

ZOMBICIDE

QUICKSTART RULES

ACTION POINTS: Every character in Zombicide starts with a pool of 3 action points (“AP”). Each point can be spent to perform any one of three action types:

MOVE

- Move a character 1 zone.
- Drive a car 2 zones.

ATTACK

- Swing a close combat weapon.
- Shoot a firearm.
- Throw a Molotov.

INTERACT (*Cannot be performed if in the same zone as a zombie.*)

- Open a door.
- Get in a car or switch seats.
- Climb a ladder.
- Trade and/or reorganize inventory.
- Flip a switch, press a button, pull a lever, or turn a key.
- Collect a mission item (+5 XP).
- SEARCH:** Each character can only search once per room, per turn.

Actions can be done in any order, and the same action can be done multiple times. For example, a character could:

- A) move, attack, move
- B) attack, move, attack
- C) move, interact, attack

...And so on and so forth.

ZOMBIE HEALTH:

- Walkers, runners, and crawlers have 1 health (+1 XP).
- Fatties have 2 health (+1 XP).
- Abominations have 3 health (+5 XP).

Note: Damage is never cumulative. For example, if a zombie has 2 health, shooting it twice with a 1-damage weapon will still only inflict 1 damage in total.