survivors start planning what they will do during the coming week. They might decide to go out and find additional supplies, try to make contact with other groups of survivors, secure an infested area, etc. Once a decision is taken, it's time to get busy!

Using this simple structure, the Survivors explore the world of Zombicide not simply because they are curious about what they will find, or because the GM or the adventure says so, but because they have a personal investment in doing so. They have something to care for and build upon. You will learn more about the structure of Zombicide Chronicles on page 25.



✖ SO WHAT DO WE DO?

The motto of Zombicide the boardgame is team up, gear up, level up, take'em down! This simple mantra summarises well what you will do playing Zombicide Chronicles.

Team up

In a world in the grip of the dead, the biggest chance the living have is in numbers. For when your chainsaw is buzzin' you need someone to tell you that a stiff is creeping behind you to dig its nails in your back!

Go find and rescue others. One of the main reasons why you go out and risk becoming Zombie chow is to find other survivors. If you want to build a solid community you need to find its building bricks: people.

Gear up

Every task needs the right tools, and combat is no exception. Never carry just one weapon!

Always look to get more stuff. Weapons jam and break, ammo runs out, more powerful opponents need more powerful weapons, vehicles need fuel, as do molotov cocktails. And you need to eat and drink sometimes.

Level up

Train constantly, and learn from the best. A well-trained individual with a knife has a better chance of survival than a well-equipped novice.

Survival of the fittest. If you want to avoid this outbreak to become an Extinction Level event, you better show Mother Nature that humanity deserves its place on the planet.

Take'em Down!

At the end of the day, only one thing matters if you want to continue breathing: destroy all the Zombies you encounter! For the horde is growing in number every minute.

Get your daily Zombicide. Plan and execute a good cleanup, reducing your chance to suffer any losses to the minimum. For every one of you that falls, another one of them rises.

WORK IN PROGRESS

WHERE TO START

We decided to take shelter at our neighbour's house, which was much safer. We just had to cross the street.
But they were already there...

Zombicide Chronicles uses a number of tools to play, a handful of physical components that help the players feel part of the gaming world.

These tools include the Survivor's Identity Sheet and three different sets of dice, among other things.

✦ SURVIVOR IDENTITY SHEETS

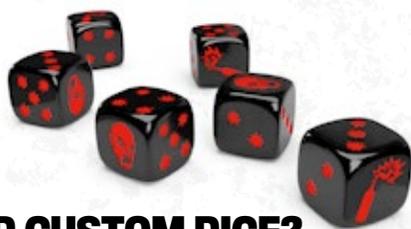
Survivors in the game are described using numerical ratings and descriptive terms, defining each character based on their physical, mental and personality traits and on the extent of their knowledge and capabilities.

All players in a game of Zombicide get a Survivor Identity Sheet summarizing their abilities, as much as every character in a game of Zombicide the boardgame has its own Identity Card.

A blank identity sheet can be found on pages xx, and a .pdf version can be downloaded from www.zombicide.com



WORK IN PROGRESS



DO I NEED CUSTOM DICE?

If you would like to have more Action dice at the table you can use any number of your own regular 6-sided dice. Just be sure to have two sets in different colors, and remember that a 6 corresponds to a Molotov and a 1 is a Zombie Head.

✕ ACTION DICE

To resolve most actions undertaken by the Survivors, players require two sets of custom 6-sided dice called **Action dice**, featuring pips and up to two special icons, a Molotov and a Zombie Head.

When a Survivor attempts a task implying some risk of failure, the acting player assembles a number of Action dice. Then, the dice pool is rolled, and the results inspected:

- Each **Molotov** is a success
- Each **Zombie Head** is a failure
- Each **numerical value** is a failure, unless forced into a success gaining Stress

✕ DAMAGE DICE

A number of regular six-sided dice are used to calculate the effects of all successful attack rolls made by the Survivors. Using a fast and simple resolution system inspired by the Zombicide boardgame (and enabling players to use the very same equipment cards from the boardgame!), the players can determine quickly how many infected they were able to dispatch with their trusty shotgun or chainsaw.

✕ CARDS

Zombicide Chronicles has been designed to let players of the boardgame use the same equipment cards they find in a box of Zombicide.



✕ CITY MAP

The map of the City show an abstraction of every metropolis in the western world. The map is meant to be used as is, if you want to play in a city of your creation, or if you want to play in a real city, but you intend to disregard its actual layout, maybe to use it as moviemakers do, simply respecting the geographical features they like, and ignoring what they do not.

Otherwise, you may use the map of the City to create your own map, based on a real world metropolis, like New York, London, Rio or Paris. In that case, you will have to assign the different district types yourself, using our map as as a blueprint.

The City map is divided into XX districts, to make it easier to regulate movement across town, and is used by the Survivors to keep track of the changes that will occur as gameplay progresses. Blocks may be cleaned up and secured from the dead, others may be quarantined, others can be marked as interesting when news or rumors hint at useful resources to be found there.

WORK IN PROGRESS

Ready-to-Play Survivors	34
Survivor Creation	47
Survivor Prologues	51
Survival Guide	55



WORK IN PROGRESS



#02

SURVIVORS



WORK IN PROGRESS

READY-TO-PLAY SURVIVORS

The sun's kiss on my bloodied face never felt so good. If anyone had asked, I would never have bet on any of us living through this crazy night. And yet, we survived.

The following pages present 12 ready-to-play Survivors. If you want to jump right into the world of Zombicide, just choose a character you like and grab a copy of the corresponding Identity Sheet.

All Survivors can be played as presented, or you can change their name or sex, or adapt their background to suit your taste. Otherwise, you can use any one of them as the starting point to create your own (go to page XX for the rules on Survivor Creation).



GLENN WHEELCHAIR-BOUND FOREMAN

Glenn is a charming forty-year old who used to be a construction site supervisor but suffered an accident at work and lost the use of his legs. Glenn was too ingenuous to let his disability discourage him though, and he kept honing his DIY skills at home: give him a pile of junk and the right tools and he will build just anything! Glenn was at his local hardware store when the plague began; he emerged from it with a fully-motorized, pimped-up, zombie-killing wheelchair.

- ✘ **Favored Proficiencies:** Attitude, Survival, Background
- ✘ **Favored Attribute:** Brains
- ✘ **Starting Skills:** Wounds into Wisdom (rolls using Athletics gain successes only with Molotovs - calculate Stress with Grit x2)
- ✘ **Iconic Equipment:** Pimped-up Wheelchair

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play someone who sees the world of Zombicide as a new start, a clean slate putting everyone on the same level. In your previous life you felt like you missed something - now everyone is missing something. Other options: Amy, Joe, Ned

"If I think that before they came, the things I feared the most were stairs!"



WORK IN PROGRESS

"Their eyes are not dead. I tell you... I know how the eyes of dead things look, believe me!"

HELLEN BUTCHER

When she turned eighteen Hellen chose to take over her family's butcher's shop. Her grandfather opened it 60 years ago, and then it was her father's turn to stand behind the counter. Papa hated working there though, and let Hellen have the shop for herself as soon as she proposed the idea. Hellen was surprised: how could someone not feel attraction for the shining blades, the precision cuts revealing the secret anatomy of dead animals? Unfortunately, Hellen doesn't see much unspoilt meat anymore, but she certainly uses her carving knife a lot.



✘ **Favored Proficiencies:** Attitude, Perception, Background

✘ **Favored Attribute:** Brains

✘ **Starting Skills:** Vital Points, Matching Set

✘ **Iconic Equipment:** Meat Cleavers

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play a focused Survivor, someone whose dedication to something won't let anything shake them, certainly not a horde of shambling horrors. Some say you're weird, even crazy. You only do what you have to.

Other options: Doug, Ned, Tiff

WORK IN PROGRESS

"Once someone opened the door without clothes on and tried to grab me. Now, people without their nose or their entire face try to do the same..."



KIKI POSTWOMAN

Kiki lived a simple life but she was really happy. She liked to stop and chat with people every time she delivered a letter. It wasn't long before she was friends with all of them, and knew the city as if it were her own neighborhood. And then in the evening she loved to swing by the local nightclub, to drink a couple of cocktails and dance the night away. Whoever met her at the club could not believe the transformation. The Plague took her job and many of her dancing partners, but it could not take away her memories.

- ✘ **Favored Proficiencies:** Attitude, Perception, Background
- ✘ **Favored Attribute:** Grit
- ✘ **Starting Skills:** Search +1
- ✘ **Iconic Equipment:** City Guide

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play a Survivor who is so full of hope and serene that not even the apocalypse robbed them of their good spirits. Carpe diem, seize the day - and especially do not let them seize you!

Other options: Louise, Laurie

"You try a Bunny Hop when you got four runners on your tail..."

AMADO BMX RIDER

Amado was a boy like most. He used to go to school, listen to music, go to the mall, but his shtick was definitely biking. He went everywhere on his BMX, every day, and even worked with it by delivering food. In fact, he was out for a delivery when he saw that blood-dripping fat guy biting his client waiting on the curb. Amado stared for a few seconds in shock, but then managed to escape pedaling like crazy. He would never leave his bicycle now. Maybe he can even reinforce it with metal plates without loading it too much...

✘ **Favored Proficiencies:**

Athletics, Perception,
Survival

✘ **Favored Attribute:**

Brains

✘ **Starting Skills:**

Move bonus

✘ **Iconic Equipment:**

MX bike



CUSTOMIZATION OPTIONS

Choose this archetype if you want to play a Survivor who has traded the everyday challenges of living on the streets with those of the world of Zombicide without blinking: before you had junkies, or cops, today it's the walking dead.

Other options: Maddie, Wanda, Parkour Belle

WORK IN PROGRESS

"You have to cut it in half, clean. That's the only way to be sure it won't rise again."

YUKA KENDOKA

The smell of the dojo, meditation, blisters on your hands, men, do, kote, tsuki. This was Yuka's ideal of a perfect life. She was fast, she was focused, she used to beat every opponent. But the modern world doesn't allow you to live by an outdated warrior code, and Yuka worked a day job as an 'office lady', serving tea and carrying errands. Yuka was succumbing to depression when all hell broke loose - now the hands that used to wield the shinai now grip a razor-sharp katana.

- ✘ **Favored Proficiencies:** Perception, Combat, Background
- ✘ **Favored Attribute:** Muscle
- ✘ **Starting Skills:** Self-control
- ✘ **Iconic Equipment:** Katana

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play someone who is still looking for their right place in the world. It's a spiritual quest, but in the meantime you keep yourself busy with physically cutting Zombies to shreds. Other options: Jeff, Julien

WORK IN PROGRESS



"Run to aisle 4. That's where we keep the camping fuel. I'm going to get some glass bottles."

PRESTON CLERK

It was meant to be a simple part-time job at the hardware store to pay for college, but it became his life. Preston was happy though, for his boss and his colleagues never had a problem with the fact that his boyfriend passed by every evening to pick him up (how could they after all? Jeff's so good-looking!). So, it was very easy to forget the college and its bullies. And just when Preston thought he found peace here come these filthy monsters, threatening to destroy everything. He will never allow it. Now he is stronger than ever!

- ✘ **Favored Proficiencies:** Attitude, Athletics, Survival
- ✘ **Favored Attribute:** Grit
- ✘ **Starting Skills:** Protection
- ✘ **Iconic Equipment:** Additional Supplies

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play someone who had found something important in their past lives and that don't want to see it slip away. Society couldn't bring you down, let those undead monsters try. Other options: Joshua, Adam



"Once, the only 'zombies' I knew were the computers I compromised with my viruses and trojan horses..."



BEN HACKER AND BOXER

In his life, Ben managed to do two things: learn to code like a hacker from the movies and become an accomplished boxer. He spent countless hours in front of his computer, making up for the mental strain by sweating in the gym. Only Ben could draw a parallel between those two activities: to him, hacking into a secure network was just like finding an opening in the defensive tactics of an opponent - enter the right move, and watch them go down! Ben hasn't had many choices to hack into anything nowadays, but his footwork has certainly saved him from hitting the canvas more than once.

- ✘ **Favored Proficiencies:** Athletics, Combat, Background
- ✘ **Favored Attribute:** Muscle
- ✘ **Starting Skills:** Break-in
- ✘ **Iconic Equipment:** Brass Knuckles

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play a survivor who hasn't really adapted to the changes brought by the plague yet, but whose inner strength has overcome all difficulties so far. One day you'll find an occasion to show what you are really made of.

Other options: Josh, Elsa

WORK IN PROGRESS

"My life has taught me that the world is full of predators. This hasn't changed."

SHAMSIA "SHAM"

GRAFFITI ARTIST

Shamsia was born in Afghanistan, but soon the war chased her away from there. She found a new home in the streets of the city, and she started to mark the walls telling her story and painting her dreams, signing her work as 'Sham'. She grew up to become a successful artist, recognised in the artistic circuit, but she never forgot where she really belongs: the streets. She had just agreed to open a personal gallery when hordes of hungry Zombies replaced the usual crowd of art enthusiasts. Sham didn't notice the difference.

- ✘ **Favored Proficiencies:** Athletics, Survival, Combat
- ✘ **Favored Attribute:** Grit
- ✘ **Starting Skills:** Command
- ✘ **Iconic Equipment:** Respirator Mask

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play a Survivor whose iron will allowed them to succeed in life against all odds. You're tough as nails, tougher than the hardened skull of an Abomination.

Other options: Derek, Neema, Kim



"I can hit that runner 80 yards away with a curveball right between the eyes. Wanna bet?"

MARK BASEBALL PLAYER



After years of intensive training and playing, Mark had finally made it. He was the best pitcher of his Favored team, and a power-hitter too! But fame, money, glory and all that don't last for long, especially if you think that partying all night, every night, is part of your reward for playing well. Mark's future as a player in the league was already slipping away from his grasp when the streets filled with the dead. Who could have predicted that throwing things at a long range with precision could become a useful skill set?

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play someone who has found their range of abilities made surprisingly useful by the infection. Let's see who's going to call you an arrogant, stupid jock now. Other options: Bear, Grindlock, James

- ✘ **Favored Proficiencies:** Athletics, Perception, Combat
- ✘ **Favored Attribute:** Muscle
- ✘ **Starting Skills:** Sprint
- ✘ **Iconic Equipment:** Baseball bat

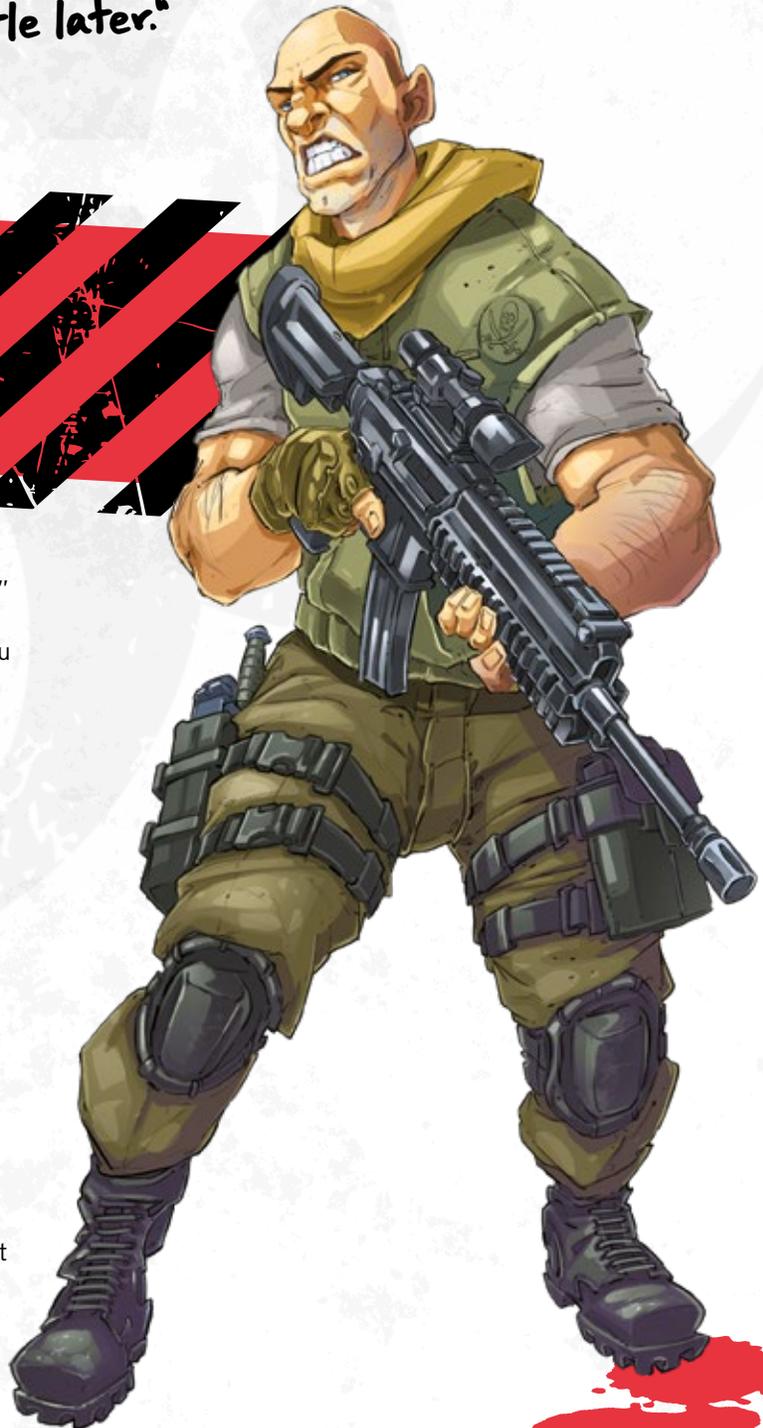
WORK IN PROGRESS

"The difference between killing a man and killing a zombie? Men start to smell a little later."

RENO VETERAN

Reno was a US Marine, and found it hard to adjust to the life of a civilian. "Once a Marine, always a Marine!" they say, and how can you deny that? How can you NOT miss the thrill of battle, the rush of adrenaline you feel only when your life is threatened? Since he got discharged, Reno started keeping an eye on the petty criminals prowling the streets of his neighborhood - if only they pulled a gun on him! When the outbreak came, those same gangsters stopped trying to rob people, and tried to eat them instead: He brought out his trusted gun and gave them peace once and for all.

- ✘ **Favored Proficiencies:** Attitude, Athletics, Combat
- ✘ **Favored Attribute:** Muscle
- ✘ **Starting Skills:** Ruthless (+1 free Attack action)
- ✘ **Iconic Equipment:** Battle Ax



CUSTOMIZATION OPTIONS

Choose this archetype if you want to play someone who felt out of place in the world before, and now just feels at home in the apocalypse. This should tell you something about what's wrong with you in the first place...

Other options: Travis, Terry, Shannon

"On my count of three, clench your teeth. I'll make it quick."

LATEESHA DOCTOR

Always help the needy. Lateesha always repeated this to herself. She had studied and practiced hard and in a few years she found herself heading the emergency ward of the hospital. But then came that patient, the one who died and then woke up in the morgue. When she got downstairs answering the call she saw blood everywhere, and that thing gnawing at the arm of a hospital guard. Always help the needy... Lateesha didn't have a weapon, but fortunately there are many ways to use a crutch.



CUSTOMIZATION OPTIONS

Choose this archetype if you want to play a Survivor whose previous life gave them a level of self-discipline that in one way or another prepared them for the worst. You could handle dozens of troublesome patients or customers every week, what can a bunch of mumbling cadavers do? Other options: Raoul, Parker, Dan

✘ Favored Proficiencies:

Perception, Survival, Background

✘ Favored Attribute: Grit

✘ Starting Skills: Knowledge

✘ Iconic Equipment: First Aid Kit

WORK IN PROGRESS

"I think the windshield wipers are not enough to clean that off..."



ERIN BUS DRIVER

Erin was already looking forward to her retirement. Every day she dreamt of her little house on the lake, of the pleasant walks she would take with Donna, and of all the boardgames they would play in the evening. Even if she would miss the shouts of the kids she took to school everyday. Unfortunately, the Plague came and the dreams shattered. She always knew that driving her bus she could save many lives. Now it's just a matter of armoring it...

- ✘ **Favored Proficiencies:** Attitude, Perception, Survival
- ✘ **Favored Attribute:** Brains
- ✘ **Starting Skills:** Driver
- ✘ **Iconic Equipment:** School bus

CUSTOMIZATION OPTIONS

Choose this archetype if you want to play someone whose dreams have been destroyed by the plague, but who is bent on making the best of what they have - you won't let those walking carcasses tell you that you wasted your life.

Other options: Phil, Watts

SURVIVOR CREATION

The world is at war against a hungry horde of zombies born from our own hubris. While most people chose to flee and became prey, we chose to stand and become predators. We are survivors, and we fight against death itself with every weapon available.

To play Zombicide Chronicles you need your alter-ego, an identity in the world of Zombicide. But your Survivor is not simply a tool or a playing piece to move on a board - it's your main interface with the fictional world and with the other players, your starting point to create a story where you and your friends are the main cast.

To start playing, you can choose one of the available ready-to-play Survivors, or you can select one of those to use as a starting point and create your own.

The process to create a new Survivor is presented below in short, and detailed further in the following pages. Each player must have a blank Survivor's identity sheet to annotate.

CREATING A NEW SURVIVOR

Choose a ready-to-play Survivor as your starting point, then:

- Choose your Survivor's sex and name, or adopt those of the chosen Survivor.
- Choose a Former Occupation, or adopt that of the chosen Survivor.
- Copy your Survivor's Starting Skills and Iconic Equipment.
- Underline 1 Action choosing from those listed under the chosen Survivor's Favored Attribute, and 3 more Actions choosing from those listed under Favored Proficiencies. (Underlined Actions are easier to develop during gameplay).
- Attribute the following Attribute ratings as you see fit, distributing the scores among Muscle, Brains and Grit: one Attribute at 4, one at 3 and one at 1. Otherwise, choose one of the alternate sets below:
Wide: 3/3/2
Focused: 5/2/1
- Attribute the following ratings as you see fit, distributing the scores among the six Proficiencies of your Survivor: one Proficiency at 4, one at 3, one at 2 and three at 1. Otherwise, choose one of the alternate sets below:
Wide: 3/3/2/2/1/1
Focused: 5/2/2/1/1/1
- Prioritize your Survivor's basic Stress, Wounds and Adrenaline ratings, allocating a score of 2 to one of them, a score of 3 to another, and a score of 4 to the last. Then, proceed to compile the three final ratings following the indication on the Identity Sheet.
- Choose your Survivor's Looks, Rumors, Purpose and Need.



WORK IN PROGRESS

✖ THE SURVIVOR IDENTITY SHEET

The Survivor Identity Sheet is a handy prop that each player must compile at the beginning of a game and that is updated as gameplay progresses and a Survivor evolves.

Now, download one from www.zombicide.com, print it out and follow the guidelines described below.

The following paragraphs are numbered to reference the entries in the *Creating a New Survivor* table above.

1. Personal Details

Write here the name of your Survivor - *your* name in the world of Zombicide - and whether you're male or female.

Name

All characters in Zombicide were ordinary people before the dead started to rise, so their names are generally perfectly ordinary (Amy, Doug, Phil, etc.). Family names are not generally used - no one wants to be reminded that once they used to have a family. Be sure to pick a name you can live with.

If you choose something that is too complicated or long, like Archibald Harrison or Bartholomew the Second, others will probably start referring to you based on your former occupation or main defining characteristic - 'the cop', 'the cable guy', 'the headbanger', and so on - So, choose a shorter name, or get used to it. You have been warned.

Sex

A good way to customize a ready-to-play Survivor in a simple but radical way is to change their sex. For example, you might choose Rob and make it a Rebecca instead, because you like the idea to play a female veteran.

Changing the sex of a Survivor might seem a trivial change, but it provides a completely different angle to how you interpret your Survivor, not to mention how you see it.



Age

Does it really matter how old are you? A better question would be: how long are you going to last?

Your Survivor can be of any age, from a feisty kid of 12 to an octogenarian. Kids get smart fast around here, and our elders learn soon that there's no one around to leave them a seat on the bus. So grandpa, you better get used to stand, walk and run. Those mumbling cadavers won't get off your lawn, unless you make them.

ULTIMATE SURVIVORS

The ways we used to live, to work, to think, are fading memories. We're all survivors now, dressed and trained as such.

One day, the Survivors who do not get killed will eventually adapt to their new world, and they will swap their role as preys with that of predators. They will leave behind their former occupation, discarding old clothes and habits like a snake shed its skin.

They will evolve, becoming ultimate Survivors, zombie-killing machines always ready for another Zombicide.



WORK IN PROGRESS

2. Former Occupation

At the beginning of their story, Survivors are very much defined on the outside by what they were in the past: the former cop still puts her uniform on every day, the clerk shaves and wears a tie every morning, even the goth girl still puts her white face on before anyone can see her.

They do this because they find solace in the small things that remind them of their lives before the outbreak, when the whole world wasn't out there to get them and eat their brains. In a way, your Survivor's former way of life is a tangible expression of their humanity, a value that you will see slowly waste away. Day after day, Zombicide after Zombicide, they will lose touch with that part of themselves that belongs to a past that will never return, and they will evolve.

So, for the moment, a former occupation is still what best defines your Survivor, your rock to hold on unto and stay sane in a world gone mad.

Choosing Your Survivor's Occupation

Each ready-to-play Survivor comes with a short bio, defining what they did before the infection outbreak. Feel free to choose a different occupation, possibly taking cue from the customization options offered for each character.

It could be anything. A real job, like cop, teacher or clerk, a hobby or sport, like skating or parkour, or even a passion for a type of music or fashion trend. Choose something you think it will be fun and engaging to play out and that follows the general description

Contrasts are generally fun, and in the vein of Zombicide, but be careful not to overdo it: a nun dispensing her blessing to a horde of Zombies using Molotov cocktails is a bit borderline, but is more interesting than a plain guy with a rifle. But a skateboarding, chainsaw-wielding, grenade-tossing priest is probably too much. Then again, your mileage may vary!

3. Skills

Everyone who survived the outbreak so far did so also thanks to their peculiar talents that allowed them to make it, or to what they were carrying with them, be it a revolver or a flashlight.

Each ready-to-play Survivor features a set of four Skills, one for each level on their Adrenaline bar. Copy the name and gameplay effects of these special talents in the corresponding spaces on your Identity Sheet. This are the starting Skills of your new Survivor: in time, you will get to choose new abilities, as your Survivor gets better and better in the art of Zombicide (Skills and their effects are detailed starting on page xx).

4. Iconic Equipment

Your starting equipment as far as weapons and other useful items are concerned is decided jointly with your fellow players, when the time to assemble the team will come.

What you get from the get go is a special, iconic item, an object that is particularly suited to your Survivor concept. If you are creating a new Survivor and you think the suggested item does not fit, talk to the GM and agree on a similarly iconic piece of equipment.

5. Favored Actions

You get now to underline 4 different Actions, to indicate those abilities your Survivor find it easy to learn. In game terms, underlined abilities are less expensive to develop.

6 - 7. Attributes

The capability of your Survivor to endure the trials of living in an undead world is represented in the game by a number of numerical attributes: **Attributes** and **Proficiencies**.

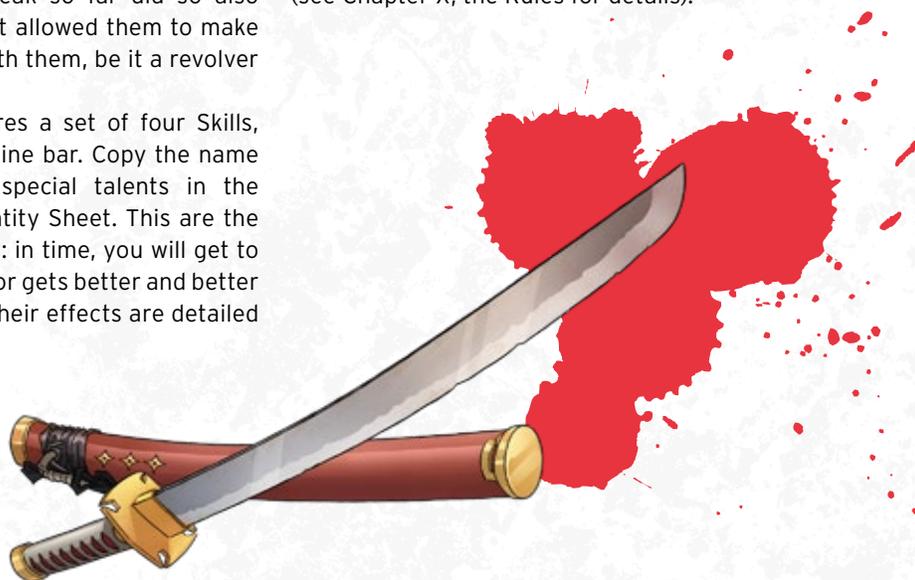
The three **Attributes**, *Muscle*, *Brains*, and *Grit*, represent respectively the physical, mental and temperamental profile of your Survivor.

The six **Proficiencies** - *Attitude*, *Athletics*, *Perception*, *Survival*, *Combat* and *Background* - represent different manifestations of a Survivor's proficiency level.

As you can see by having a look at the Identity Sheet, attributes are arranged so that if you cross-reference an Attribute with a Proficiency you find one of 18 different **Actions**.

Whenever your Survivor attempts something, first locate the Action that is most appropriate to the attempted action, then add together the numerical values of the corresponding Attribute and Proficiency to find the number of dice to roll (see page xx for more about Action rolls).

During Steps 5 and 6 of Survivor Creation you assign numerical ratings to each Attribute and Proficiency. Doing this, you determine also the scores of each of the 18 Actions (see Chapter X, the Rules for details).



WORK IN PROGRESS

8. Derived Stats

The three Attributes are the fundamental elements of your character, as they participate in determining a character's **Stress** (Brains), **Wounds** (Muscle) and **Adrenaline** (Grit).

During play, your Survivor will accumulate **Stress** points, mainly to force successes on die rolls, receive **Wounds** during combat or as a result of accidents, and feel **Adrenaline** run in their blood, boosting their performance and unlocking their special abilities.

Stress

Your Survivor's Stress score is used to gauge how much pressure and strain a character can take before breaking. It is based off your Survivor's **Brains**.

Wounds

The Wounds rating is used to keep track of how much damage your character can shrug off before collapsing to the ground. It is based off your Survivor's **Muscle**.

Adrenaline

Superior reflexes can make a big difference when a split second can save you from the bony grasp of a walking corpse. The rush of Adrenaline It is kept track using the Adrenaline bar on your Identity Sheet. The four levels on your Adrenaline bar are based off your Survivor's **Grit**.

9. Finishing Touches

Your character is almost ready, but it probably lacks the most important element of a Survivor - a spark of life.

Purpose

Each Survivor has a medium-term purpose, a goal that gives them a focus and helps them stay sane and alive. Whatever it is that your Survivors want to accomplish, achieving it will mean a lot to them.

A Survivor's purpose can be anything, from exacting revenge from someone who crossed you, like an abusive former boss now turned Zombie you'd gladly take out, or finding something of great personal value, like a custom motorcycle, or the key to a bunker you spent ages in building. In game terms, when your Survivors achieve their chosen purpose, they unlock a major advancement. The nature of the advancement can be connected directly to what the purpose was about (you now use the bunker as an impenetrable hideout), or it is simply the act of achieving it that prompts a change in your character. Once a purpose has been fulfilled, it's time to choose a new one.

Purposes and their effects are discussed on page xx.

Habit

It's hard to get used to a zombie apocalypse. You wouldn't say, would you? Well, it seems that not even the infection can easily make you forget your vices, like smoking a cigarette after... a good meal, eating a specific type of snack, or have a good glass of whisky when the sun goes down.

ADRENALINE

Stress and wounds do not simply threaten Survivors to break them and take them out, they also trigger their capability to respond efficaciously to a dangerous or frightening situation, something the world of Zombicide never fails to provide aplenty.

As they move along their Adrenaline bar, Survivors unlock new Skills, special abilities allowing them to push themselves beyond their limits and performing truly heroic feats!



At the start of the game you get to choose your habit, that innocuous, relatively bad, or really bad habit that you can't really shake off. After all, what's more likely to kill you nowadays, an addiction or the horde out there?

Habits and their effects are discussed on page xx.

Looks

The appearance of your Survivor is fundamental, as it should be a representation of what you intend your character to be. Take a look at the illustrations of the ready-to-play Survivors, and see how they play up the distinctive features of the characters they represent. Then, read what you have put together on your Identity Sheet so far, the Survivor's Attributes and Proficiencies, and try to visualize a living, breathing person. When you think you got it right, present your character to the GM and to the other players, translating whatever you feel is important about your Survivor into a recognizable trait. Don't forget to take into account your former job and iconic equipment. Write down a description of your character's looks in the box on the Identity Sheet, or put a sketch there. Finally, try to come up with a Catchphrase, a short motto that can your Survivor, something that might sum up what defines him or her. to the GM and the other players something about your character they won't easily forget.

Rumors

Your Survivor starts the game possessing one exclusive item of information about the city. It might be the location of a supply source or power plant that it you know is still intact, the whereabouts of someone of note, information about the existence of a sanctuary free from the threat of the undead, or even details about a government project dealing with the infection itself.

You and your fellow players are free to share your rumors during the assembling of the team. This collective wealth of information will provide the group with a number of leads to follow and explore.

Will a rumor turn out to be true, or will it just lead the Survivors into a dangerous wild-goose chase?

SURVIVOR PROLOGUES

We were with some friends when the first siren began to wail, quickly followed by countless others. In less than an hour everything changed. The television and the radio announced horrible news.

The following tables are meant to be used to quickly enrich the backstory of your Survivor. Use the back of the Identity Sheet to record the resulting information. Some of the results presented here can be used in conjunction with a Survivor's Purpose and Need (see page xx).

For each table, roll a regular six-sided die twice: the first result sets the tens digit and the second result sets the ones. This results in a value ranging from 11 to 66 - check the corresponding entry.

- **When did you first hear of the outbreak.**
- **Your first experience as a witness.**
- **Your first Zombicide.**
- **What happened to your relationships.**
- **What you took with you.**
- **What you left behind.**
- **How did you meet with the other Survivors.**



WHEN YOU FIRST HEARD OF THE OUTBREAK

11-13	You didn't! Maybe you had no access to the media during the first days of the outbreak, or you were travelling abroad. You discovered about the infection the first time you saw a Zombie.
14-16	You were on vacation abroad, and everyone was talking about it there.
21-23	A friend working with the government told you about it, but you didn't believe them.
24-26	You were sent anonymous email messages by what seemed conspiracy theorists.
31-33	Friends started talking about it as a joke.
34-36	On TV, or online.
41-43	The 'plague' came to you directly, banging on your door.
44-46	A crazy man on the streets mentioned it as a sign of the imminent end of the world.
51-53	A relative of yours died, and rumours about him coming back to life started circulating.
54-56	You recognised a pattern in the news about civil warfare in faraway countries.
61-63	You started to study zombies to develop a game, and you started to gather evidence.
64-66	Outbreak? Which outbreak!?

WORK IN PROGRESS

**YOUR FIRST EXPERIENCE
AS A WITNESS**

11-13	At work, when a workmate had a stroke and rose before the ambulance arrived.
14-16	You were on vacation at the lake when drowned men emerged among the bathers.
21-23	You fled the clinic where you were hospitalised and the dead started leaving the morgue.
24-26	Walking your dog, you were the first to see the recent dead leave the local cemetery.
31-33	You ran into someone with your car and when you stopped you saw that what you hit was a rotten, walking corpse.
34-36	You were shopping at the mall when the crowd started screaming about terrorists. At least you were fast in grabbing lots of supplies.
41-43	You investigated the apartment of a neighbor when your dog didn't stop barking upon passing in front of their yard. When you entered their front door it almost cost you an arm.
44-46	The police literally torched a house in your street where a bunch of harmless hippies lived together. You saw two burning men slowly walk out of the building and attack the cops.
51-53	Someone you did care for didn't answer your calls, and when you paid them a visit they tried to attack you.
54-56	You were attending the best rock gig ever, when you saw arms and legs fly out of the mosh pit, not necessarily attached to their owners.
61-63	You killed someone, then you saw the corpse getting up and try to attack you.
64-66	It's your darkest secret.



**YOUR FIRST ZOMBICIDE
(YOUR BAPTISM OF FIRE)**

11-13	You may be ashamed about it, but you're secretly still a Z-Virgin.
14-16	They were your friends, once. Then they died and 'came back' as zombies. You couldn't let them roam free.
21-23	You thought you couldn't pull the trigger, but there you are.
24-26	You briefly joined a group of soldiers when they arrived in your area to get anyone out of there.
31-33	The home of your SO (see below) was overrun, and you had to do your worst to free them.
34-36	You helped 'cleaning' your neighborhood, when you realised the cops were not coming.
41-43	You killed your first horde when you opened your way to leave your home area, as it was overrun.
44-46	You and some friend went on a zombie-killing spree, betting on who would kill the most.
51-53	You found out what you really are. It was scary at first, but then you've grown to like it.
54-56	It was an accident, you didn't mean to kill the guy! What a relief when you saw it wasn't human anymore.
61-63	You blacked out and woke up to a pile of maimed zombies. You are not entirely sure about what happened.
64-66	You certainly know how to improvise with a frying pan

WHAT HAPPENED TO YOUR SIGNIFICANT OTHERS

(CHOOSE BETWEEN
PARENTS, CHILDREN,
LOVER, ETC.)



11-13	They all died, you are alone.
14-16	They believed you were dead (you like to think) and left you behind.
21-23	You lost them in the chaos, and you still hope to find them.
24-26	They were doomed, and you had to kill them.
31-33	You decided to split, and vowed to find each other.
34-36	They are still with you (they are fellow Survivors).
41-43	One of them is fine and has a way of keeping in touch with you.
44-46	They lived in a different town, and you haven't heard from them since.
51-53	You made a mistake, and this led to their demise.
54-56	You think you know where they are, and you are keen on meeting them again.
61-63	You never had one soul to love.
64-66	You left them of your own free will.

YOU TOOK WITH YOU

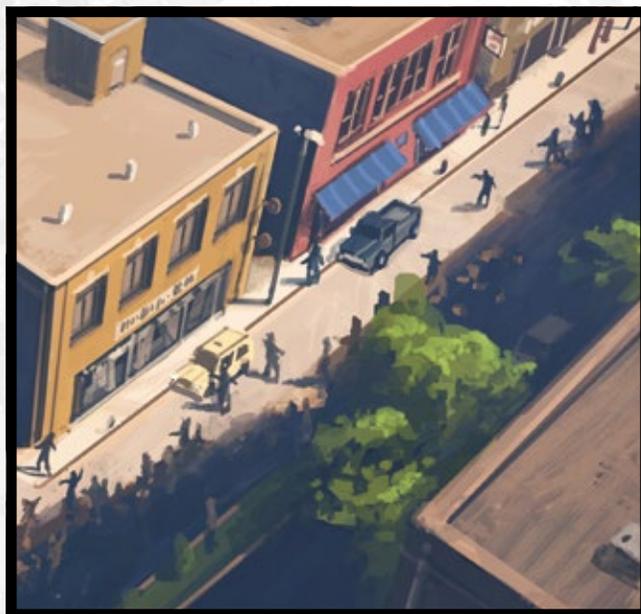
11-13	Your work uniform.
14-16	Your favourite toy as a kid.
21-23	A family heirloom.
24-26	A religious symbol.
31-33	Your favourite record.
34-36	Your hard drive.
41-43	A deck of cards.
44-46	The best snack ever.
51-53	A book.
54-56	A gift from someone.
61-63	A picture of your Significant Others (see above).
64-66	Your little hamster



WORK IN PROGRESS

YOU LEFT BEHIND

11-13	Your bunker.
14-16	Your house.
21-23	Your little brother.
24-26	A rival.
31-33	A daughter.
34-36	A parent.
41-43	A lover.
44-46	Your car/bike.
51-53	Your best friend.
54-56	Your dog.
61-63	Your favourite shop/pub/ gathering place.
64-66	Your lucky charm



YOU JOINED THE OTHER SURVIVORS

11-13	Upon leaving your hometown when it was overrun.
14-16	When the others saved you from certain death.
21-23	You were trapped by zombies in the same hospital/mall/prison.
24-26	You were trying to loot the same place.
31-33	You were captured by the others, but then you gained their trust.
34-36	You were friends since the world before (choose one or two Survivors).
41-43	You survived a failed Zombicide together.
44-46	You followed the others for a while and then they accepted you.
51-53	You were neighbours, and banded together.
54-56	You were friends from work.
61-63	You got in touch online and decided to team up.
64-66	You basically fell on them...

WORK IN PROGRESS



✖ SURVIVORS IN ACTION

While Survivors are exceptional individuals beyond any doubt, they come from all walks of life. Before the end of life as we know it, it was impossible to guess what a horde of shambling monstrosities would have drawn out from the faceless clerk at the counter of a bank, or from your boring neighbor, the one who always threatened to call the cops when the music was too loud.

But when all hell finally broke loose, something inside a number of those anonymous nobodies flared up, turning them into relentless fighters who would not let the zombies get them, no matter the cost.

They became Survivors, and they plan to remain as such for a long time coming.

Attributes and Proficiencies

In *Zombicide Chronicles*, the most important stats in the game are a Survivor's **Attributes** and **Proficiencies**, numerical ratings that used to evaluate the Survivors' capabilities in different fields.

All ratings range from 1 (weak) to 6 (excellent) and indicate a number of Action dice.

Attributes

Muscle, **Brains** and **Grit** describe a Survivor's fundamental physical, mental and emotional capabilities. In addition to being combined with Proficiencies when a Survivor is taking an action, Attributes are used to determine three derived stats: Stress, Wounds and Adrenaline.

- **Muscle.** A Survivor with a high Muscle score can be broad and tough, or lean and agile, or even physically attractive or imposing. Every aspect of a character that relies on their fitness or capability for physical action is represented in *Zombicide Chronicles* as Muscle.
- **Grit.** It measures a Survivor's force of personality, and their capability for energy, emotion and enthusiasm. A character with a high Grit score can be strong-willed, intense, and hard to demoralise



- **Brains.** A high Brains rating generally indicates a superior intellect and a clear mind, the signs of a quick thinker. All activities profiting from a sense for logic and the capability for a quick assessment of a situation are tied to the Brains stat.

Proficiencies

The six Proficiencies of a character and their ratings identify the strengths and weaknesses of a Survivor. Ben is certainly apt at **Survival**, but what about his **Attitude** capabilities? Yuka is **Combat** ready, but is her **Perception** good enough to spot a crawler silently approaching?

- **Athletics.** The capability of a Survivor to perform actions that put to the test their physical strength, coordination and resistance, like driving a car, climbing, moving silently or marching for days on end.



- **Attitude.** The strength of a Survivor's personality, their capability to impress, inspire and even intimidate others. A high Attitude score expresses true charisma and charm.
- **Background.** It is a measure of the previous experience accumulated by the Survivor, as a result of their former occupation, education or upbringing. It represents factual knowledge and schooling, as well as formal training and the extent of their social circle.
- **Combat.** When everything else fails, a good Combat rating comes always handy, be it to wield that chainsaw properly, to shoot straight and conserve ammo, or to get your head down when everything is blowing up around you.
- **Perception.** This attribute measures the potential of a Survivor to notice something out of the ordinary, to pick useful information from a scene, or even to gauge the intentions of other people.

- **Survival.** A high rating in Survival often can make the difference between life and death, as it helps to quickly identify incoming threats, clear that machine gun jam that is letting those walkers come too close, or save you from bleeding out on the curb.

Actions

As we've seen previously, when a roll is made to adjudicate the performance of a Survivor in a task, the most appropriate Action is located, and a die pool is composed, adding up the scores of the Attribute and the Proficiency that make up the Action.

For ease of reference, we group the Action descriptions by the Attribute they correspond to.

Muscle Actions

- **Threaten.** You impose yourself with your physical presence, your imperious tone of voice or your fancy karate chops. At lower scores you may impress small animals and little kids; at higher scores even the boss of your boss was intimidated on a daily basis.
- **Stunt.** You roll Stunt when performing intensely athletic feats, such as parkouring the urban landscape, or driving your racing car to the limit. At lower scores you risk twisting an ankle when rushing down the stairs; at higher scores you can survive bungee jumping with a stiff rope.
- **Spot.** Sometimes it's hard to tell a zombie in a crowd of very bored salarymen. You roll Spot when you're looking for something. At lower scores you have a hard time figuring out where the shots come from; at higher scores, even a tiny critter is identifiable blocks away.
- **Scout.** You take one for the team: you go Scouting in reconnaissance. Whether your mission is to find the nearest spawn zone or search a nice spot for a new shelter, it's just you exploring the unknown. At lower scores you may not want to be alone, ever; at higher scores your chest would be adorned with countless Boy Scout medals!
- **Fight.** It's showtime! You Fight when you attack in close combat, brawling bare-handed or tearing down every last walker with your flaming chainsaw. At lower scores you are barely able to take down a couple stiff zombies in a row; at higher scores you confront Abominations - and probably live to tell the tale.
- **Perform.** As the greatest singer-songwriter on this side of the raging apocalypse or as the last of the off-Broadway method actors, you Perform your art to entertain or deceive. At lower scores you may appear sick to skip your scavenging duties, or please a small crowd of very good friends; at higher scores you are able to blend in a zombie horde unnoticed - just hold your breath.



Grit Actions

- **Lead.** You may not want it, but there's people out there who need to be told what to do, and now they're looking at you with hopeful eyes. Will you Lead them to the safety of a new shelter, or to their utter demise? At lower scores you may have two or three followers to command into battle, at higher scores you can coordinate whole settlements of Survivors to accomplish complex feats.
- **Endure.** You must carry on. Your unconscious friend may add weight on your shoulders, or you may have a bad day marching knee-deep in the mud. Just keep moving, one step at a time. Endure measures your capability in overcoming proving physical conditions. At lower scores, you traverse small rivers with moderate encumbrance; at higher scores you won't have too much of a trouble trekking Mount Everest.
- **Judge.** Assessing feelings, attitude and motivations can be hard while your instincts urge you to maim zombies for survival. You roll Judge when common sense isn't enough and you need to find out what others are thinking. At lower scores, you may sense hostility, anger or fear; at higher scores, your guts are almost always right - everyone is an open book.
- **Heal.** Heal measures your ability to treat deep wounds and conditions, on others and on yourself. Beware, however, that no bandage or medicine would save you from the zombie infection! At lower scores, you are able to dress wounds and prescribe the right antibiotics to treat basic symptoms; at higher scores, you perform amputations and treat the most exotic ailments with the perfect mixture of herbs and drugs.
- **Cool.** Don't panic. Things are already bad, please don't make them worse. When you absolutely need to stay calm or you are facing unfathomable horrors,, roll Cool. At lower scores, you can reload your weapon under fire without shaking too much. At higher scores, you keep your composure in front of hordes of Runners coming to get you.
- **Contacts.** Gone are the days where social networks and cellphones cut distances and enabled home delivery. Roll Contacts when you need to find the right someone: maybe you know a guy that knows a guy - who's still alive and can provide what you want, be it information or resources. At lower scores, you may still grasp some gossip from people from your area; at higher scores, everyone used to wave at you and stop by for a quick chat.

WORK IN PROGRESS

Brains Actions

- **Convince.** In the apocalypse, no one does anything for nothing in return. You can seduce and Convince them that you are deserving of help, or that your ask is in their best interests. At lower scores you may try to have the last bite of their snack; at higher scores you can pledge yourself out of the worst situations.
- **Sneak.** Crawl your way out of view and let the darkness be your ally; pick the key from the guard and open that squeaky door as if it was thoroughly greased. At lower scores you have enough finesse to perform simple card tricks; at higher scores you will backstab Fatties even before they can smell your flesh.
- **Scavenge.** The world has changed so much, you dare say for the better. Now you don't have to pay for it, just grab it! As long as you know where to look, you'll be fine. At lower scores you may find enough food to survive another day; at higher scores you will lay hands of plenty of resources for all your fellow Survivors.



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46

SKILLS

BIO NAME: Glenn
 OCCUPATION: Disabled foreman
 HABIT: Smoking
 LOOKS:
 EQUIPMENT: Wheelchair

ACTIONS	MUSCLE	BRAIN	GRIT
ATTITUDE	1	3	4
ATHLETICS	1	STUNT	SNEAK
PERCEPTION	1	SPOT	SCAVENGE
SURVIVAL	2	SCOUT	TINKER
COMBAT	2	FIGHT	SHOOT
BACKGROUND	5	PERFORM	KNOWLEDGE

ZOMBICIDE CHRONICLES

STRESS
 7 Anxious!
 13 On Edge!
 19 Broken!

GEAR

WOUNDS
 3 Bruised!
 9 Injured!
 15 OUT!

- **Tinker.** Stuff breaks, firearms jam and you're pretty sure warranties are expired now. With Tinker you can repair items and barricades, and even pimp out your weapons for maximum effect. At lower scores you will unjam basic handguns; at higher scores you may even craft your own weapons of mass destruction.
- **Shoot.** Lock 'n load! Most of the time you don't want to get up close and personal with zombies: in Zombicide you Shoot at them all the time with lots of different weapons. At lower levels, unloading a magazine will get you a couple bullets in your target; at higher scores, you unleash an alarming amount of firepower from afar.
- **Knowledge.** Remember that boring books at the library and those workshops dissecting frogs? Not so useless now, eh? Knowledge measures your past education and your skill in assimilating new insight. At lower scores you know enough chemistry 101 to prepare molotov cocktails; at higher scores you act as a tourist guide for the city in four different languages.



Derived Stats: Stress, Wounds and Adrenaline

During chargen, players prioritize the three stats, attributing to each of them one of three basic values - a 2, a 3 and a 4. Then, the players proceed to determine the final levels, adding to the chosen value the Survivor's Brains score for Stress, Muscle for Wounds and Grit for Adrenaline.

Stress

There are three 'levels' of stress: **Anxious**, **On Edge**, and **Broken**.

- Survivors become **Anxious** when the accumulated stress matches or beats their Stress score
- Survivors are **On Edge** when stress equals or exceeds their Stress score x2
- Survivors are **Broken** when stress equals or exceeds their Stress score x3

The three levels of stress do not trigger any automatic negative consequences from accumulated stress, until **Broken**. A broken character risks suffering a breakdown. When this happens, the player must play out that Survivor's **breakdown** effect; when the effect is resolved, the Survivor resets the Stress total to zero.

Wounds

There are three 'health levels': **Bruised**, **Injured**, and **Out**. Survivors are considered healthy and free from any negative effects until one of the conditions listed below kicks in.

- Survivors become **Bruised** when the accumulated damage matches or beats their Wounds score
- Survivors are **Injured** when damage equals or exceeds their Wounds score x2
- Survivors are **Out** when damage equals or exceeds their Wounds score x3

Survivors do not suffer negative consequences from accumulated damage, until **Out**. Survivors who are put out drop unconscious, and risk becoming food for the dead if their fellow Survivors do not take good care of them. Survivors who recover any amount of damage wake up immediately.

Adrenaline

Adrenaline is kept track of using the Adrenaline bar. While the Identity Sheet of all ready-to-play characters features a precompiled Adrenaline bar, you must compile that of your custom Survivor, setting each Danger level at a specific threshold consulting the table below.

For example, David prioritized the ratings of Wanda, his chosen Survivor, as follows: 2 for Stress, 3 for Wounds and 4 for Adrenaline. Wanda has 4 Brains, 3 Grit and 1 Muscle. The derived stats of Wanda are as follows: Stress 6, Wounds 4, Adrenaline 7.



Skills

Survivors see their capabilities improve dramatically, as they unlock new Skills every time the Adrenaline bar reaches a new Danger level.

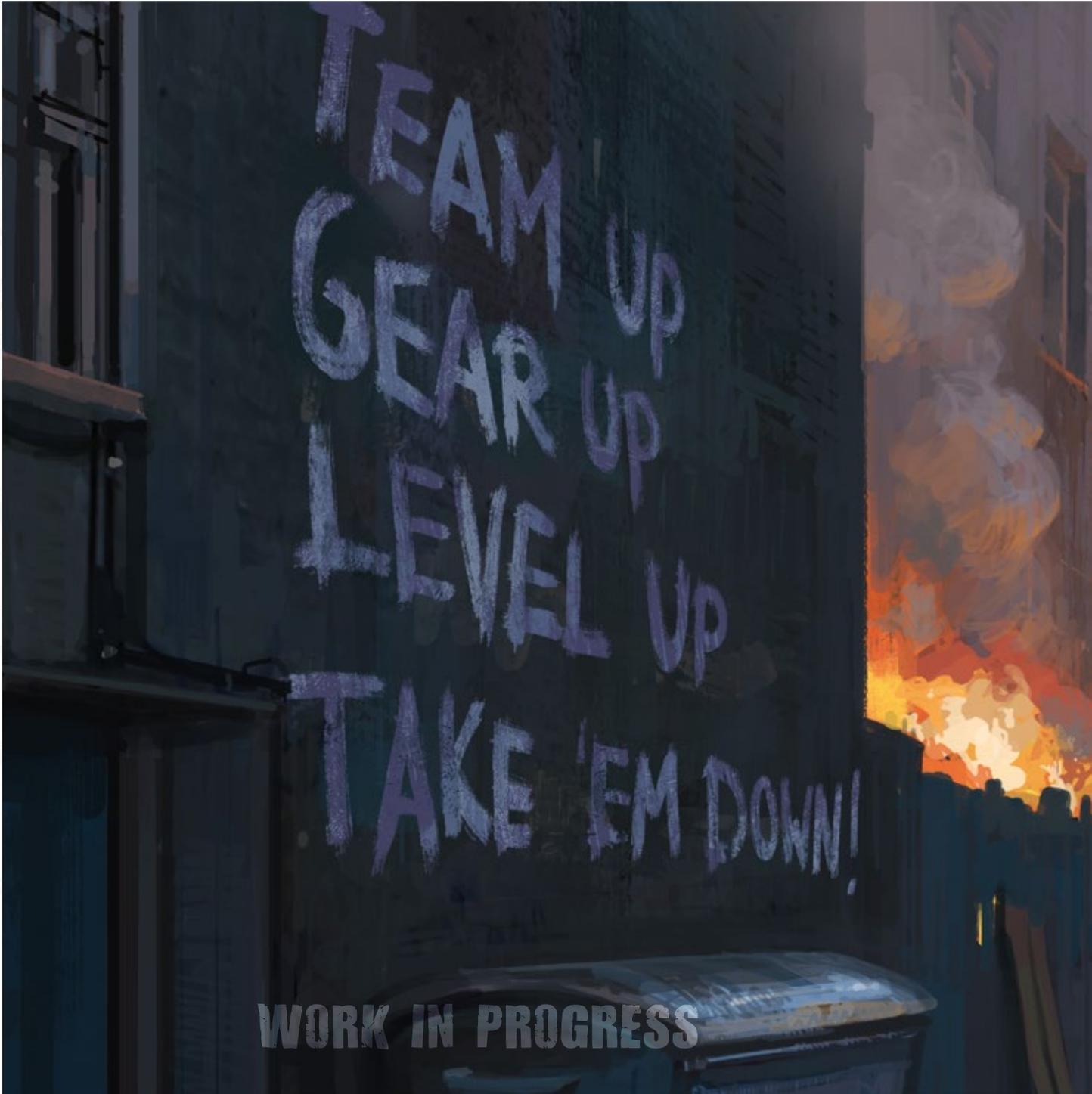
Skill In Zombicide Chronicles has specific Skills with effects the most important stats in the game are a Survivor's **Attributes** and **Proficiencies**, numerical ratings that used to evaluate the Survivors' capabilities in different fields.

There are 4 Danger Levels on the Adrenaline Bar: Blue, Yellow, Orange, and Red. Reaching a new Level provides the Survivor with a new Skill

Adrenaline	Blue Level	Yellow Level	Orange Level	Red Level
3	0-9	10	22	46
4	0-8	9	21	45
5	0-7	8	20	44
6	0-6	7	19	43
7	0-5	6	18	42
8	0-4	5	17	41
9	0-3	4	16	40

WORK IN PROGRESS

Playing the Game	88
Missions	122



WORK IN PROGRESS



#03

THE RULES



WORK IN PROGRESS

PLAYING THE GAME



Back to basics!

The game system for *Zombicide Chronicles* uses a simple but solid framework of rules to help the players and the gamemaster to bring to life the dead, the Survivors who fight them, and the world they all inhabit.

The rules of the game are 'player-facing', meaning that their primary goal is to help the players translate the actions of their characters into game terms. The rules set a limit to what a character can achieve, as well as providing a way for the themes of the game to directly influence the story.

The game system also provides the gamemaster with the means and ways to describe a believable environment for their players to interact with, a world where actions succeed or fail due to tangible reasons, such as the characters' level of ability and the difficulty of what they attempt to do - a world where the choices that players make for their characters have real consequences.

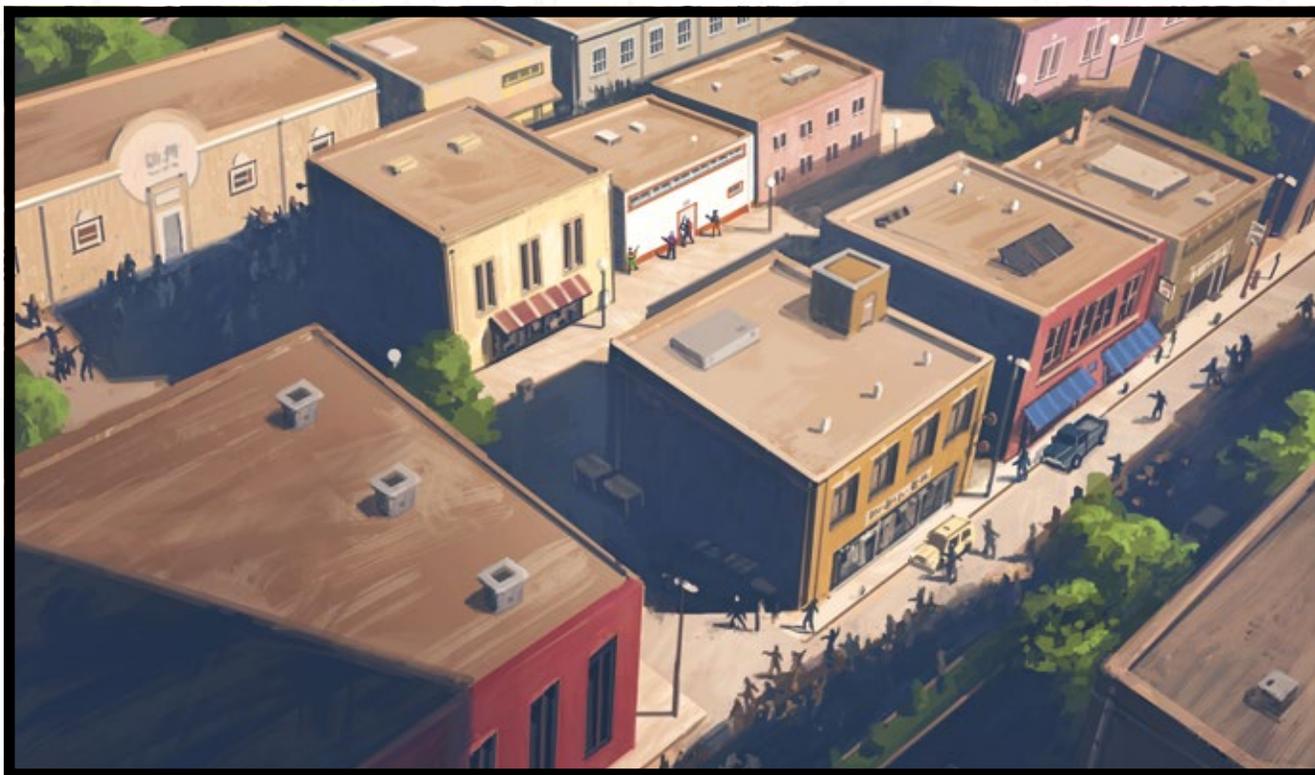
Customising the Rules

Rpgs are narrative games, and the rules used to govern them are traditionally 'soft' and subject to interpretation, in comparison to the 'hard' and inflexible rules of boardgames. This is the case because the rules of a roleplaying game are meant to support the immersion and imagination of the players, not to constrain it.

But this does not mean that the rules of *Zombicide Chronicles* must be broken or ignored - it means simply that the gamemaster and the players are invited to customise the rules of the game as much as they desire, keeping what they find appropriate to their playing style and tweaking or throwing away entirely what they don't.

But remember one thing: *Zombicide Chronicles* is still a game, and the key for the creation of a truly cooperative roleplaying experience is to share its rules among all participants and apply them. The game system and its application is not the province of the gamemaster alone, and all changes to the rules must be agreed upon by all participants. And once the rules have been accepted (customised or not), they must be applied consistently and fairly, to dispel any doubts about the role of the gamemaster as an impartial interface between the players and the game world.

Nothing is more detrimental to a player's suspension of disbelief than the feeling that a character's fate is being dictated by the choices of the gamemaster and not their own.



✖ ACTIONS

We need to get some power back to the mall to open the delivery door. Not an easy task.

When a game session reaches a moment when careful decisions must be taken about what to do, and when the talents and abilities of the Survivors need to weigh in, it's time to roll the dice.

Attributes + Proficiencies = Action!

The capability of a Survivor to endure the trials of living in an undead world is represented in the game by a number of numerical values: **Attributes** and **Proficiencies**.

The three **Attributes**, *Muscle*, *Grit*, and *Brains*, represent respectively the physical, temperamental and mental profile of your Survivor. The six **Proficiencies** - *Attitude*, *Athletics*, *Perception*, *Survival*, *Combat* and *Background* - represent different manifestations of each Survivor's talent.

As you can see by having a look at the Identity Sheet, Attributes and Traits are arranged in an Action matrix, so that if you cross reference an Attribute with a Proficiency you get the name of a specific Action.



When your Survivor does something that corresponds to one of the 18 Actions in the matrix, you check with Attribute and which Proficiency correspond to the Action, and take a number of **black Action dice equal to the rating of the Attribute** and a number of **white Action dice equal to the rating of a Proficiency**.

	Muscle	Grit	Brains
Athletics	Stunt	Endure	Sneak
Attitude	Threaten	Lead	Convince
Background	Perform	Contacts	Knowledge
Combat	Fight	Cool	Shoot
Perception	Spot	Judge	Scavenge
Survival	Scout	Heal	Tinker

*For example, if your Survivor is attempting to fix the broken axle of a car, you need to roll **TINKER**: take a number of black dice equal to your Brains score and a number of white dice equal to your Survival score.*

WORK IN PROGRESS

Die Rolls

When you have gathered your Action die pool, it's time to roll it! The dice can produce the following results:

- **Molotov.** A Molotov is always read as a success. Additionally, it might be spent to trigger a special ability or some special features of a weapon.
- **Numerical values.** Each numbered result obtained on any die is a failure, but can be **forced** to become a success, by gaining Stress (see below).
- **Zombie Head.** The Zombie Head is always a failure, cannot be **forced**, and may allow the GM to trigger some special results.



Forcing a Success

When there's a will, there's a way, they say! A player can turn any die result showing a number into a success by gaining Stress equal to the numerical value. You can force one or more dice into successes, but be careful though, as accumulating Stress can become a problem.



MADDIE



JAMES

Difficulty Levels

Under most circumstances, the GM doesn't set a difficulty for an action: this means that to succeed at a roll you only need a single success (a standard action).

If the GM considers that the situation is putting you under particular pressure, a Difficulty Level can be applied, making an action **challenging**, or **hard**:

- ▣ To pass a challenging Action you need at least two successes, and three successes for a hard Action.

Quality Rating

If you get more successes than the required minimum, you achieve something out of the ordinary.

To quantify the quality of a successful result, you count how many successes you rolled in excess of those set by the Difficulty Level:

- Successes equal to Difficulty Level: the action was successful, and that's it;
- +1 success: you achieved something that is out of the ordinary (superior success);
- +2 successes: your feat was absolutely exceptional and memorable (an outstanding success).

Zombie Head! Trouble

If you roll a Zombie Head on your Action and fail you might be looking for trouble! This can happen when you are facing a particularly difficult challenge, or when you cannot afford to force a result, as you already accumulated too much Stress.

 If you get a Zombie Head AND you fail at your roll, the Action produces a *complication*.

More often than not, a complication means that you were clumsy, and made some noise. Add one Noise token to the Threat pool. See page xx for more examples of complications. *For example, you make noise while attempting to open a locked door using Tinker, or you disturb some stray dogs while trying to Sneak, and now they are after you!*



WORK IN PROGRESS

The City	156
Zombipedia	176



WORK IN PROGRESS



#04

THE WORLD OF ZOMBICIDE



WORK IN PROGRESS

THE CITY

✕ DOWNTOWN

Downtown was the most important central business district, where all the big financial companies were managed inside magnificent skyscrapers and old opulent palaces. Linked to the Heart of the City with a bridge that crosses the main river.

POINTS OF INTEREST

● **1 - Corporation Tower.** The symbol par excellence of civilized society; it burned for days in the first days of the plague. Once it was a beacon of light, projected higher than anything else in this city; now it's just a dark skeletal tower of shattered glass and bent iron. An empty hive of abandoned offices, meeting rooms, useless computers and countless stairs, but hey, there has still to be coffee somewhere.

● **2 - The Central Bank.** The central headquarters where all the money of the business district was handled in total security. Now all that cash is nothing but paper useful for... you know what. In the same way, gold bars are nothing but a thing to throw in order to hinder one of those zombies. But the bank vault is surely an impenetrable refuge, and maybe it's even possible to find some weapons down there.

● **3 - The Bridge.** The Bridge is one of the scariest places in the city. A messy muddle of cars, buses, discarded tires and dilapidated clunkers, entangled and intertwined between themselves across the bridge in the greatest imaginable car wreck ever, caused in the attempt to leave the city. It's like a fuel tank ready to explode, and while it's easy to retrieve scraps and mechanical parts, beware as some of those stacked corpses are moving...

● **4 - The Financial Square.** Every morning and evening, all the brokers working in the district poured into the square in front of the stock exchange building. Now it is adorned only with chunks of corpses and zombies that wander aimlessly around the square. The doors of the Exchange are barred; is there someone inside?



WORK IN PROGRESS



ANGUS

Episodes

- **Rush hour.** The Survivors open the door to a business building, causing all former employees in the surrounding area to suddenly try to access it. If the door is barred they crowd the exit.
- **Falling Down.** A crazed clerk armed to the teeth barred himself in his office on the seventh floor. From there, he snipes at everything that moves in his direction, dead or alive.
- **Dog Day Afternoon.** A group of misguided robbers broke into the Savings bank, only to find themselves surrounded by a horde of undead policemen and military.

Hooks

- *A helicopter is parked on the roof of the corporation tower. We could have a use for that...*
- *Someone made a shelter on the upper floors of a lone skyscraper. How can they manage to get food if they never get out?*
- *Inside the bank there may be important information about certain people. Also, who knows what's hidden inside the safety boxes...*

DISTRICT DETAILS

First Look

The tallest buildings of the city are here, huge towers that still stand, even if most windows at ground level are shattered. The roads are wide and full of glass. Some of the toughest firefights must have happened here in the early days of the plague, as the military probably arrived here first in an attempt to secure the area. Road blocks and ruined vehicles dot the landscape.

Activity

Here sounds break the undead silence at all times, be it an alarm from a window that was shattered by an exploding car, the static from a Police car radio, or a TV set still broadcasting music from a dead station. Dead businessmen still dressed up for their morning grind roam mindlessly in and out of buildings.



BEAR

WORK IN PROGRESS