



# ULTIMATE SURVIVORS #1

## #1 ULTIMATE SEASON 1

Ultimate Survivors #1 feature all Survivors, with their ID Cards. Some Skills evolved to turn your heroes into ultimate Survivors! All of them have a free additional Skill at Blue Level. So, they engage the Zombicide with two Skills instead of one.

## #2 EXPERIENCE MODE

The world evolved, and so did we. We learned in a couple months what a soldier might need years to learn. The lives we had, the people we were, are all gone, and we have accepted that. We are survivors, and we are here to bring the future.

**Experience mode:** Playing in Experience mode allows Survivors to earn Experience cards. These work like Skills and enhance the Survivors' abilities. Equipment and experience points still reset between games, but Experience cards remain from one game to the next, until the Survivor is definitively eliminated (or discarded).

1- A Survivor earns an Experience card of the player's choice each time he reaches a Danger Level he never reached before, including previous games. The selected Experience card counts as a Skill and is immediately active (except for the Starts with [Equipment] Experience cards).

Danger Levels gained in Ultrared Mode (see the *Angry Neighbors* and *Toxic City Mall* expansions) count for this achievement. A Survivor can hoard an unlimited amount of Experience cards during his lifespan but may have only a single copy of each. Experience cards' effects stack with other game effects. A weapon's Accuracy cannot be brought below 2+.

**EXAMPLE 1:** Amy begins at the Blue Danger Level, without any Experience cards. She soon reaches the Yellow Danger Level for the first time and immediately gets her first Experience card. The game ends before Amy reaches the Orange Level.



**EXAMPLE 2:** Phil has the Starts with a Pistol Skill at the Blue Level. He reaches the Yellow Danger Level and get the Pistol / Starts with a Pistol Experience card. In the next game, Phil will start with two Pistols!



2- Experience cards are kept from one game to the next, until the Survivor is eliminated or the player chooses to discard the Survivor entirely.

A Survivor can be eliminated (or discarded) and immediately played again in Experience mode, but without any Experience cards. Reroll time!

If you play in Resurrection mode (see *Season 2: Prison Outbreak*, the *Toxic City Mall* expansion, or the *Lost Zombivors* box), a Survivor keeps his Experience cards when he turns into a Zombivor. A Zombivor can't turn back into his regular Survivor aspect while evolving in Experience mode, but he can earn additional Experience cards.

**EXAMPLE 1:** On a second game, Amy starts at the Blue Danger Level and with only the starting equipment again, but she benefits from the Experience card she earned in the first game. Reaching the Yellow Danger Level doesn't grant her an additional Experience card, as she reached this Danger Level on the first game. However, reaching the Orange Danger Level, and then the Red, earns Amy her second and third Experience cards.

**EXAMPLE 2:** Amy and her teammates now play in Ultrared Mode. The goth girl battles Zombies to the Red Danger Level without gaining an Experience card. As her experience tracker is put back at "0" and rises again, she reaches the Yellow Danger Level one more time, and then gains her fourth Experience card. That's a Zombicide!

3- Whenever a Survivor possess an Experience card in a Mission not featuring the corresponding Equipment, put all corresponding Equipment cards you own in the Equipment pile (even if it involves starting Equipment, like Nightsticks in *Zombicide Season 2: Prison Outbreak*, for example). Survivors with the Starts with [Equipment] Skill still receive a free copy of such a card, if required.

If you're used to mixing Equipment cards from various sources in your games anyway, that's cool. Keep calm and carry on blasting zombies!

**EXAMPLE:** Ned chose "Nightstick / +1 die: Melee" as an Experience card and plays a *Season 3: Rue Morgue* Mission. Nightstick Equipment cards are usually featured in *Season 2: Prison Outbreak* Missions. Nightstick Equipment cards are nonetheless added to the *Season 3: Rue Morgue* Equipment pile.

