

ZOMBICIDE

CHRONICLES

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Group: 18, rue Jacqueline Auriol - Quartier Villaroy
- BP 40119 78041 Guyancourt Cedex - France.
Distributed and imported by Esdevium Games
Ltd, trading as Asmodee UK: Unit 6 - Waterbrook
Road - Alton - GU34 2UD - UK. Actual components
may vary from those shown. Made in China.

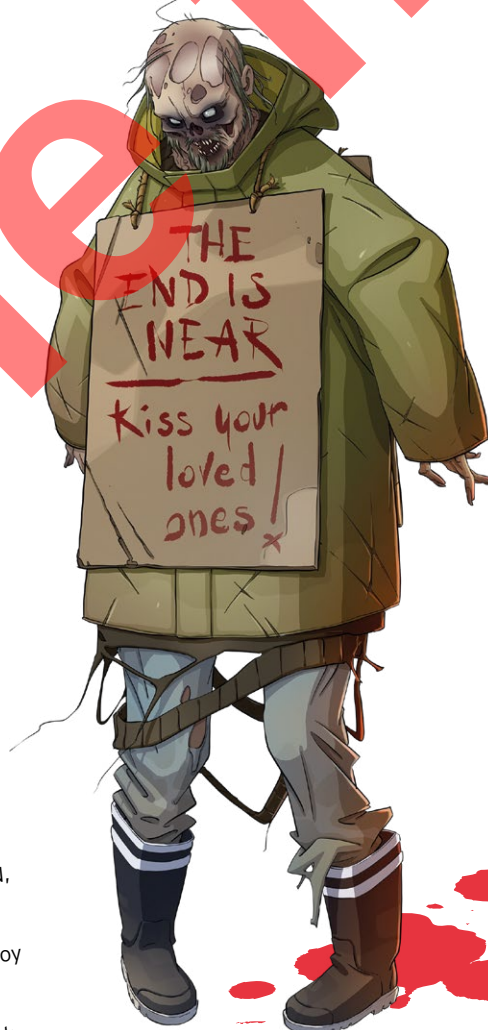


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#01

INTRODUCTION

Sample



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 doing so, we have inadvertently changed ourselves...

Now, shambling killing machines roam the ruins of our world.

If you are reading this, you probably know about the *Zombicide* board game, and have an idea of what you will find in this volume. If you don't, we'll tell you all about it. Buckle down and gear up, you're in for a wild ride.

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.

✦ 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 that **you must fight to stay alive**.

How Did We Get Here?

Nobody knows yet what it was that made the dead come back to life. You heard all sorts of conspiracy theories, from blaming GMOs, Big Pharma, chemical and biological warfare, or 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 two things in common: they're crazy and they don't help. At all.

So, the question isn't really how did you get here, 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 shapes and sizes.

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.



And while the majority of them still resemble what they were before, some changed so much that you could not believe they were ever human.

Yes, I'm talking about the Abominations...

City of the Dead

When **it** happened, you were in the City, just like every day of your previous life. Not many people lived outside the City, anyway. 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 theaters, 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 left are supply caches, ammo dumps, and places you need to scout for medicine, water, or food.

And the dead. The dead are everywhere.

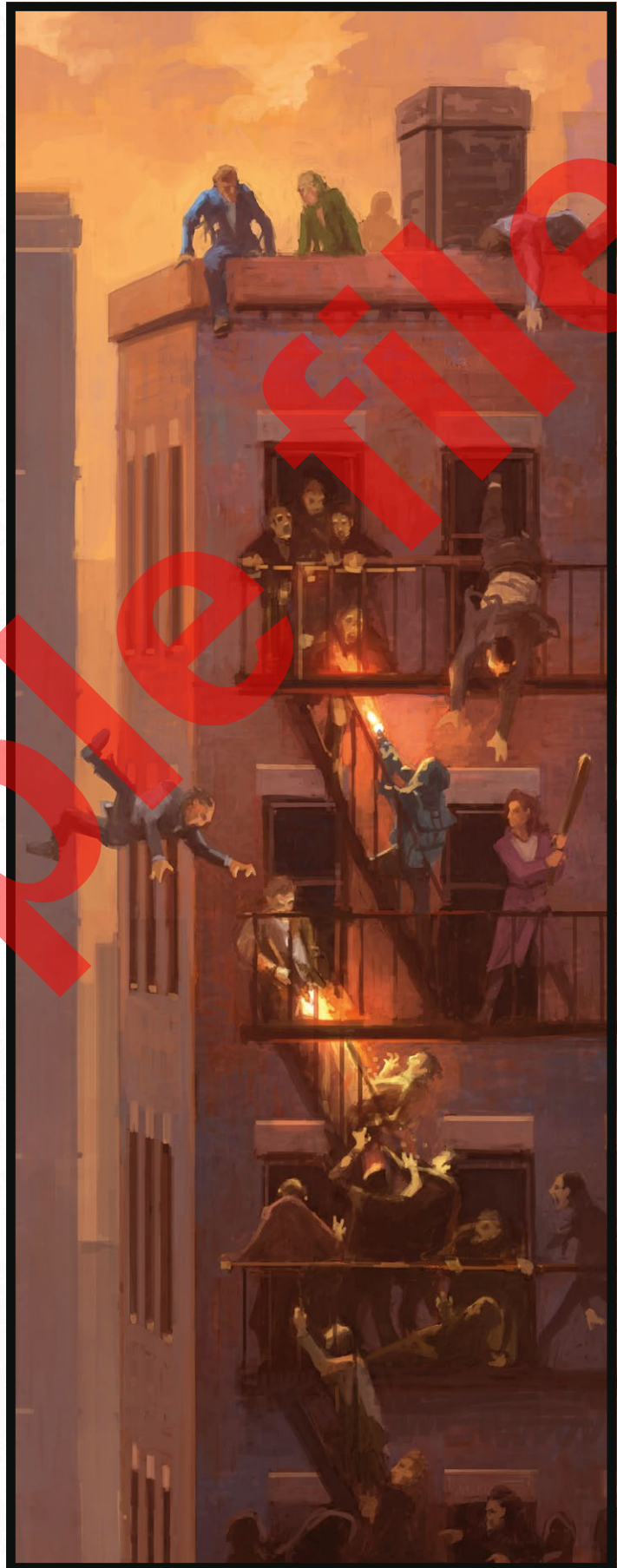
There must be others like you out there. You were not the toughest SOB, but you made it. So, **others** must have too, and you can find them. Mechanics who can fix things, doctors who can **fix you**, fighters who can **fix them** with a well aimed blow. You might get along well and build a larger community.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

Maybe.

Survivors

In *Zombicide: Chronicles*, you take the role of Survivors, a handful of individuals who, out of thousands, possess abilities that allowed them to make it against everything they have faced. At least, so far. 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, and scavenging for anything that might keep you alive just a little bit longer.





✖ 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 each player's responsibility to interpret their chosen Survivor as if they themselves were plunged into a world infested by the undead, and were equipped to confront the threat.

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

RULES FOR THE PLAYERS

- **Rule #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 envision 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 #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 #3: Act as a group as much as possible** - Cooperative play will enhance your chances of survival. The game is a conversation between you, the other players, and the GM, and everyone needs a share of the spotlight.
- **Rule #4: Find Your Own Survivor's Voice** - *Zombicide* is all about the Survivors, their looks and 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, keep only the essential to avoid monologues.
- **Rule #5: Keep it Crazy, Keep it Fun** - Wallow in the spirit of *Zombicide: Chronicles*! Death and decay are bleak, but Survivors have the right attitude and weapons aplenty to dial it up a notch. So, it's time to Team Up and Gear Up!

The rules of *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 customize one to your liking.

✖ THE GAMEMASTER

One player in every group is the exception, as one person won't play a single individual, but will instead assume the role of the Gamemaster (GM for short), the person in charge of managing the world of *Zombicide* itself, and describing 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.

✖ STRUCTURE OF THE GAME

Zombie hunting is all well and good, but there is more to *Zombicide: Chronicles* than just fighting endless hordes of Zombies. As players of the board game know, one of the most satisfying ways to enjoy the game is to play a series of linked missions.

RULES FOR THE GAMEMASTER

- **Rule #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 #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 the entire arsenal of *Zombicide: Chronicles* to evoke the right mood and suspense, not to butcher them.
- **Rule #3: Know your players** - *Zombicide: Chronicles* doesn't offer wild continents to explore or great mysteries to solve. The game tells the story of the Survivors. The better you know your players' expectations and goals, the easier it will be for you to add more chapters to their story.
- **Rule #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 #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 risk becoming boring unless you add the occasional undead cosplayer, Santa Claus, or even a celebrity to the bunch.
- **Rule #6: The *Zombicide* world is at your disposal** - *Zombicide: Chronicles* is fully compatible with the *Zombicide* board game. Using the board game components, such as tiles and miniatures, is a great way of improving the player's experience.

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 set up a gaming session with little or no preparation.

Gameplay in *Zombicide: Chronicles* works very much like that, with the added bonus that you get to see what happens **between** missions. *Zombicide: Chronicles* is a full-immersion experience in the world of *Zombicide*, allowing a full exploration of different themes, in addition to those of survival and fighting the dead.

Shelter Phase and Mission Phase

Typically, a game session of *Zombicide: Chronicles* starts with the Survivors in their shelter, considering their current situation and making plans on what to do about it. Maybe their refuge isn't safe anymore and they need to find a new one, or water and food have become scarce, or maybe a new horde has entered a nearby area. When the Survivors agree on a course of action, they leave their shelter to go on a mission.



In game terms, this is represented by two distinct stages of gameplay: the **Shelter Phase** and the **Mission Phase**.

- During the **Shelter Phase**, a number of checks are performed to assess the availability of resources such as water, ammo, or medicine. Additionally, the Survivors gather news about what's happening in the city and start planning their next steps. In this phase, the Survivors are not exposed to an immediate threat and have more time to get things done. To reflect this, the rules are simpler, as they ignore all the trappings required to heighten the tension at the table.
- The **Mission Phase** starts as soon as the Survivors leave their refuge and enter the danger zone. A more detailed pace of gameplay kicks into gear and a set of additional rules are taken into account, as things like Stress, Adrenaline, and Trouble start to play their part. When the Survivors have achieved - or failed! - what they set out to do, the mission is over and the next game session will begin again with a Shelter Phase.

Alternating the two distinct phases of gameplay allows the players of *Zombicide: Chronicles* to experience the passage of time and to see their characters develop.

See pages 95 and 98 for more details on the two modes of play.

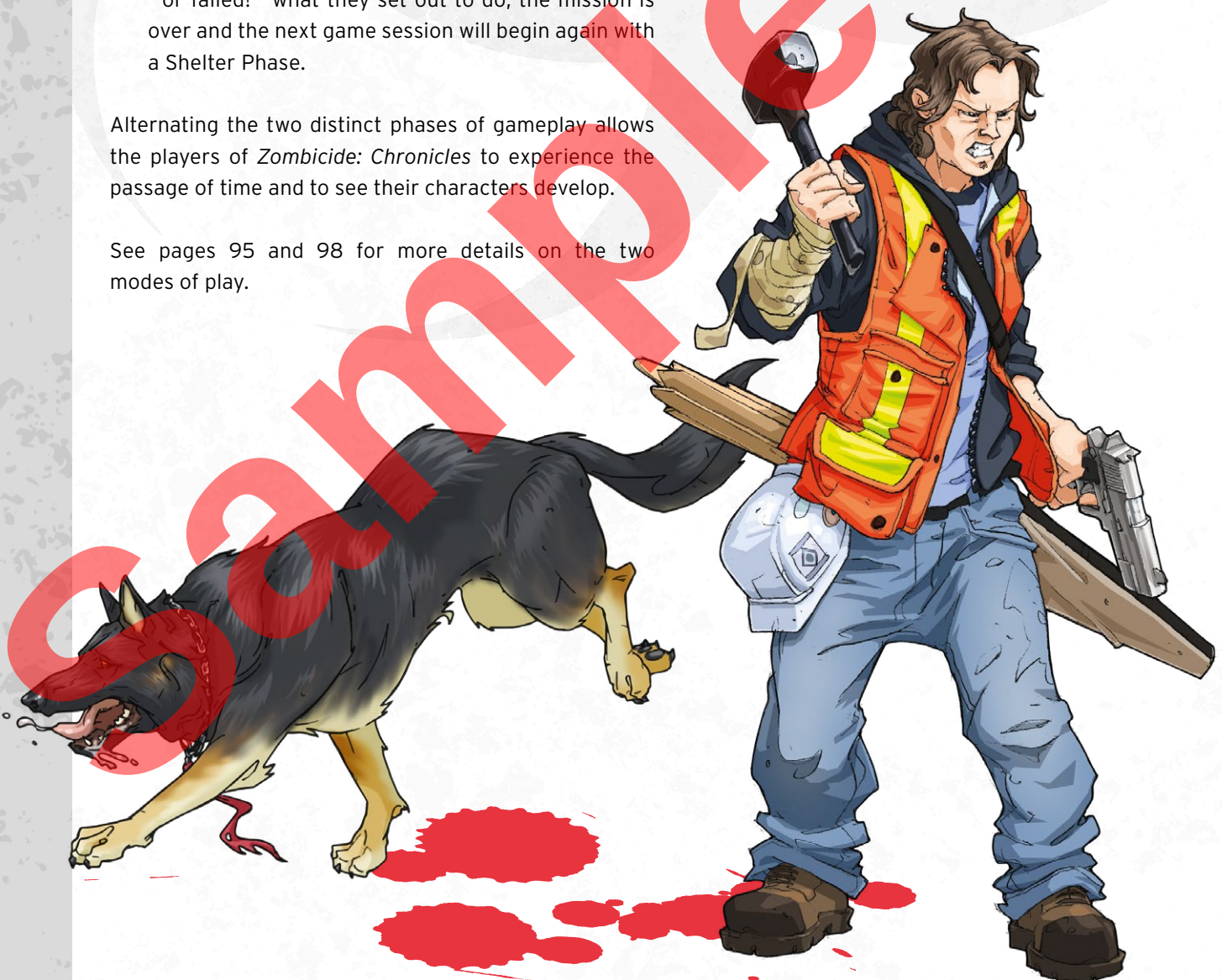
✖ SO WHAT DO WE DO?

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

Team Up

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

Find and rescue others. One of the main reasons to 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 blocks: 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 stop this outbreak from becoming an Extinction Level event, you'd 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! The horde is growing in number every minute.

Get your daily Zombicide. Plan and execute good strategies, reducing your chance of suffering any casualties. For every one of you that falls, another one of them rises.

