

# Zombicide Black Plague

## Mark's Alternate Rules

### V1

These rules are a combination of the core rules for Zombicide Black Plague combined with features from other Zombicide games and modified in various ways to change the experience. A core box of Black Plague is needed. Some extra dice in a different color will also be needed when using the All Out Dice options. Tokens of some sort to identify a necromancer's Wall of Woe and barricades will help.

Modifications of note are:

**Character Classes** - Special abilities players may choose for their characters.

**Focused Fire** - Concentrating an attack to increase the damage capability.

**All Out Dice** - Players have a choice of using more dice with a weapon with the risk of breaking the weapon.

**Necromancer Spells** - Special attacks a Necromancer may use.

**Player Turn Choice** - The player decide the order of survivor turns each round.

**Single Noise Token** - The last noise made in the round is the one that zombies will focus on if there are no survivors in sight.

**Spiking Doors** - Doors can be closed and wedged tightly with a bladed weapon to block zombie travel.

**Barricades** - Available materials can be used to block zombie travel.

**Friendly Fire** - Misses don't automatically hit friends, they have a chance of missing everything.

**Merchant Deck** - Advanced weapons aren't randomly found through searching. Rather they are earned by trading up with foraged equipment.

**Limited Searching** - Rooms do not provide unlimited equipment to be found in them.

**Initial Building Population Uncertainty** - When a building opens the number of zombies inside isn't known until each room is entered and the count confirmed. The closest spawn continues to spawn.

## SETUP

- 1 Choose a Quest.
- 2 Place the tiles as indicated in the quest.
- 3 Place the doors, Objectives, and all tokens as indicated by the Quest
- 4 Each player gathers 1 to 6 Survivors for him to play. Players sit around the table in any order they choose. As they cooperate against the game, all players form a single team.
- 5 Players take one Dashboard for each of their Survivors, placing the Survivor's ID Card on it. They also take the 5 plastic trackers in the same color. Optionally they take a colored plastic base and attach it to the Survivor's miniature to help identify it
- 6 Find all equipment cards with the "Starting Equipment" keyword: a Hammer, a Mana Blast, a Short Bow and three Short Swords. These cards are identified by a grey back. Distribute all six cards amongst the player any way the players choose. If a Survivor's starting skill lists any starting weapons, he receives those cards now from the equipment deck, independent of the starting equipment just distributed.
- 7 Shuffle the Zombie cards into one deck.
- 8 Split the equipment cards into two decks: a Search Deck and a Merchant Deck. Which cards make up each are listed below.

### Starting Equipment

Hammer (starting Equipment) x1  
Mana Blast (starting Equipment) x1  
Short Bow (starting Equipment) x1  
Short Sword (starting Equipment) x3



### Search Deck

Aaahh!! x4  
Apples x2  
Axe x2  
Dagger x4  
Fireball x2  
Hand Crossbow x2  
Invisibility x1  
Lightning Bolt x2  
Longbow x2  
Mana Blast x1  
Plenty Of Arrows x3  
Plenty Of Bolts x3  
Repeating Crossbow x2  
Salted Meat x2  
Short Bow x1  
Short Sword x1  
Sword x2  
Water x2

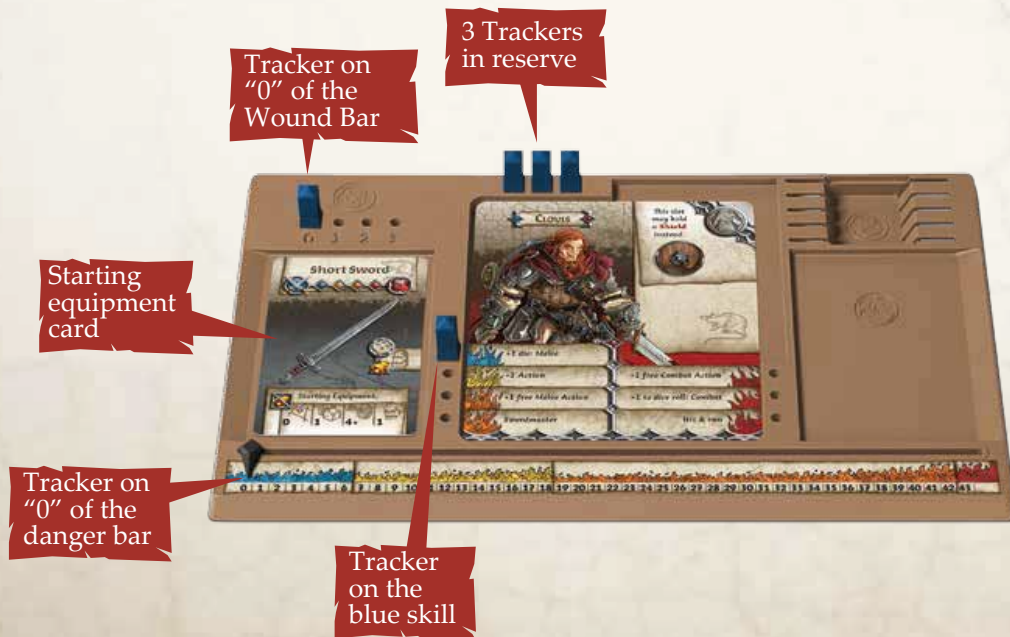
### Merchant Deck

Chainmail Armor x2  
Crossbow x2  
Death Strike x2  
Dragon Bile x4  
Great Sword x2  
Hammer x1  
Healing x1  
Inferno x1 [Vault]  
Leather Armor x2  
Orcish Crossbow x1 [Vault]  
Plate Armor x1  
Repulse x1  
Shield x2  
Speed x1  
Torch x4

- 9** Place the search deck face down close to the board. Place the merchant deck out of the way.
- 10** Place the miniatures representing the chosen Survivors on the starting Zone(s) indicated by the Quest



- 11** Each player places their Survivors' Dashboard(s) in front and makes sure the sliding arrow is on the "0" space in the blue area of the Danger Bar. He then places a tracker in the "0" slot of the Wound Bar and another tracker in the slot for the first (blue) Skill. Place 3 more trackers in the reserve slots on the top of the Dashboard.



# Classes

Each survivor chooses one class and adds abilities of that class to their character.

## Mage

**Powered Magic** - Focused fire with **magic** attacks.

**Advanced Magic Range** - Range +1 with magic weapons, following line of sight rules.

**Enchantment Progression** - Earn an experience point each time an enchantment is used.

**Piercing Magic** - The mage has the power to make magical attacks through a necromancer's Wall of Woe.

**Magic Unlock** - If a quest has a magically locked door that can't be broken or picked, the mage can dispell the lock. The quest will Indicate the roll needed.

## Fighter

**Powered Melee** - Focused fire with **melee** attacks.

**Bloodlust : Melee** - Once per Turn, the Fighter may spend 1 Action to Move up to 2 Zones to a Zone containing Zombies, then perform 1 free Melee Action. Movement restrictions apply For example, an additional Action will be needed to quit a Zone containing a Zombie and entering a Zone containing Zombies still ends the Survivor's Move Action.

**Muscle Mass** - The Fighter has strength that allows them to perform heavy lifting tasks with fewer actions such as building a barricade, pushing a loaded cart across town, etc. Specific missions will detail the tasks and action savings.

**Defensive Stance** - For their last action the Fighter may take a defensive stance. Place a token indicating the stance next to the fighter. The fighter is now prepared to dodge/defend/duck etc. if about to take damage from either an enemy or friendly fire. If damage is about to hit the fighter, the fighter may attempt to block the attack by rolling for the weapons in their hand. Focused fire rules may be used, with the risk of breaking the weapon[s]. Each weapon success is 1 blocked damage for the fighter. Defensive rolls do not hurt attackers. If the fighter also has other defenses, [I.e. Iron Hide, Armor, Shield, etc.] They can be used at this time also. Remember, wounds inflicted by Abominations, as well as being eliminated by a Dragon Fire, can't be prevented by Armor rolls.

## Archer

**Powered Range** - Focused fire with **ranged non-magic** attacks.

**Expert Aim** - If there are no enemies in their zone an archer can attack on a diagonal one square away.

**Advanced Range** - Range +1 with ranged non-magical weapons , following line of sight rules.

**Nimble Shopping** - Picks first when visiting the merchant

## Rogue

**Keen Eyes** - Line of sight through buildings

**Fleet of Foot** - Can move on a diagonal.

**Lock Picking** - If a quest has an armored door that can't be broken, the rogue can pick the lock. The quest will Indicate the roll needed.

**No Surprises** - If the rogue pulls an Argh! when searching gets an immediate reactive strike and searches again.

**Super search** - When searching, if the room hasn't been looted, [there is at least one card left], the rogue takes one card from the room and one card from the equipment deck.

## Focused Fire

An attack may concentrate on a single target to increase their chance of overcoming its defenses and eliminating it. To perform a Concentrated Attack, designate a single specific target among those the Attack may hit, before rolling dice. Multiply the Damage value by the amount of hits obtained (1 success: Damage x1. 2 successes: Damage x2. 3 successes: Damage x3, etc.) Only the designated target may be hit. Leftover Damage is lost.

*Example: Silas has a repeating crossbow. He's facing a group of zombies including a fatty he wants to attack. But the standard damage of the repeating crossbow is only a 1. He focuses his attack on the fatty and throws the repeating crossbow's 3 dice. Two of the dice are 5s, successes. Being focused fire the successes are added for damage. The two damage are enough to kill the fatty. The third die is disregarded. Even if it was a success only the fatty was attacked.*

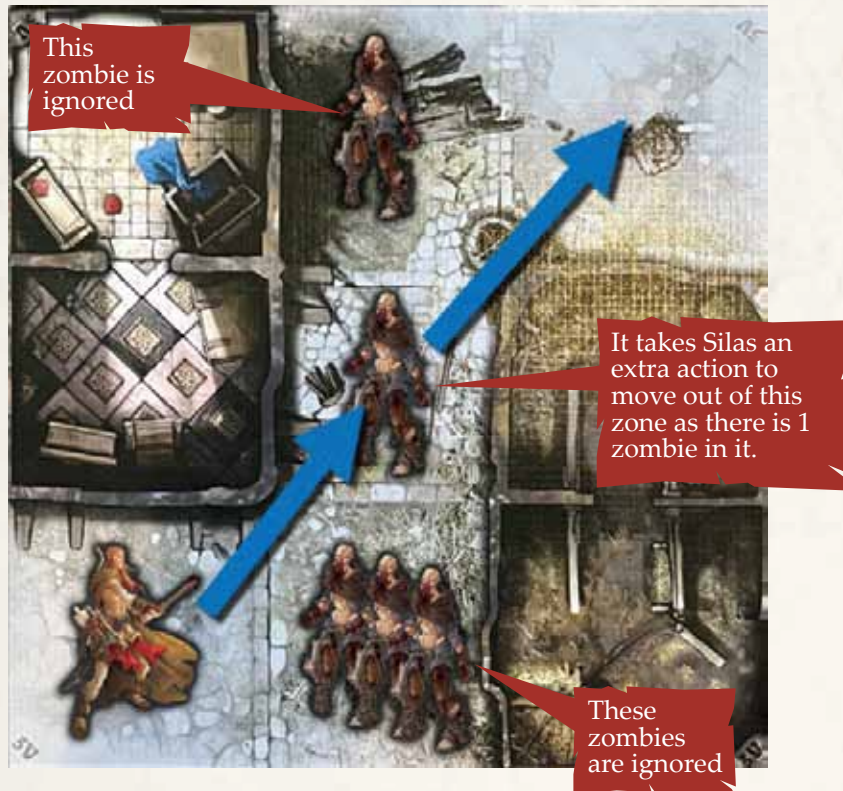
*Example: Baldric is dual wielding two lightning bolt spells. Each on its own has one die that does one damage. To kill a fatty he can focus his attack on the fatty, throwing two dice for the dual wield attack. If both dies are successful they are added to hit for 2 damage, killing the fatty.*



## Fleet of Foot

Fleet of Foot allows the survivor to move diagonally.

*Example: Silas as a rogue with "Fleet of Foot" chooses to move diagonally. He moves to the center zone for one action. Then spends two actions to move to the upper right zone as the single zombie in the center requires an extra action to leave it.*



## All Out Dice

Weapons and spells can be used with less caution to increase their chance of hitting but at the risk of breaking the weapon/spell. To do this, additional dice [All-Out dice] are added to the combat roll.

A player may declare going All-Out before any Combat Action. The player adds an additional number of All-Out dice equal to the number of attack dice of the weapon/spell. I.e. the attack dice are doubled.

The All-Out dice act like standard dice, adding hits if the weapon/spell accuracy value is met.

Successful dice are resolved first inflicting damage if any on the enemy.

However, rolling 1 or more breaks on any of the All-Out dice (ONLY All-Out dice. Standard dice do not generate Break results) means the weapon/spell broke. Discard the weapon/spell card[s] right after the Combat Action is resolved. [In your haste to cast the spell your ingredient pouch spills].

The All-Out dice are regular dice of a different color to differentiate them during an attack. To further identify them the 1 pip can be colored or modified in some way to make the break more easily recognizable.

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

IMPORTANT: All-Out dice cannot be re-rolled in any way [the Lucky Skill, Plenty of Arrows, or Plenty of Bolts, etc.] cards have no effect on them.

*EXAMPLE 1: Clovis goes All-Out with a Sword. This weapon rolls 2 standard dice, and so 2 All-out die. All 4 dice are grouped for the roll with a 4+ Accuracy. The standard dice roll 1 and 5, obtaining 1 hit. The 1 is not a Break, as it is a standard die. The All-Out dice roll 3 and 6, adding 1 hit. The Attack roll obtained 2 hits total.*

*EXAMPLE 2: Ann goes All-Out with a Hand Crossbow. This weapon rolls 2 standard dice, and so 2 All-Out dice. All 4 dice are grouped for the roll with a 3+ Accuracy. The standard dice roll 4 and 5, obtaining 2 hits. The All-Out dice roll 3 and 1, obtaining 1 hit and 1 Break. The Attack roll obtained 3 hits total, and 1 Break. All hits are assigned normally. Then, the Hand Crossbow card is discarded.*

*EXAMPLE 3: Samson goes All-Out with dual Swords. Each weapon rolls 2 standard dice and so also 2 All-Out dice. All dice are grouped for dual use, totaling 4 standard and 4 All-Out dice with a 4+ Accuracy. The standard dice roll 2, 3, 4, and 4, obtaining 2 hits. The All-Out dice roll , 5, 6, and 1, obtaining 3 hits and 1 Break. The Attack roll obtained 5 hits and 1 Break. All hits are assigned normally. Then, 1 of the Sword cards is discarded. The other Sword can still be used.*

*EXAMPLE 4: Nelly goes All-Out with dual Repeating Crossbows, having a Plenty of Bolts card in her inventory. Each weapon rolls 3 standard dice and so 3 All-Out dice. All dice are grouped for dual use, totaling 6 standard and 6 All-Out dice with a 5+ Accuracy. The standard dice roll 1, 1, 3, 4, 4, and 6, obtaining 1 hit. The All-Out dice roll 1,1,1, 3, 5, and 6, obtaining 2 hits and 3 Breaks. All-Out dice cannot be re-rolled, meaning both Repeating Crossbows are lost to the 3 Break results after the Ranged Action is resolved. The player can use Nelly's Plenty of Ammo card to re-roll the 6 standard dice and try to improve their results, though!*





## **FRIENDLY FIRE**

A Survivor can't hit themselves with their own attacks. However, emergency situations can call for ranged actions aimed at a zone where a teammate is stuck.

In that case, misses on the attack roll are rerolled and if they are successes, they hit the survivors in the target zone.

If there is more than one survivor in the zone distribute the hits amongst them. It's the attacker's choice.

Remember: Friendly Fire doesn't apply to Melee Actions.

## **Noise**

Only one noise token is used. Any time a noise is made using a weapon, spell, etc. the noise token is moved to that location.

### **Hints:**

Move out of the line of sight of zombies to have them travel to the noise location.

Have the last survivor to take a turn for the round make noise to attract zombies in their direction.

## Opening Door/Spawning the Building

When a build is first opened it is unknown how many enemies or items are in it.

Place a spawn point in each room. The closest one[s] to the open door[s] will spawn each round. If all the doors in the building are closed/spiked closed the spawn zones will stop spawning until a door is opened, either by the survivors or by zombies trying breaking a door open.

A spawn point in a room is removed when a survivor steps into the room, as now the room can be confirmed to hold no more enemies.

The removed spawn token is replaced with 2 face down equipment cards. Note: even though the room was confirmed as empty, searching the room may turn up "Aaahh!!" cards.

## Spiking Doors

Doors can be shut and secured by spiking them with a blade weapon. [Dagger, The blade is wedge in and snapped off. So when spiking the door the weapon is consumed. I.e. the card is discarded.

If the door spiked is the last opening in the building, the zombie spawning stops.

### Zombie Breakout

Any known zombies in the building will move towards the closest door and try to get through it. Each zombie round roll dice for any zombies at each door. 1 die for each walker or runner, 2 for each fatty, 5 for a necromancer or abomination. If three 6s are rolled the door is broken open.

Example: 2 walkers are trying to break open a door. With only two dice, they can't so there is no need to roll.

Example: 3 walkers and 2 fatties are trying to break open a door. They roll a combined total of 7 dice.

Doors that are broken open can be re-spiked with another blade weapon.

## Merchants

Depending on the mission, a merchant may be either at a location on the map or off the map.

When the players visit the merchant, draw and lay out a display from the merchant deck. The display is a number of cards equal to the number of survivors drawn from the merchant deck. They are displayed face up. These are what the merchant has to offer for sale.

The merchant will exchange their cards for the carried survivor cards at a rate of 3 standard equipment cards to 1 merchant card. For vault weapons [blue background and the word "vault"] the exchange rate is 5 equipment cards for the vault weapon. The merchant then places the the survivor cards taken back into the search deck discard pile.

Merchant cards not purchased are left in the display which is then replenished up to the player count.

The merchant can be repeatedly visited during the game. You can bribe the merchant to refresh the display by collecting the display back to the merchant deck, shuffling it and setting out a new display. The bribe costs one card which is then discarded.

## Necromancer

When a necromancer spawns it will seek to move to the players starting zone. Along the way it may cast spells and conjure more enemies.

**Note:** During the zombie phase the necromancers take their actions before any other enemies.

During the zombie phase the necromancer will roll a die.

**1 to 4** First the necromancer casts a Wall of Woe around itself. Secondly a spawn card is drawn for the necromancer's zone. Finally the necromancer moves one zone towards the survivors' starting point.

**5 to 6** First, if a Wall of Woe is active for the necromancer, it dissapates and is removed. Secondly the necromancer moves one zone towards the survivors' starting point. Thirdly a spawn card is drawn on the necromancer's zone. Finally the necromancer casts a lightning spell, inflicting 1 damage to all survivors in the necromancer's zone.

## Wall of Woe

This spell casts a barrier around the zone the necromancer is in. If the necromancer moves the Wall of Woe moves with it. Magical attacks made by survivors with the Piercing Magic skill [**Mage Class**] pass right through it. Non-magical attacks cannot pass through it. Actors cannot pass through it. Actors inside the Wall of Woe are moved with it. Actors in a zone the Wall of Woe is moving into are pushed back. If there is no zone to move back into the actors are pushed sideways. If there is no zone to move either back or sideways the actors are crushed and removed from play.

If the necromancer is killed their Wall of Woe is removed.

Note: to keep track of a Wall of Woe, a token of some sort or cardboard fashioned into a short square tube can be used.



## **Zombie Move**

Zombies that have not Attacked use their Action to Move 1 Zone

toward Survivors:

1 - Zombies select their destination Zone in this order of priority:

a) The Zone with Survivors in Line of Sight that has the Noise

token (be it a Bang! or a BOOM!)

b) The Zone with the most Survivors in Line of Sight with no

Noise token

c) If no Survivors are visible, they Move toward the Zone with

the Noise token

In all cases, distance doesn't matter

2 - Zombies move 1 Zone toward their destination Zone by taking

the shortest available path

**SPLITTING ZOMBIES**

## **Barricades**