

The cover art for Zombicide: Horde Box depicts a chaotic battle scene. In the center, a woman with long dark hair and a determined expression is engaged in combat. To her left, a man with a beard and a green hooded cloak wields a large, curved blade. In the foreground, a man with a large, ornate helmet and a red and gold tunic is shown in a dynamic pose. The background is filled with various zombie-like creatures, including a large, yellow, skull-faced monster on the right and a smaller, more grotesque creature in the bottom right. The overall style is a detailed, comic-book inspired illustration with a dark, moody color palette.

# ZOMBICIDE

HORDE BOX

RULES





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## FERAL DRAGON

What is your opinion on ants? Think about it for a moment. Got it? Dragons mostly think the same about us. Now, what would it take for you to declare war on ants?

The zombie invasion caused enough trouble to stir dragons away from their business and turn their fiery eyes on us. The legendary creatures are back to restore peace and order. Their peace and order, in the dragon way: destroy, kill, and burn!

The Feral Dragon features 8 Zombie cards to spawn it in the game. 5 Vulnerability cards are used to weaken the Feral Dragon until your party kills it. The double-sided Compass/Rubble cards are used to manage random direction and feature damaged building Zones. And finally, the Ballista is here to bring balance for Survivors: this Siege Engine is the most reliable way to kill the beast!

Follow these steps to get the Feral Dragon into your game:



**These are the Feral Dragon's Zombie cards, Vulnerability cards, and double-sided Compass/Rubble cards.**

- Add the corresponding Zombie cards to the standard Zombie pile, then shuffle it.
  - Form a separate pile with the Vulnerability cards, shuffled facedown, near the board. If several Dragons are played, each one gets its own Vulnerability pile.
- The Feral Dragon has the following characteristics:





## ◆ FERAL DRAGON SPAWNING

Feral Dragon Zombie cards spawn at Danger Level Yellow or higher. The Feral Dragon miniature is set in the center Zone of the corresponding tile, no matter the Zone its card was drawn for. Then, it performs a **Dragon Stomp**, following these steps in order:

**1-** All Zombies standing in the Feral Dragon's spawning Zone are killed, no matter their type and immunities (like Spectral Walkers, for example). No experience is gained.

**2-** Roll a die on the Compass card for each Survivor and Siege Engine miniature in the spawning Zone: the target is pushed 1 Zone away in the corresponding direction (this is not a Move). A Survivor or Siege Engine can't leave the board or cross a wall this way. Instead, it stays in the Zone. A Survivor still standing in the target Zone suffers 2 Wounds (no Armor roll).

A Siege Engine still standing in the target Zone is destroyed.



*To know the direction to push a Survivor, put the card parallel to any edge of the board, then roll a die. On 1-2, the Survivor stays in the Dragon's Zone.*

**3-** If the center Zone is a building Zone, set a Rubble card on it. From then on, the Zone blocks Lines Of Sight, cannot be Searched, and cannot be entered (it can be left by a Survivor within, though). According to the Quest's objectives, this situation can lead to defeat (if a designated Objective was set in the Zone to be taken, for example)!

**4-** Draw a Vulnerability card. The Feral Dragon can only be hit and wounded by a Ballista, or a weapon matching the type shown on the Vulnerability card you just revealed (and inflicting Damage 2).

**Damage:** 2 (no Armor roll)

**Min. Damage to wound:** Damage 2 (see the Vulnerability rules)

**Experience provided:** 1 point per Vulnerability card

**Special rules:**

- The Feral Dragon is immune to all game effects (including Dragon Fire, Enchantments, and Skills), except Ballistae and weapons matching the type shown by its current Vulnerability card (see step 4 of next chapter).
- The Feral Dragon is a huge beast hovering above the board. Obstacles don't block Lines Of Sight between Survivors and the Feral Dragon (not even being inside a building).

### PLAYING WITH SEVERAL DRAGONS

A game can feature multiple Dragons of different origins. There can be only 1 Dragon miniature on the board at any time. If another Dragon Zombie card is drawn (no matter the type), the Dragon currently standing on the board gets an Extra Activation.



## ◆ FERAL DRAGON ACTIVATION

The Feral Dragon is Activated using standard Zombies' Phase rules (Attack Step, then Move Step), with these changes:

### ATTACK STEP: FIRE BREATH

The Feral Dragon fires at the Zone with the most Survivors within Range 0-1 (if there are any). No Line Of Sight is required, and the fire breath can be done diagonally. If several Zones are eligible, players choose. All Zombies standing in the target Zone are killed, no matter their type and immunities. No experience is gained. Survivors automatically scramble to escape the Dragon Breath unscathed. Roll a die on the Compass card for each Survivor and Siege Engine miniature in the target Zone. It is pushed 1 Zone away in the corresponding direction (this is not a Move). A Survivor or Siege Engine can't leave the board or cross a wall this way. Instead, it stays in the Zone.

A Survivor still standing in the target Zone suffers 2 Wounds (no Armor roll).

A Siege Engine still standing in the target Zone is destroyed. **If the target Zone is a Waterhole Zone, the Dragon doesn't Attack** (it knows fire would be a waste).

### MOVE STEP: DRAGON STOMP

If the Feral Dragon did not Attack during the Attack Step, it Moves **after all Zombies**. Use standard Move Step rules to define the destination Zone, but move the Feral Dragon 1 tile away in that direction instead. Set it in the center Zone of the next tile. The Feral Dragon can't enter Vaults and doesn't Move if all the Survivors are in Vaults.

Upon landing in its target Zone, the Feral Dragon performs a Dragon Stomp. The target Zone and its Actors endure the same effects as a Feral Dragon Spawning. These beasts are flying fast and they hit hard!

## ◆ VULNERABILITY CARDS

**The Feral Dragon is removed from the board whenever it is hit with a Damage 2 (or more) weapon matching its current Vulnerability card or a Ballista.** It flies away, waiting for a better moment to strike again.

- The attacking Survivor gains 1 experience point and a random Vault Weapon card (if there are any available).
- The corresponding Vulnerability card is discarded until the end of the game. If it was the last from the pile, the Feral Dragon is killed for good. From then on, any Feral Dragon Zombie card drawn has no effect. The dragon slayers have earned a little respite!



## SIEGE ENGINE: BALLISTA

**Survivors may start the game with a Ballista whenever a Dragon (any type) is used.** If several Dragons are played, Survivors may begin with the same number of Ballistae. The corresponding miniature(s) is placed in their Player Starting Area during Setup. The Ballista is a Siege Engine. It is not an Actor.

Deploying a Ballista in the game unlocks the following Siege Actions for Survivors.

### • Moving a Ballista

#### Action cost: 2

The Survivor and the Ballista both move from a Zone to the next. This Action uses the standard Move Action rules, but it does not benefit from additional Skills and game effects related to Move Actions.

A Ballista is destroyed whenever it is set in a Waterhole Zone. Remove its miniature.

### • Firing a Ballista

#### Action cost: 2

The Survivor loads and fires the Ballista. Firing a Ballista is not a Combat Action and does not benefit from Combat Action related game effects (Equipment or Skills). **Firing a Ballista does not produce Noise.**

The Ballista fires at every Zone in a designated straight line starting from the Ballista's Zone. No Line Of Sight is required, but the shot cannot go through walls or closed doors. Make a separate attack roll for each targeted Zone. The Ballista uses the following characteristics:

**Range:** 1+

**Dice:** 3

**Accuracy:** 4+

**Damage: Special.** All targets hit by the Ballista are killed, no matter their type and immunities.

The Accuracy is lowered to 3+ if a Survivor has a Line Of Sight on a target Zone. Targeting Priority Order and Friendly Fire rules apply.





## NEW ZOMBIES: FATTY BURSTERS

The zombies we call "Fatty Bursters" were people struck with potent diseases in their former life. Illness caused a weird change in the zombie plague, turning them into bloated, infected corpses. More than their horrendous complexion, their most surprising feature is unexpected bursts of speed. Certainly haunted by former memories, they rush all of a sudden to avoid an invisible and inescapable fate. And when Bursters are close enough, they simply stop trying to keep their corpses together and disintegrate in an explosion of gas, gore, and pus. No one wants to die like that!

To get Fatty Bursters into your game, simply add the corresponding Zombie cards to the standard Zombie pile.

### Actions: 1

**Damage:** 2 (No Armor roll, see explosion rule below)

**Min. Damage to destroy:** Damage 2

**Experience provided:** 1 point

### Special rules:

- Fatty Bursters are Fatties, but do no benefit from Fatty Extra Activation Zombie cards.
- Drawing a Fatty Burster card first provides an extra Activation to all Fatty Bursters on the board, then spawns a Fatty Burster in the indicated Zone.
- Fatty Bursters don't Attack. Instead, they explode whenever a Survivor stands in their Zone or ends a Move Action in their Zone. Fatty Bursters also explode upon being eliminated by a Survivor's Combat or Siege Action.



The explosion inflicts Damage 2 (no Armor roll) to all Actors in the Zone. A Survivor eliminating a Fatty Burster with a Combat or Siege Action earns all experience from additional Zombies eliminated by the ensuing explosion.





## GIANTS: FINARTON AND ZOMBIE GIANT



### ◆ GIANT SURVIVOR: FINARTON

"We killed all our wizards for good reason. Now I have to clean this up!"

Finarton is grumpy. He likes his mountains. He likes his solitude. But most of all, he likes peace and quiet. The black plague (and now the green horde) has brought him anything but. The orcs were noisy neighbors to begin with, and now they seek out living flesh day and night. If Finarton has one thing, it's a lot of living flesh. Giant society has no wizards after a similar incident in the distant past, remembered only by oral tradition among the giant folk. He suggests humankind use their own rather drastic method of prevention.

Finarton is a Giant. He is played like a standard Survivor. His Body slot can hold a Great Axe OR a Shield, but no armor. Finarton possesses the following Skills:

**Giant** – The Survivor may trace Lines Of Sight over buildings and Hedges to Zones beyond them (but not into a building through walls or closed doors). Likewise, Actors in these Zones can trace Lines Of Sight to the Survivor. The Survivor can use this special Line of Sight to perform Attacks (and vice-versa).

**Reach** – The Survivor may perform Melee Actions at Range 0-1.

**Throw** – The Survivor can use this Skill, for free, once during each of their Turns. Choose an Actor in the same Zone (Dragons and Giants are excluded). The Actor's miniature is removed from the Zone, then placed in a target Zone within Range 1-2 and Line Of Sight of the thrower. A Ranged Attack is then performed in the target Zone: it automatically hits a **Zombie**, ignoring the thrown Actor. The Attack inflicts as much Damage as an equipped weapon of the thrown Survivor or the Damage value of the thrown Zombie.

### ◆ ZOMBIE GIANT

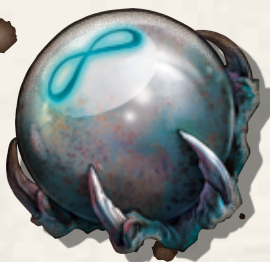
"The plague can infect giants?? How do we even fight that??"

— Distraught Survivor





There may be more magic involved in turning giants into zombies than the plague alone, yet this huge, terrifying monstrosity has been sighted more than once, striding across the battlefield and crushing anything in its path (survivor or zombie alike). Living giants tell of an ancient, forgotten time before humankind when their once-thriving civilization faced a similar crisis. With any luck, 'Shaggrant' as he has become known is a singular creation. Alas, the survivors are often rather short on luck.



To get the Zombie Giant into your game, simply add its Zombie cards into the standard Zombie pile, then shuffle it. Be careful: a Zombie Giant is a fierce opponent and may raise the difficulty quickly under some circumstances. Feel free to remove some of these Zombie cards to suit your playstyle.

The Zombie Giant follows these rules:

**Damage:** 1

**Min. Damage to destroy:** Damage 3

**Experience provided:** 5 points. The Survivor also earns a random Vault Weapon card (if any are available).

**Special rules:**

- The Zombie Giant can trace Lines Of Sight over buildings and Hegdes to Zones beyond them. Likewise, Actors in these Zones can trace Lines Of Sight to the Zombie Giant.
- At the start of each Zombies' Phase, before any Zombies activate, a Zombie Giant throws a Zombie standing in its Zone at the Survivors (Dragons and Giants are excluded). The thrown Zombie is chosen following the Targeting Priority Order. Its miniature is removed from the board, then placed up to 2 Zones closer to its target Zone, within the Zombie Giant's Line Of Sight. If several Zombies share the same Priority Order, and several destination Zones can be designated, players choose.
- The Zombie Giant has 2 Actions per Activation.
- The Zombie Giant may perform Attacks if its target Zone is within Range 0-1 and within Line Of Sight. All Survivors standing in its target Zone suffer the Attack (Armor rolls are allowed).



## NEW ZOMBIES: EXTRA ABOMINATIONS

Getting an extra Abomination into your game is easy: simply add the corresponding Zombie cards to the standard Zombie pile, then shuffle it.

Unless otherwise stated, these Abominations share the same general rules.

**Damage:** 1

**Min. Damage to destroy:** Damage 3

**Experience provided:** 5 points

**Special rules:**

- Wounds inflicted by Abominations can't be prevented by Armor rolls.
- A Damage 3 (or more) weapon or Dragon Fire is required to kill an Abomination.

### ◆ ABOMINABUNNY

*"Awwww, look at the little— Oh Gods, my face!!"*



"Beware its grin", the old tales say of the Abominabunny. While the legendary stalker of the old shire woodlands was always considered a fable, the necromancers herding the green horde seem to have found this lurking menace to man and beast, making it all the more terrifying. Survivors speak in fearful whispers of the fate of those said to have seen a cute little bunny amidst all the carnage. Beware and take care, and mind any vast fields strewn with bones stripped of flesh!

- The Abominabunny targets all Survivors in its Zone upon Attacking.
- The Abominabunny kills every Survivor it targets, no matter the remaining Health, Armor, or additional game effects.
- The Abominabunny can only be killed with a Dragon Fire effect.



## ◆ CHROMATIZ

"Well now that's just wrong."

Common survivor  
reaction to Chromatiz

The fabled Chromatic Unicorns from the elven realms were always rather curious creatures. Literally: they're curious about everything. Strangers to their woods would often find themselves watched from afar, or turn about to spot a unicorn following their trail by scent. Most had little to fear from these beasts, lest they enter the wood with evil intent. Then, they'd discover that the unicorns were far from helpless. But now, with the black plague sweeping the world, it seems at least one of these noble beasts has developed an intense curiosity concerning the taste of living flesh!

At the start of each of Chromatiz's activations, determine how many Actions it has and what Damage it deals during this activation:

- Chromatiz has 3 Actions, but only 2 Actions if any female Survivors are within Line Of Sight.
- Chromatiz inflicts Damage 3, but only Damage 2 if any male Survivors are within Line Of Sight. Familiars don't count.



## ◆ GORGOMINATION

"How can something that  
big move that fast?!"

The Gorgomination represents a significant achievement for the necromancers engineering the black plague. It is somehow able to walk through walls as if it moved across a different plane of existence. When unleashed, the Gorgomination can and will seek the nearest living flesh and rend it to pieces. Its appetite knows no limits, and its rage knows no bounds. Survivors who have seen the beast have only done so from a distance. Anyone getting too close risks their scent catching its attention. Fortunately, no one has managed to duplicate this brutal beast, as it slew its creators in the initial process.

- When its Zombie card is drawn, the Gorgomination spawns in the noisiest Zone on the board, if it's a building Zone. If the noisiest Zone is not a building Zone, the Gorgomination spawns in the nearest building Zone. If several building Zones are eligible, players choose.
- A Gorgomination ignores walls and closed doors to set its route, and goes through them to move.





## ◆ VAULT WARDEN



Who said running into an Abomination has to be a bad experience? Sure, the towering Vault Warden is very likely to tear you limb from limb, and the chances of you killing this horned beast are almost nil. But this Abomination has access to secret vaults, and it often finds priceless weapons in them. Lucky for us, it often carries such artifacts with it. Luckier for us, it doesn't know how to use them. In the unlikely event you come out on top in a confrontation with the Vault Warden, there should be a nice reward waiting for you.



- Upon spawning the Vault Warden, set apart all Vault weapon cards you may possess, and not used for the chosen Quest. Shuffle them into a deck and place them facedown next to the board.
- A Survivor killing the Vault Warden gets a random Vault weapon card drawn from the deck (in addition to the usual 5 experience points).

## ◆ HORDE BROTHER



Abominations are bad enough as mindless rampaging nightmares. But to come across one that actually attempts to instill some sense of tactics in its brethren, now that's a pain in the neck! The monstrosity known as the Horde Brother seems to really appreciate the Orc Zombies' tendency to amass in a great horde, waiting for the right time to pour over the unsuspecting survivors. How the Horde Brother manages to somehow convince other Abominations to wait around with the Orcs, joining them in the onslaught, is a profound mystery. All we know is it tends to make the green horde twice as terrifying!

- The Horde Brother inflict Damage 3.
- The Horde Brother should be played in conjunction with Zombies using Horde rules (see Green Horde).
- When the Horde Brother is spawned, add another Abomination miniature (your choice) in the Horde. It will spawn along the Horde the next time an "Enter the Horde!" card is drawn. If no Abomination can be added to the Horde, the Horde Brother immediately gets an Extra Activation.



## ◆ SWAMP LURKER

Wading into flooded streets in a zombie-infested village was never a good idea. People just don't do well inside a waterhole. They slow us down terribly, and who knows what might be lurking in those murky waters? Well, now we know, and it's terrifying! The Swamp Lurker is an Abomination that's in its element in a waterhole. It's flat out impossible to put this monster down unless you're able to lure it out of its pestilent waters. And good luck with that!

- As long as it stands in a Waterhole Zone, the Swamp Lurker cannot be targeted by Attacks or killed in any way. Other game effects, like Skills or the chosen Quest's special rules, still apply.



## ◆ SIEGE BREAKER

Siege engines are great, aren't they? When Survivors first realized they could use Trebuchets and Ballistae to keep the zombies at bay, it really seemed like overcoming the plague was within our grasp. Of course, the zombies were none too happy about that. Being destroyed in droves before they could even realize what was going on did not sit well with the more pro-active among them. Enter the Siege Breaker! This Abomination realized the real threat wasn't the fleshy sacks of blood, but their great wooden contraptions. It has learned to control its hunger long enough to focus its brute energy towards first turning the siege engines into piles of splinters, THEN mauling anybody around them.

- The Siege Breaker prioritizes Moving toward Siege Engines (Ballistae, Trebuchets) rather than toward Survivors. Standard Zombie Move rules apply, favoring the closest Siege Engine over Survivors.
- Whenever the Siege Breaker and a Siege Engine are in the same Zone, the Siege Engine is destroyed. Be careful: according to the Quest's briefing, this situation can lead to defeat!





## ◆ WEREZOMBIE

Imagine fighting a desperate battle against a monstrous wolf-like Abomination. After almost dying half a dozen times, you somehow manage to vanquish the beast. Its ruined, deformed body lies motionless on the blood-stained pavement. Only it doesn't remain motionless for long. Before you can catch your breath, the undead mass starts changing shape, transforming itself into an entirely different kind of Abomination. It opens its evil, bloodshot eyes and charges at you once more! That is the curse of the Werezombie.

• Whenever the Werezombie is killed, immediately replace it with another available Abomination in your collection (you choose). If no Abomination is available, all Abominations on the board immediately get an Extra Activation.



## ◆ THE MAGENTA COVFefe OF AARGH

“What the— Aargh!!”

No one's really sure what it is, where it came from, or even what it might have been in life. All anyone knows is that this particular undead abomination is powerful, dangerous, and a startling color. Current theory holds that the necromancers discovered any number of horrific creatures kept by the orcs as pets or beasts of burden, and they've been experimenting with monstrous results. It's a particularly successful destroyer thanks to a combination of paralyzing terror and intellectual challenge as people simply can't believe what they're seeing and their brains involuntarily work to puzzle it out.

• As long as they have a Line of Sight on the Magenta Covfefe of Aargh, Survivors need to spend an extra Action whenever they want to perform a Move Action.

This special ability doesn't apply if the Survivor stands in the same Zone as the Magenta Covfefe of Aargh. The normal penalty for having a Zombie in the same Zone still applies, though.







## EXTENDED TARGETING PRIORITY ORDER

This extended Targeting Priority Order replaces the one found in *Zombicide: Black Plague*, and completes the one from *Zombicide: Green Horde*.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
<b>1</b>	<b>Survivor</b>	-	-	-
<b>2</b>	<b>Dragon (any kind) / Zombie Giant</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>3</b>	<b>Murder Of Crowz / Swarm Of Ratz</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>4</b>	<b>Walker (any kind)</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>5</b>	<b>Fatty / Abomination (any kind)</b>	<b>1</b>	<b>2/3</b>	<b>1/5</b>
<b>6</b>	<b>Runner (any kind)</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>7</b>	<b>Zombie Wolfz</b>	<b>3</b>	<b>1</b>	<b>1</b>
<b>8</b>	<b>Necromancer (any kind)</b>	<b>1</b>	<b>1</b>	<b>1</b>

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.