

The cover art for 'Zombicide in Tenebris' depicts a group of six medieval-style warriors standing in a dark, swampy forest. From left to right: a nun in a grey habit and armor holding a long sword; a woman with long red hair in a white and orange dress holding a sword; a priest with a long white beard in a grey robe holding a sword; a warrior in full plate armor with a red surcoat holding a sword; a warrior in a tan tunic and red skirt holding a sword; and a warrior in a grey tunic and brown skirt holding a sword. The background features gnarled trees and a dark, misty atmosphere. The title 'ZOMBICIDE' is written in a large, stylized, red and white font with a skull in the 'O', and 'in TENEBRIS' is written in a smaller, black, serif font below it.

# ZOMBICIDE

## in TENEBRIS

**RULES**





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## GAME COMPONENTS

### 13 GAMES TILES (DOUBLE SIDED)



### 32 TOKENS

Stairs ESC1 / ESC2 . . . . .	x2
Stairs ESC3 / ESC4 . . . . .	x2
Magical portal 1 / Search . . . . .	x1
Magical portal 2 / Search . . . . .	x1
Manhole . . . . .	x2
Manhole with ladder . . . . .	x2
Rubble / Gateway . . . . .	x2
Opened gate / Closed gate . . . . .	x10
Big gate / Stone fence . . . . .	x2
Water hole / Swamp . . . . .	x2
Abyss / Mine . . . . .	x2
Straight corridor / Curved corridor . . . . .	x2
Kraken / Lifted Drawbridge . . . . .	x1
Flooded abyss / Collapsed bridge . . . . .	x1





# IN TENEBRIS SANCTUARY

**W**here can Necromancers hide when they do not command the hordes of zombies? They carefully prepare their next targets in hidden place. No one ever found the secret access of these inmost depths ... Welcome in the sanctuary of darkness!

## CORRIDORS AND ROOM ZONES

Sanctuary's corridors are considered as street Zones. Same rules regarding Line of Sight, Moves and Search as street Zones are applied.

Sanctuary's rooms are considered as building Zones. Same rules regarding Lines of Sight, Moves and Search as building are applied.



## DEEP WATER ZONES

It's very difficult to move into deep water Zones. Any Actor (Survivors and Zombies) entering a deep water Zone ends his move until the end of his Activation.

Abominations are so huge that they are not affected by deep water Zone's rules.

Dragon Fire has no effect in deep water Zones.

Siege Engines are destroyed whenever they are set in a deep water Zone. Remove the miniature.

Three tokens turn the Zone on which they are into deep water Zone :



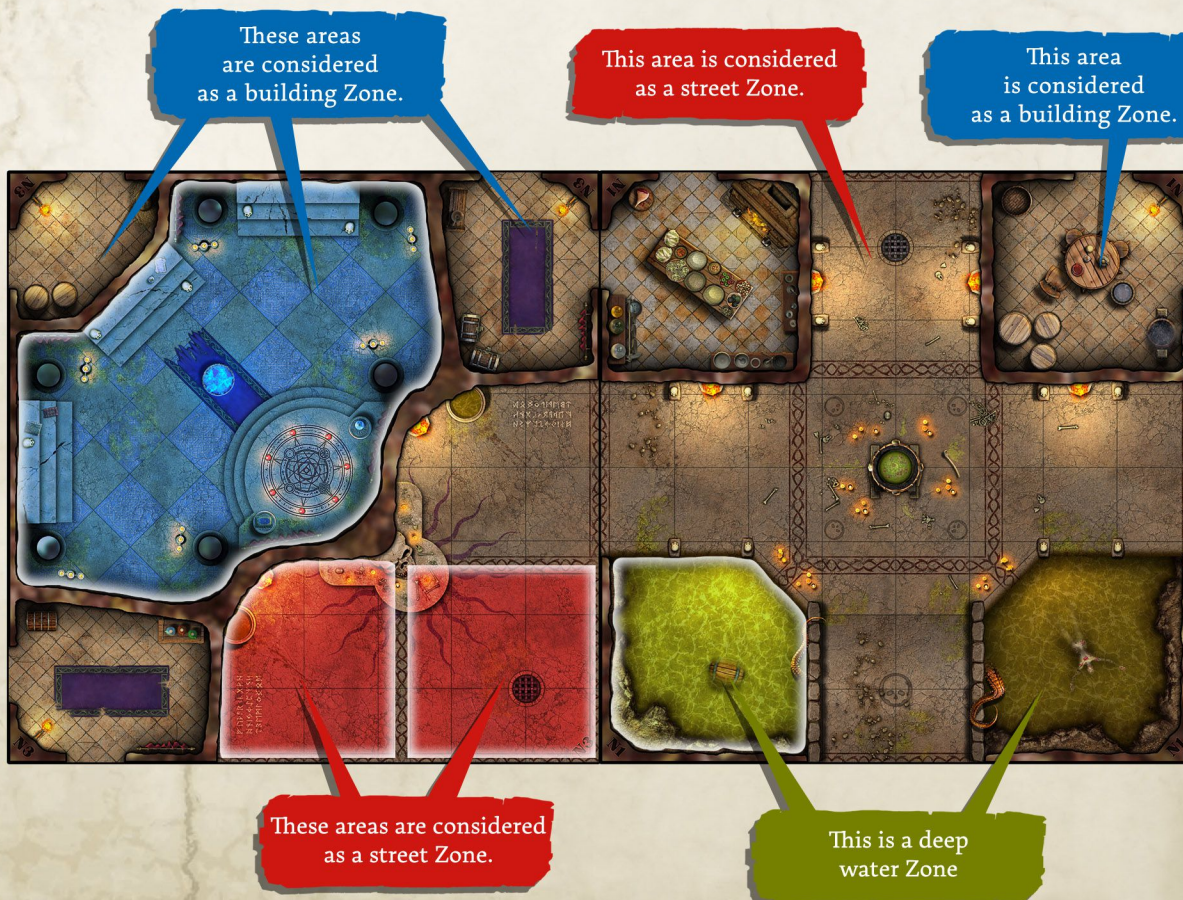
Kraken



Water hole



Flooded abyss





## ABYSS ZONES

The Abyss on the tile N9 and the Abyss token represent a Zone with a big hole. The following rules apply to both kind of abyss Zones :

- **Line of Sight** : Abyss Zone is similar to street Zone regarding Line of Sight. Inside a building, these big holes allow to extend the Line of Sight to the first Zone beyond the abyss.
- **Move** : An Actor has to spend 2 extra Action to exit an abyss Zone (so a total of 3 Actions is necessary to exit if there is no Zombie in the abyss too). When Zombies select their destination Zone by taking the shortest available path they consider abyss Zone as a single Zone regarding distance. Therefore abyss Zones could be a great Zombie trap given that they cannot exit the Zone.
- **Search** : A Survivor cannot perform a Search Action on abyss Zones.
- **Zombies Spawn** : Do not Spawn Zombie on abyss Zones when opening a closed building for the first time.

This token change the Zone where it is into an abyss Zone. Abyss's rules apply normally :

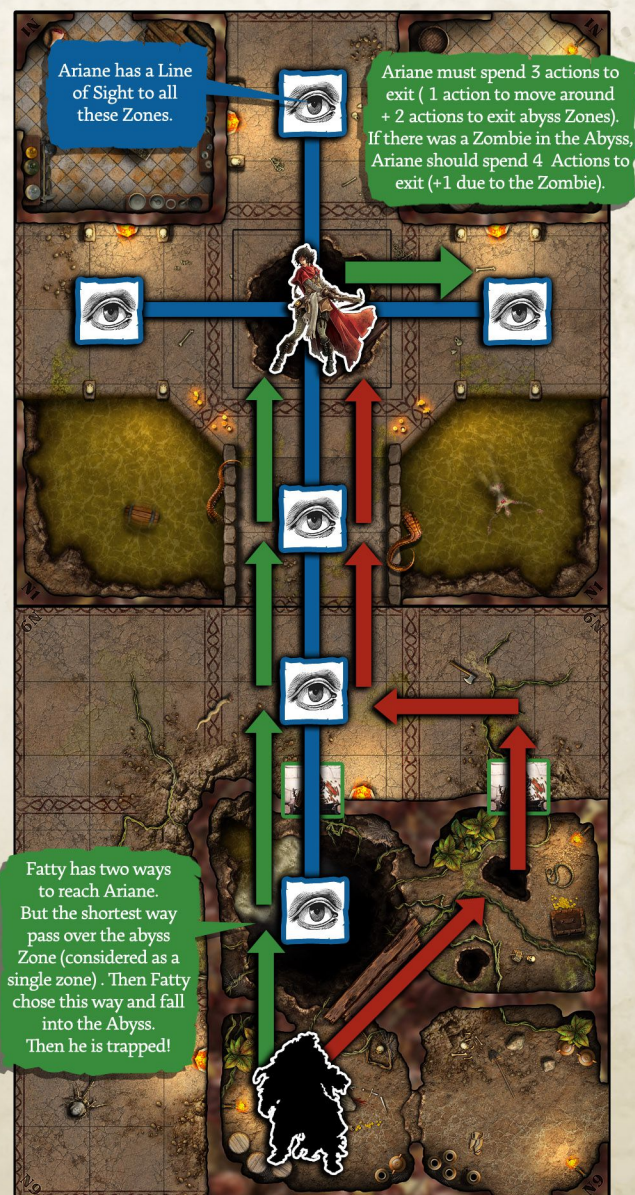
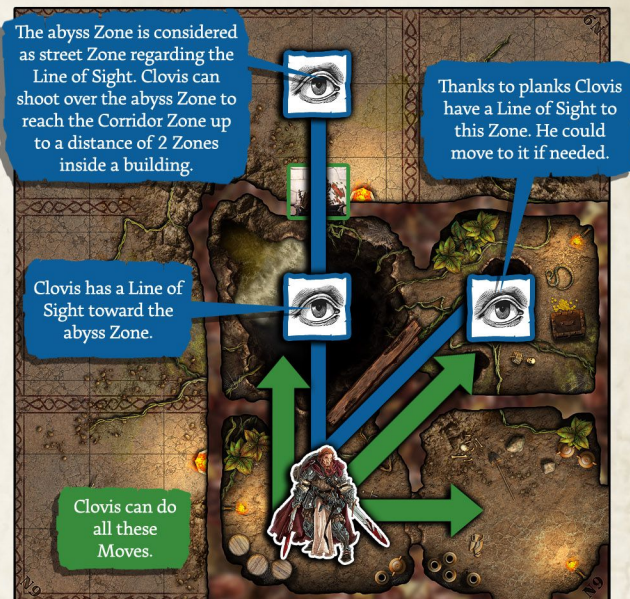


Abyss token

## PLANKS

Sometimes there are planks over abyss Zones that allow Survivors to go quickly over dangerous Zones. Both Zones connected by planks :

- share a Line of Sight that allow Survivor to shoot diagonally, really !
- are considered as close enough to allow Survivor to move diagonally too !
- are considered to be at a distance of one Zone from each other.





## SANCTUARY'S TOKENS

The quest's map indicate where these tokens has to be positioned. Each token propose some additional specific rules :



**Stairs's** token is a street Zone. An actor has to spend 1 action to move from a Stairs token to another one indicated by the quest's map. However, there is no Line Of Sight between one stairs and the other one it connects to. Zombies use stairs if it is the shortest path.



The **Magical Portal's** token allows a direct access to a Zone with another Magical Portal. There is no Line Of Sight between both connected Zones. An actor has to spend 1 action to move from a Magical Portal's to another one. Zombies use Magical Portal's too if it is the shortest path.



The **Manhole's** token always works with **Manhole with ladder's** token as indicated in the Quest's map. Each token can be opened like standard door. Once this token is opened then the associated token is opened too. Then, both Manhole and Manhole with ladder function like two Magical Portals.



The **Rubble's** token is set up on a Corridor Zone edge. Rubble blocks the Line of Sight and the passage for any actors.



The **Gate's** token can be considered as a Door. However, it can be closed by a survivor spending 1 Action. The gate can't be crossed but don't block Lines of Sight. It has a special effect upon Zombies. Indeed they choose the shortest path as there is no gate. But they cannot pass through a closed Gate. So they will be stuck behind this Gate until it's opened or there is a new shortest path.



The **Corridor's** token works like a Street Zone and allows to connect two Tiles.





## IN TENEBRIS SILVAE

**T**he big towns were hit first. This plague seemed to come out of the rotten entrails of these cities. Little by little, smaller towns were hit. You had to run to the countryside to be safe. Now everything has changed. There is no safety anywhere. They are everywhere. Welcome to the forest of Darkness !

### WOODY ZONES

In the forest, a Woody Zone is represented by a tree or a group of trees, identified by their foliage or their naked branches. It is delimited by a grass marking, a building's wall, a stone fence or a tile's edge.

An Actor in a Woody Zone sees into all Zones that share an opening with the Zone the Actor currently occupies. An Actor's Line of Sight, however, is limited to the distance of one Zone.

### SWAMPY ZONES

Swampy Zones are like Deep Water Zones. It is very difficult to move through them. Any Actor (Survivors and Zombies) entering a deep water Zone ends his move until the end of his Activation.

Abominations are so huge that they are not affected by deep water Zone's rules.

Dragon Fire has no effect in deep water Zones.

Siege Engines are destroyed whenever they are set in a deep water Zone. Remove the miniature.

Three tokens turn the Zone on which they are put into a Swampy Zone :



Lifted  
drawbridge  
token



Swamp token



Collapsed  
bridge token





## ABYSS ZONE

The mine on F12 tile and the Mine token both depict Zones with deep big holes. Following rules apply on these Abyss Zones :

- **Lines of Sight** : Abyss Zones are considered street Zones for Line of Sight. Dug into buildings, they allow Lines of Sights to go beyond 1 Zone.
- **Movement** : An Actor has to spend 2 additional Actions to get a Move Action out of an Abyss Zone (so, it's usually 3 Actions to get out). An Abyss Zone still counts as a single Zone for determining Zombie routes to Survivors. Hole Zones make great Zombie traps, as they can't get out on their own.
- **Search** : Hole Zones can't be Searched.
- **Zombie spawn** : Don't spawn Zombies in a Hole Zone when a Survivor opens the door of its building.

This token turns the Zone on which it is put into an Abyss Zone.



Mine token

## BUILDING AND STREET ZONES

Buildings in the forest are considered as building Zones. Rules concerning Lines of Sight, Movement and Search are the same as the ones inside buildings.

All other Zones, neither building, Woody, Swampy nor Abyss are considered street Zones. Rules concerning Lines of Sight, Movement and Search are the same as the ones on streets.





## ◆ STONE FENCES

Some tiles have Stone Fences. They are in the line between two Zones. Following rules apply :

- **Line of Sight** : A Stone Fence stops the Line of Sight of any Actor.
- **Movement** : No Actor may Move from one Zone to the other.

This token turns the delimitation between two Zones into a Stone Fence. Same rules as Stone Fences delimitation on a tile apply :

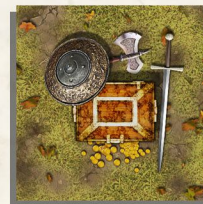


Stone Fence token

## ◆ SEARCH ZONES

Search is limited to building Zones without Zombies. However, some specific street Zones may be searched. They are identified by two wooden chests with a metallic frame alongside a few soldier's gears.

A Zone may gain this rule by addition of a Search token.



Search token





## GATEWAYS

The wild swamp's landscapes are hostile and chaotic. Wooden Gateways are pictured on F5 tile. They cross the swamp's water, linking two adjacent Zones. This allows Actors to move between these Zones.



The Gateway token may be put on the corner of any Zone to ease the way of all Actors.

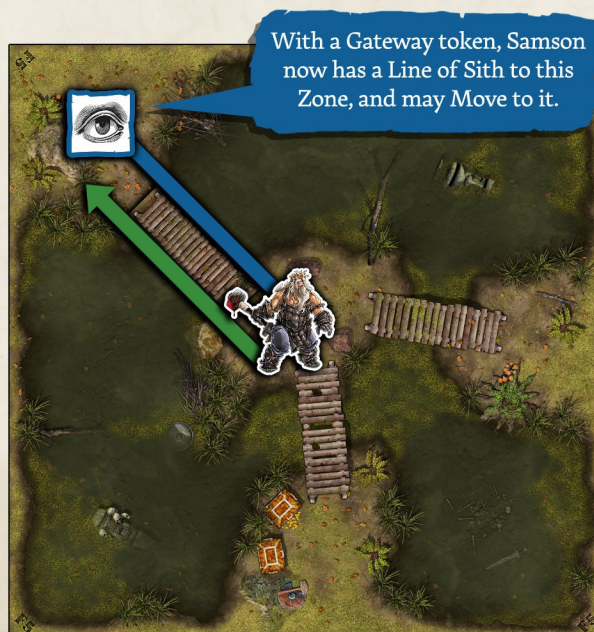
F5 Zones delimitations :



## GATEWAY TOKEN

A Gateway token works like the Planks (p. 4). Actors may cross a Swampy Zone more quickly. Zones linked by both ends of a Gateway :

- Share a Line of Sight to each other. Yes, you can shoot diagonally !
- Are considered adjacent for Movement purpose. You can also Move diagonally !
- Zones connected by a Gateway are at Range 1 of each other.







## **THANK YOU !**

All this adventure would not have been possible without Zombicide Fan-Site community and Eren Histarion :

<http://zombicide.eren-histarion.fr>

Every member had the opportunity to bring his little brick to this (medieval) house. In Tenebris should stand out as a wonderful example of community creation.

Thank to each one of you !

A very special thank to Allstone83, XoffMds and Ganesh for the english translation.