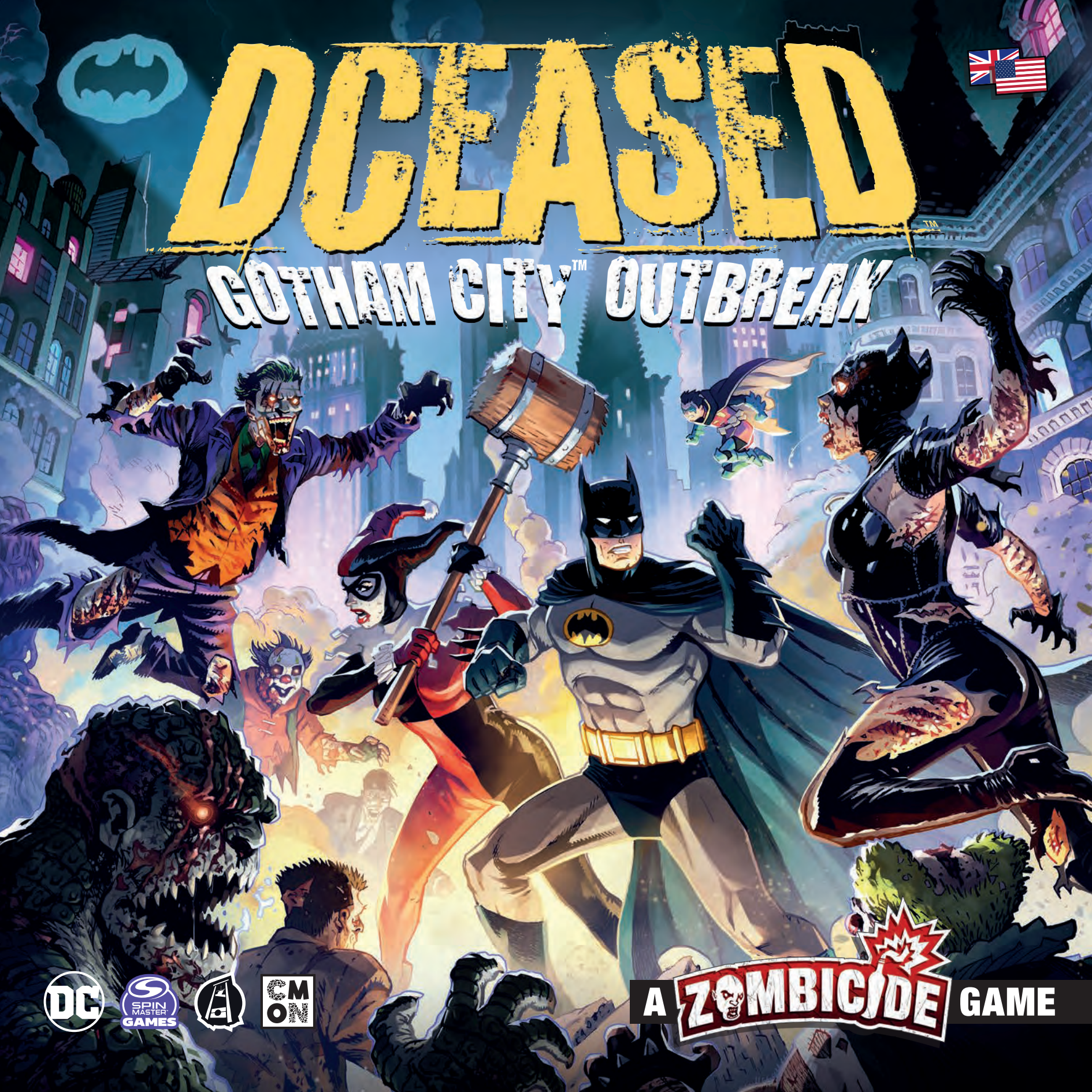




# DECEASED


## GOTHAM CITY™ OUTBREAK



A **ZOMBICIDE** GAME

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## GAME COMPONENTS

**66 MODELS**

### 6 SUPER HERO MINIATURES



Batman™



Bane™



Batgirl™



Robin™



Poison Ivy™



Harley Quinn™

### 4 ZOMBIE HERO MINIATURES



The Joker™



Killer Croc™



The Huntress™



Catwoman™

## 50 HORDE ZOMBIE STANDEES



10 Brutes



10 Runners



30 Walkers

## 6 BYSTANDER STANDEES



Alfred Pennyworth™



Harvey Bullock™



Carmine Falcone™



James Gordon™



Lucius Fox™



Oracle™

89 CARDS



6 SUPER HERO ID CARDS



1 BAT-SIGNAL REFERENCE CARD



30 SPAWN CARDS



30 HEROIC TRAIT CARDS



4 DOUBLE-SIDED TILES



4 ZOMBIE HERO CARDS



9 BYSTANDER CARDS



9 EQUIPMENT CARDS



4 COLOR BASES



8 TRACKER CLIPS

# RULES GOTHAM CITY™ OUTBREAK

35 TOKENS

- Bat-Signal Token (on/off).....1
- Door Tokens (open/closed).....12
- Blue Door Token (open/closed).....2
- Green Door Token (open/closed).....2
- Objective Tokens.....2
- Blue Objective Tokens.....2
- Green Objective Tokens.....2
- First Spawn Point Token.....1
- Spawn Point Tokens.....2
- Blue Spawn Point Tokens.....2
- Green Spawn Point Tokens.....2
- Exit Token.....1
- Activation Tokens.....4



4 EXPERIENCE DIALS



6 DICE

## INTRODUCTION

*Darkseid's meddling with the Anti-Life Equation unleashed a techno-organic virus that quickly spread around the world's digital networks. Those unfortunate enough to glimpse the equation on their screens would try to claw it out of their heads, but the infection inexorably turned most of the denizens of Gotham City, whether good or bad, into mindless, rage-filled zombies who now exist for only one purpose: spreading Anti-Life by killing or infecting any living being they can find. The remaining members of the Bat-Family must unite with any still-living villains to stand against the undead hordes, putting down their old allies before it's too late. Muster all your power and keep the last beacon of hope lit in Gotham's skies.*

**DCeased: Gotham City™ Outbreak – A Zombicide Game** is a cooperative game where 1 to 4 players control the last surviving Super Heroes facing off against the Zombie Heroes and Horde Zombies controlled by the game itself. The goal is to complete Mission Objectives, defeat Enemies, and rescue endangered Bystanders. Eliminating Zombies gives Super Heroes the experience needed to become even more powerful. But the stronger they are, the more Zombies appear to hunt them down! Only by working together and pushing their powers to the limit can the Super Heroes hope to put an end to the Anti-Life threat!

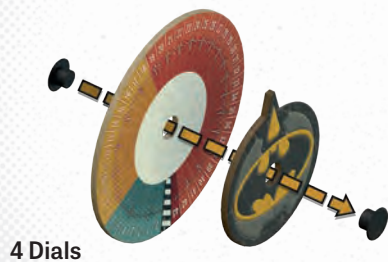


### ATTENTION ZOMBICIDE VETERANS!

We highly recommend reading through ALL of the following rules carefully, as there are many differences, both big and small, from classic Zombicide rules.

## DIAL AND STANDEE ASSEMBLY

Before playing assemble the Experience Dials and Standees as shown.



4 Dials



56 Standees

GET IT HERE!

FREE CMON  
CONTENT




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# SETUP

## 1. Choose a Mission.

2. Place the **Tiles** as indicated on the Mission map, creating the board on which the game is played.

3. Place any **Spawn Points** and other **tokens** as well as any **models** as indicated by the Mission.

4. Unless otherwise indicated by the Mission, remove both **Secret Mission** cards from the Bystander deck. Then, place 1 random **Bystander Card** facedown in each Zone featuring the  icon.

5. Unless otherwise indicated by the Mission, remove both **Secret Mission** Cards from the Equipment deck. Then, place 1 random **Equipment Card** facedown in each Zone featuring the  icon.

6. Take and separate the following card types, identified by their unique card backs. Shuffle each of these into their own deck and place them facedown near the board:

**A. Spawn Deck:** These cards spawn the Horde Zombies and Zombie Heroes players will face during the game.

**B. Zombie Hero Deck:** Each time a Zombie Hero card is drawn from the Spawn deck, a random Zombie Hero is spawned. Each Zombie Hero presents a unique challenge!

**C. Heroic Trait Deck:** A deck of abilities that the Super Heroes can tap into, unleashing their new power.

**D. Bystander Deck:** Notable characters that can be found during the game for players to rescue.

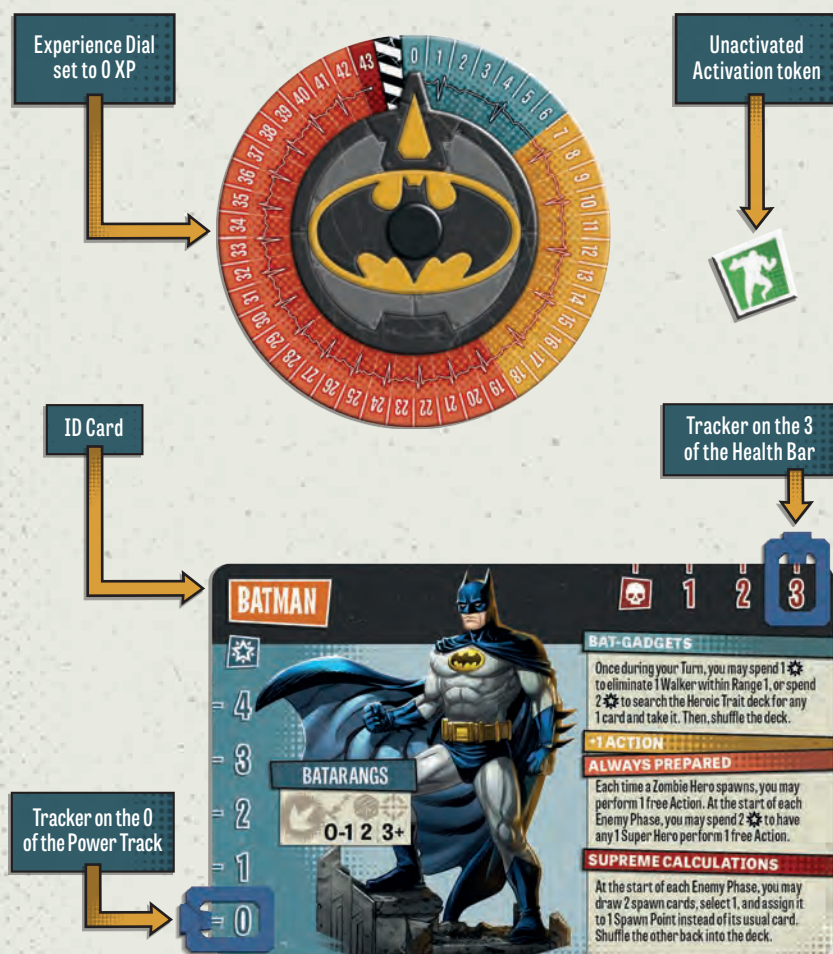
**E. Equipment Deck:** Useful items that can be collected during the game to help players.

**F. Interactive Object Reference Card:** This card is a reminder of the rules for the Interactive Object.



# RULES GOTHAM CITY™ OUTBREAK

- Choose 4 **Super Heroes** and distribute their miniatures and ID cards among the players in any way they see fit. Players sit around the table in any order they choose, playing cooperatively against the game as a single team.
- For each Super Hero, players take an **Experience Dial**, 2 **Tracker Clips**, and a **Color Base** of the chosen color. They place a tracker on the rightmost slot of their **Health Bar** and another tracker on the 0 slot of their **Power Track**. Attach the color base to the Super Hero miniature. Then, set the Experience Dial pointer to 0 XP.
- Place the miniatures representing the chosen Super Heroes in the Super Hero Starting Zone as indicated by the Mission.
- Each player then takes 1 **Activation token**, placing it with its green (Unactivated) side faceup next to their ID card.



## GAME OVERVIEW

### WINNING AND LOSING

The game is won immediately when all Mission objectives have been completed. The game is lost when all Super Heroes have been eliminated, or when a Mission-specific losing condition is met. This is a cooperative game, so all players win or lose together!

### GAME ROUNDS

*DCeased - A Zombicide Game* is played over a series of Game Rounds, which proceed as follows:

#### PLAYER PHASE

This is the Phase in which the Super Heroes perform various Actions, such as moving across the board, performing Attacks, and Rescuing Bystanders!

#### ENEMY PHASE

Once all Super Heroes have activated, the Player Phase ends and the Enemy Phase begins. During this phase, any Enemies currently on the board attempt to eliminate the Super Heroes and new Enemies are spawned.

#### END PHASE

Each Mission, and some Skills, may list certain effects that happen during the End Phase. Otherwise, once the End Phase is completed, a new Game Round begins.

# THE BASICS

Before we get into specifics, here are some general rules that will aid players:

## USEFUL DEFINITIONS

**Super Hero:** A living super-powered character controlled by a player.

**Zombie Hero:** A zombie super-powered character spawned and controlled by the game to fight the players.

**Horde Zombie:** A generic zombie Walker, Brute, or Runner spawned and controlled by the game to hunt the players. Note that expansions might include additional Horde types.

**Enemy:** This term refers to all the various Horde Zombies and Zombie Heroes.

**Zone:** In Exterior locations, a Zone is the area between linear markings (or linear markings and the board's edge) and the walls of buildings. In Interior locations, each Room is a separate Zone (delineated by walls).



# RULES GOTHAM CITY™ OUTBREAK

## LINE OF SIGHT

Line of Sight defines whether two models on the board (Super Heroes, Enemies, Bystanders, etc.) can see each other.

**In Exterior Zones,** Line of Sight is traced in straight lines that run parallel to the edges of the board. Line of Sight cannot be traced diagonally. Models have Line of Sight through as many Zones as the line can pass through before reaching a wall or the edge of the board.

**In Interior Zones,** Line of Sight can be traced to any Room that shares an opening with the Zone the model is currently in. If there is an opening, the walls do not block Line of Sight between 2 Rooms. However, **Line of Sight into an adjacent room is always limited to the first Zone in the Room.**

**Large Rooms** are Rooms composed of multiple Zones. Line of Sight inside them can cross any number of Zones in a straight line, but never diagonally. Line of Sight does not extend to an adjacent room unless the model is in a Zone that shares an opening with the other room.

Line of Sight between an Interior Zone and Exterior Zones may be traced through any number of Exterior Zones in a straight line, but only 1 Zone into the building.

**Closed Doors** block Line of Sight.

**Enemies, Bystanders,** and **Super Heroes** do not block Line of Sight.

**IMPORTANT:** All Skills, Traits, and Abilities require Line of Sight unless specifically stated otherwise.





## MOVEMENT

Models such as Super Heroes, Enemies, and Bystanders can move from their Zone to an adjacent one. An adjacent Zone shares at least one unobstructed edge with their current Zone. Corners do not count. This means no diagonal movement!

**In Exterior Zones,** movement from one empty Zone to another has no restrictions. However, models must go through an open Door to move from an Exterior Zone to an Interior Zone and vice-versa.

**In Interior Zones,** models may move from one Room to another as long as their Zones are linked by an opening (such as an open Door). The position of a model in the Zone and the layout of the walls do not matter as long as the Zones share an opening. Super Hero movement is hindered by Enemies in their Zone (see page 12).

## THE BATCAVE

The Batcave tile (14R) is essentially a Large Room composed of 5 Zones. It is accessed through the secret passage hidden behind the grandfather clock on the mezzanine of the Wayne Manor main hall (11R). For simplicity's sake, this is represented by a Door that can be opened, creating a direct connection between the two tiles. Models can move and see between the 2 Zones connected by the open Door just like they would between any regular Large Rooms.

## READING AN ID CARD

Each Super Hero has a unique ID card featuring the following information:

**POWER TRACK:** Super Heroes are able to harness incredible Power from within themselves, which allows them to perform amazing feats. A Super Hero's Power increases at the start of every Round and can be further increased with Power-Up Actions (see page 12). ⚡ (Power) can be spent to activate special effects or add extra Dice to Attacks (see page 19).

**BATMAN**

**BATARANGS**  
0-1 2 3+

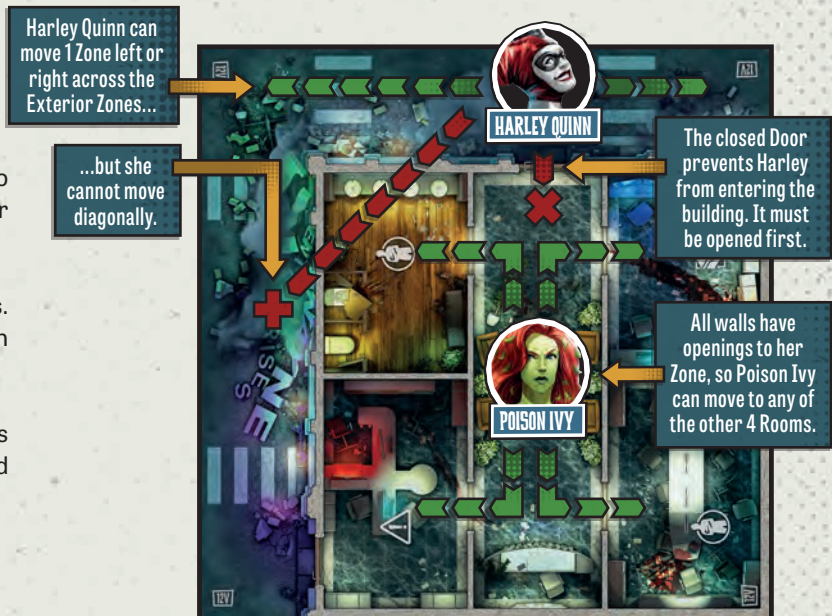
**BAT-GADGETS**  
Once during your Turn, you may spend 1 ⚡ to eliminate 1 Walker within Range 1, or spend 2 ⚡ to search the Heroic Trait deck for any 1 card and take it. Then, shuffle the deck.

**1 ACTION**  
**ALWAYS PREPARED**  
Each time a Zombie Hero spawns, you may perform 1 free Action. At the start of each Enemy Phase, you may spend 2 ⚡ to have any 1 Super Hero perform 1 free Action.

**SUPREME CALCULATIONS**  
At the start of each Enemy Phase, you may draw 2 spawn cards, select 1, and assign it to 1 Spawn Point instead of its usual card. Shuffle the other back into the deck.

**HEALTH:** Each time a Super Hero is wounded, this track is reduced by 1. If it ever reaches (zero), that Super Hero is eliminated.

**ATTACK:** Each Super Hero has a unique Attack. Attacks are described in detail on page 18.



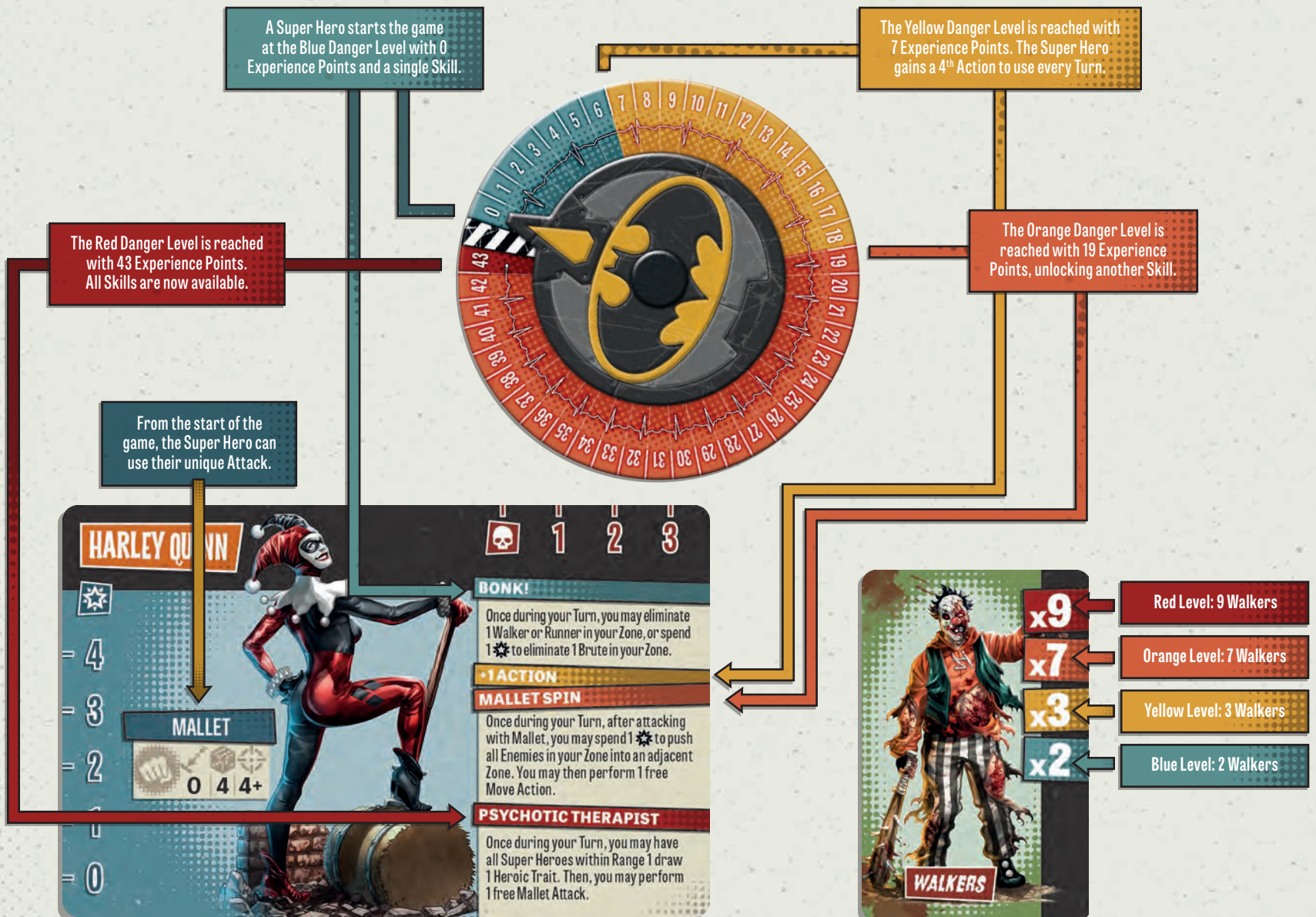
# RULES GOTHAM CITY™ OUTBREAK

## EXPERIENCE, DANGER LEVEL, AND SKILLS

Each time a Super Hero eliminates an Enemy, they gain 1 Experience Point (XP). Or, in the case of enemy Zombie Heroes, 1 Experience Point for each Toughness they had (see Zombie Heroes on page 11). Whenever Experience is gained, increase that Super Hero's Experience Dial by that amount. Some Missions may also provide additional ways to gain Experience.

There are 4 Danger Levels on the Experience Dial: Blue, Yellow, Orange, and Red. Reaching a new Danger Level provides the Super Hero with a new unlocked Skill to help them on their Mission.

Gaining Experience has a side effect, however! **When players draw a Spawn card, read the line that corresponds to the highest Danger Level achieved by ANY Super Hero** (see Spawn Enemies on page 15). The more powerful the Super Heroes become, the larger the undead horde attracted to spread Anti-Life!



# ENEMIES

There are 4 types of Enemies. Most Enemies have only a single Action they perform when they activate. The exceptions to this are Runners and Zombie Heroes, who each have 2 Actions per Activation. An Enemy is eliminated as soon as it is assigned enough Hits during a **single** Attack Action to match its Toughness value. If a single Attack Action is not able to eliminate an Enemy, they remain at their full Toughness value. **The Super Hero that eliminates the Enemy gains 1 Experience Point, except in the case of Zombie Heroes, which grant Experience equal to their Toughness value.**



## HUNTRESS

## ZOMBIE HERO

Each Zombie Hero is powerful and unique, but they have been overtaken by the Anti-Life Virus, driving them to destroy as much life as they can.



- **Actions:** 2
- **Toughness:** This is specific to each Zombie Hero, as indicated on their Zombie Hero card.



- **XP Reward:** Equal to their Toughness.
- Each Zombie Hero also has a unique Ability listed on their Zombie Hero card which is in effect as long as they are on the board.

## WALKER

Slow and weak, the true danger of Walkers is in their numbers.



- **Actions:** 1
- **Toughness:** 1
- **XP Reward:** 1

## BRUTE

Strong and tough, these big guys are hard to put down.



- **Actions:** 1
- **Toughness:** 2
- **XP Reward:** 1

## RUNNER

Fast and deadly, Runners are a real threat that must be prioritized.



- **Actions:** 2
- **Toughness:** 1
- **XP Reward:** 1

## PLAYER PHASE

During each Player Phase, the following steps must be taken in order:

- 1. Gain Power:** All players increase their Power Track by 1.
- 2. Refresh Activation Tokens:** All players flip their Activation tokens to their green (Unactivated) side.
- 3. Activate Super Heroes:** All the Super Heroes are activated one by one. Each Round, the players choose the order in which to activate each Super Hero. When a Super Hero activates, it is their turn, during which they can **perform up to 3 Actions at the Blue Danger Level** (not counting any free Actions their Blue Level Skill might give them). The Actions available to a Super Hero are as follows:

## MOVE

The Super Hero moves from their Zone to an adjacent Zone (they cannot move diagonally, through walls, or closed Doors).

- A Super Hero must spend 1 additional Action per Enemy standing in the Zone they're attempting to leave.

**Example:** Batman is in a Zone with 2 Walkers. To leave this Zone, he spends 1 Move Action +2 additional Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Enemies in the Zone, Batman would have needed 4 Actions (1+3) to move.

- Entering a Zone containing Enemies ends the Super Hero's Move Action (this is important for Skills or effects that allow Super Heroes to move multiple Zones per Move Action).

## PUSH

Some effects may indicate to "push" a figure. When a figure is pushed, it is moved the number of Zones indicated by the Push effect, ignoring Enemies. Unless specified as "towards" or "away" in the effect, the figure may be moved in any possible direction.

## OPEN DOOR

The Super Hero breaks open a Door in their Zone. **Note that all Doors leading into Buildings begin the game Closed unless specifically noted by the Mission.** Place an Open Door token where the closed Door was to indicate it is now open (or, in the case that there was already a Closed Door token there, simply flip it to its Open side).

**NOTE:** Once opened, Doors cannot be closed again.

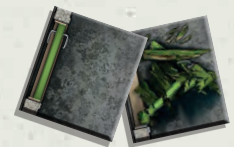
Some Missions feature colored Doors. Usually these cannot be opened until some condition is met, like finding a specific Objective. Read the Mission description to learn more.



Closed and Open Door tokens








Blue and Green Door tokens



**IMPORTANT:** Opening a Building (or Room) for the first time reveals all the Enemies and Bystanders waiting inside. This is explained in the Spawning in Buildings section on page 17.

## POWER-UP

While Super Heroes automatically gain 1 Power  at the start of each Round, they may also, during their Turn, perform a Power-Up Action in order to increase their Power Track by 2. This can be done more than once per Turn.

- A Super Hero can only have up to 4  at a time. Any  gained beyond that is simply ignored.
- Many Skills and Heroic Traits require spending  to utilize various effects, as described in their text.
-  is also used to gain extra Dice when a Super Hero performs an Attack (see Power on page 19).

## INTERACT WITH OBJECTIVE

The Super Hero takes and/or activates an Objective in their Zone. The specific effects of doing this are detailed in the Mission description.



Objective tokens

## ATTACK

The Super Hero attacks an Enemy they are able to target. Combat is explained in detail on page 18.

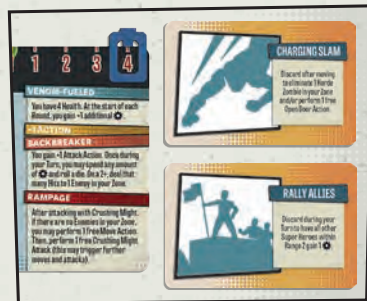
## RESCUE BYSTANDER

If they are in the same Zone as a Bystander **and there are no Enemies in that Zone**, the Super Hero may Rescue that Bystander. The Super Hero gains their unique Bystander card, placing it next to their Super Hero ID card. Once rescued, the Bystander model follows that Super Hero, becoming an **Escorted Bystander** (see the full Escorted Bystander rules on page 20).

- When a Super Hero Rescues a Bystander, they immediately **fill their Power Track to its maximum**.
- Rescuing a Bystander typically does not award any Experience, but some Missions might modify this.
- Unless stated otherwise, Bystander cards are not discarded upon use. They may be used repeatedly by the Super Hero escorting them.
- A Super Hero may Escort any number of Bystanders at any time.
- Escorted Bystanders may be traded among Super Heroes when the Trade/Reorganize Action is performed.

## GAIN TRAIT

The player draws the top card from the Heroic Trait deck and places it next to their Super Hero ID card. **A Super Hero can only perform a single Gain Trait Action per Turn**, though other effects might grant them extra Heroic Trait cards.



- **Each Super Hero may only have up to 2 Heroic Traits at any time.** If they already have 2 when they draw a new one, they may discard the newly drawn Trait or discard and replace 1 of the 2 they already had.
- If the Trait deck ever runs out, reshuffle all the discarded cards to make a new deck.
- Heroic Traits have powerful effects but are **discarded after a single use**. Each Heroic Trait has specific instructions for its effects, so read each one carefully! Two Traits can be used together if their requirements are met.
- Unless indicated otherwise, **using** a Heroic Trait **does not cost an Action**. It is done for free when its requirements are met.

## COLLECT EQUIPMENT

If they are in the same Zone as an Equipment card **and there are no Enemies in that Zone**, the Super Hero may Collect that Equipment. The card is removed from the board and placed faceup next to their Super Hero ID card.

- **A Super Hero may only have 1 Equipment card equipped at any time**, though they may have any number in reserve to the side. If they already have one equipped and collect another, they may choose which to equip and which to keep in reserve.
- Equipment cards grant powerful Attacks and/or Abilities to the Super Hero who equips them. If the card has an Attack, it can be used exactly like the unique Attack on the Super Hero's ID card.
- Unless stated otherwise, Equipment cards are not discarded upon use. They may be used repeatedly by the Super Hero equipping them.
- A Super Hero may swap their equipped card and/or trade Equipment with others by performing a Trade/Reorganize Action.
- If a Super Hero is eliminated, their Equipment cards are placed in their Zone and can then be collected by other Super Heroes.

## TRADE/REORGANIZE

The Super Hero and 1 other Super Hero in their Zone may trade any number of their Equipment and Escorted Bystanders between them (this doesn't have to be equal). The Super Hero may also swap the Equipment next to their ID card with one they have in reserve.

## END OF TURN

A Super Hero does not need to perform all their Actions if they wish and may forfeit any remaining Actions and end their Turn. Once a Super Hero has completed all their Actions (or forfeited any remaining ones) their Turn ends. **Flip their Activation token to its red (Activated) side to indicate this.**



## ENEMY PHASE

Once all players have activated their Super Heroes, the Player Phase ends and the Enemy Phase begins. No single player controls the Enemies. They do it themselves, performing the following steps in order:

- 1. Activate Enemies:** All Enemies on the board activate and spend their Actions to either Attack a Super Hero or Bystander in their Zone or Move towards the closest Super Hero or Bystander if not currently in a Zone with one. Once all Enemies have activated, any **Bystanders** on the board activate as well (see Activating Bystanders on page 20).
- 2. Spawn Enemies:** After all Activations are done, new Enemies appear on all active Spawn Points on the board.

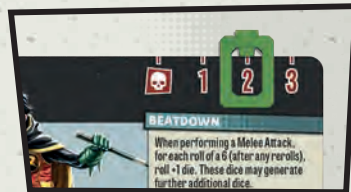
### 1. ACTIVATE ENEMIES

#### ATTACK

Each Enemy in the same Zone as a Super Hero or a Bystander spends their Action to perform an Attack. An Enemy's Attack is always successful, does not require any dice rolls, and inflicts 1 Wound.

**The Super Heroes in the Zone share the Wounds in any way the players prefer, even if it means inflicting them all onto a single Super Hero! Any Bystander in the same Zone as the Super Heroes can only be assigned a single Wound.**

When a Super Hero is wounded, their Health Bar's tracker is moved 1 space to the left per Wound they receive. A Super Hero is eliminated as soon as their Health Bar reaches 0. If all Super Heroes are eliminated before completing the Mission Objectives, the game is lost!



Enemies fight together. All Enemies attacking in the same Zone as a Super Hero or Bystander contribute to the Attack, even if there are so many Wounds being dealt that it would be overkill.

**Example 1:** A Walker in a Zone with 2 Super Heroes inflicts 1 Wound when it attacks. The players choose which Super Hero takes the Wound.

**Example 2:** A group of 5 Walkers attacks in the same Zone as 2 Super Heroes and 1 Bystander. Since both Super Heroes have 3 Health, the players choose to deal 2 Wounds to each Super Hero and 1 to the Bystander (eliminating it).

### BYSTANDERS UNDER ATTACK

Bystanders are eliminated if they receive 1 Wound. This is a heavy failure for the Super Heroes, triggering the Bystander Eliminated effects (see page 20).

A Super Hero with any Escorted Bystanders (see page 21) may choose to discard them (the Bystander jumps in the way!) to ignore 1 Wound they would receive per Escorted Bystander sacrificed in this way. This is a desperate act, which also triggers the Bystander Eliminated effects.

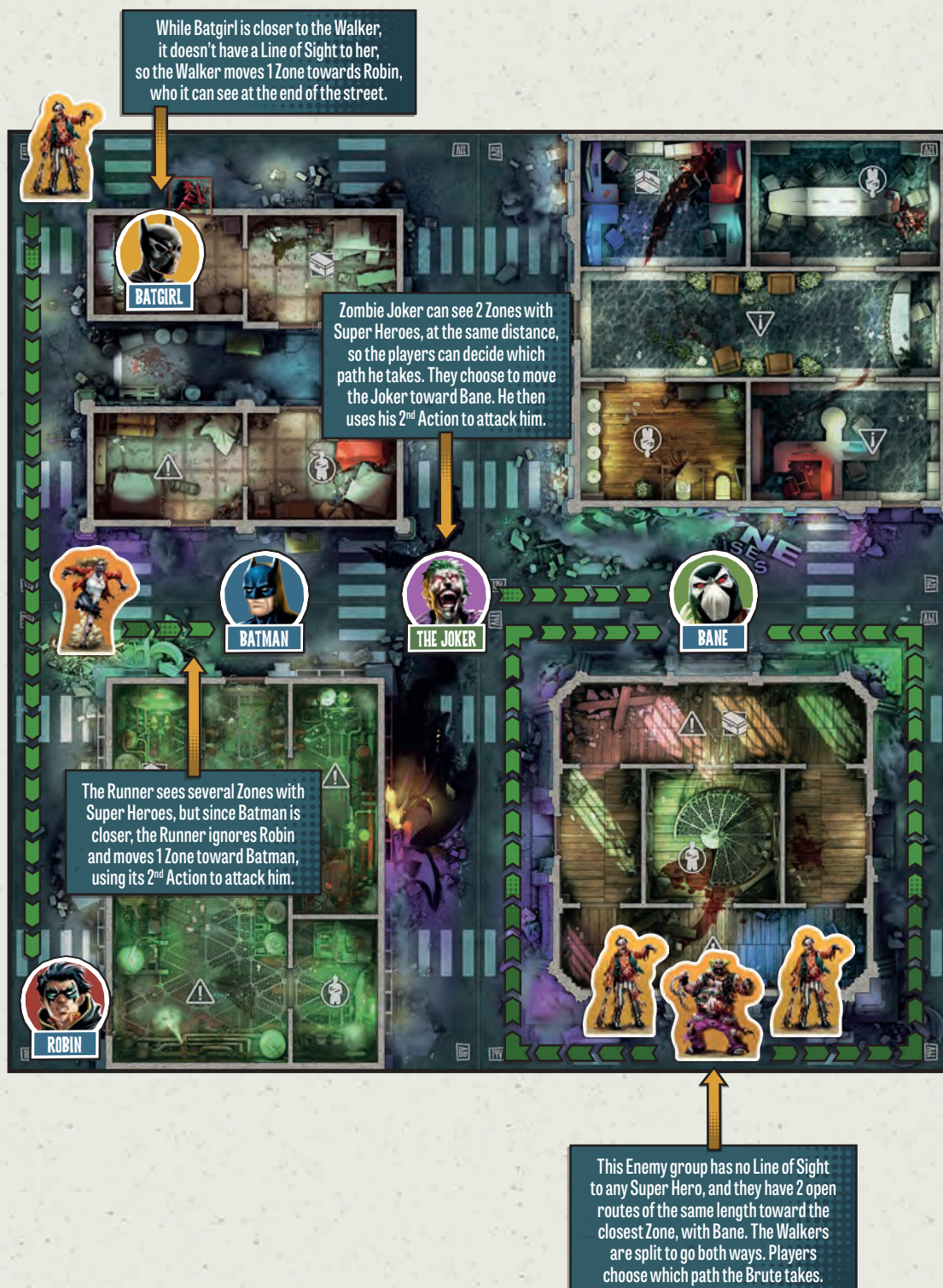
#### MOVE

Enemies that did not Attack (because there were no Super Heroes or Bystanders in their Zone) spend their Action to Move 1 Zone towards Super Heroes or Bystanders:

- Enemies always move toward the closest Zone with Super Heroes or Bystanders in their Line of Sight.
- If the Enemy does not have Line of Sight to any Super Hero or Bystander, they move towards the Zone with Super Heroes or Bystanders they have the shortest open path to. If there are no open paths to Super Heroes or Bystanders, the Enemy doesn't move.
- If there is more than one closest Zone with Super Heroes or Bystanders, or more than one route of the same length to the closest Zone, Enemies split into groups of equal numbers, separated by type, to follow all possible routes. If it's not possible to split an Enemy type into groups of equal number, the players decide which group gets the extra Enemy.
- Enemies cannot open Doors.

**Example:** A group of 4 Walkers, 3 Brutes, and 1 Zombie Hero activates at equal distance to 2 Zones occupied by Super Heroes. The Enemies want to target both Zones, so they split into 2 groups.

- 2 Walkers go one way. The other 2 take the other route.
- 2 Brutes go one way. The last one takes the other route (players choose).
- Players choose which route the Zombie Hero takes.



## RUNNERS AND ZOMBIE HEROES

Runners and Zombie Heroes each have 2 Actions per Activation. Each time they activate, they perform 1 Action, either Attacking or Moving with the rest of the Enemies. They then perform their 2<sup>nd</sup> Action, either attacking if they're now in a Zone with a Super Hero or Bystander, or moving again if they are still not in a Zone with a Super Hero or Bystander.

## 2. SPAWN ENEMIES

The Mission map shows where Enemies spawn at the end of each Enemy Phase. These are Spawn Points.



Spawn Point tokens mark the Spawn Zones on the board. During the Spawn Enemies step, always start from the First Spawn Point, marked with a 1.

Starting with the First Spawn Point token, then proceeding clockwise, draw 1 Spawn card, reading the line that corresponds to the Danger Level of the Super Hero with the most Experience (Blue, Yellow, Orange, or Red). Place the indicated number of the corresponding Enemy type in that Spawn Zone.

Repeat this for each **active** Spawn Point token.

**IMPORTANT:** Always spawn based on the highest Danger Level reached by any Super Hero, even if they have been eliminated. The horde never calms down!

# RULES GOTHAM CITY™ OUTBREAK

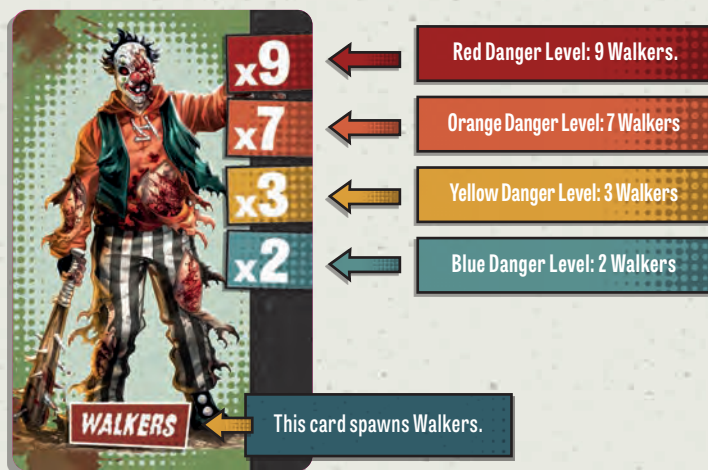
**Colored Spawn Points:** Some Missions feature Blue and/or Green-colored Spawn Point tokens. Unless otherwise stated, these Zones don't spawn Enemies until a specific event happens, dictated by the Mission. These Zones will **only** begin spawning Enemies once these conditions are met.



If the Spawn deck should run out, reshuffle all the discarded Spawn cards to make a new deck.

The Spawn deck features various types of Spawn cards:

## REGULAR SPAWN



**Example:** Poison Ivy has 5 XP, placing her in the Blue Danger Level. Bane has 12 XP, which puts him in Yellow. In order to determine how many Enemies spawn, read the Yellow line, which corresponds to Bane, as he has the most Experience.

## RUSH!

When a player draws an Enemy Rush card, the Enemies placed by that card immediately perform an Activation after being placed.



## HORDE!!!

When a player draws a Horde!! card, spawn not only the Enemy listed on the line corresponding to the current Danger Level, but also all Enemies listed on the lines below that.

**Example:** If a Super Hero is at the Red Danger Level, this card spawns 1 Zombie Hero, 1 Runner, 1 Brute, and 4 Walkers.



## CHARGE!

Each Horde Zombie type has a different Charge card. They all first spawn the indicated number of Enemies. Then, ALL Enemies of that type on the board move. Finally, each card resolves a different listed effect.



## ZOMBIE HERO!

When a player draws a Zombie Hero Spawn card, draw the top card from the Zombie Hero deck, spawning the indicated Zombie Hero in that Zone, along with the number of Horde Zombies (Walkers, Brutes, or Runners) listed on that Spawn card.

Note that each Zombie Hero has a unique Ability that is active as long as they are in play, as well as a specific Toughness value, so keep their Zombie Hero card faceup within view of all players.

If the Zombie Hero deck should run out, reshuffle all the discarded Zombie Hero cards to make a new deck. It seems they weren't really put down for good!






## RUNNING OUT OF MODELS

Players may run out of models of the indicated type when required to place an Enemy on the board. In this case, the remaining Enemies of that type are placed (if there are any). Then, all Enemies of the indicated type immediately resolve an extra Activation. Multiple extra Activations may occur in a row. Keep an eye on the Enemy population!

## SPAWNING IN BUILDINGS

Opening a closed Building for the first time reveals all the Enemies and Bystanders waiting inside. A single Building extends to all Rooms connected by openings, sometimes straddling several tiles. **Closed Doors create separations between Buildings.**

Enemies waiting in a Building only spawn in the Zones marked with a . Draw and resolve 1 Spawn card for each of these Zones, one after the other, in any order the players choose (we suggest starting from the farthest to the closest).



Once all Enemies have been spawned, reveal any Bystander cards inside that Building, replacing them with the corresponding Bystander model and placing the card faceup next to the board.

Equipment cards are NOT revealed until they are Collected by a Super Hero.



**1**

A Spawn card is drawn for the first Zone. The most experienced Super Hero is at the Yellow Danger Level, so the yellow line is used to spawn. As this is a Walker Rush! card, the 3 Walkers immediately activate, moving towards Harley.



**2**

An Enraged Charge! card is drawn for the last Zone. 4 Walkers are spawned there. Then, all Walkers on the board immediately perform a Move Action. That includes the ones recently spawned, even if they already had a Rush. But this card isn't done yet...



**1**

While a Brute and a Walker roam nearby, Harley Quinn just opened this Building. Enemies spawn in all  Zones, one after the other, in the order of the player's choosing. Players decide to spawn in the indicated order.



**2**

The last effect of the Enraged Charge! card is to replace 1 Walker in Harley's Zone with a Runner.

**4**

Finally, the Bystander card is revealed and replaced by its respective model. Fortunately, it is only revealed after all Enemies have spawned!

## COMBAT

When a Super Hero performs an Attack Action, they use their unique Attack, listed on their ID card, or the Attack from an Equipment card they have equipped. All Attacks feature the following information:



**TYPE:** Attacks fall into 2 categories: Melee or Ranged. The Melee and Ranged symbols are used to distinguish each type. Some Skills or effects might interact with these types specifically.



**MELEE:** Melee Attacks are identified by the Melee symbol and can only be used against targets in the same Zone.



**RANGED:** Ranged Attacks are identified by the Ranged symbol and can target Enemies in distant Zones within Line of Sight.



**RANGE:** This indicates the distance to the Zone(s) the Attack can target.

- A value of 0 limits the Melee Attack to the same Zone.
- Ranged Attacks usually display two values: The first is the minimum Range. The Attack cannot target Zones closer than the minimum. That value is usually 0, meaning it can target Enemies in the same Zone (it is still a Ranged Attack). The second value shows the maximum Range of the Attack. It cannot target Zones beyond its maximum Range.



**DICE:** Each Attack lists the base number of dice it rolls, though bonus dice can be added by other game effects (such as spending Power, see page 19).



**ACCURACY:** Each die result that equals or exceeds the Accuracy value of the Attack scores 1 Hit.

### REROLLS

Dice can only be rerolled once by Super Hero effects and only once by Enemy effects. In the event that both Super Hero AND Enemy effects would cause the same dice to be rerolled, first apply the Enemy's rerolls, then apply the Super Hero's rerolls.

To resolve an Attack, perform the following steps, in order:

1. **Target a Zone:** Select 1 Zone with a valid target within the Range listed on the Attack (you must always also have Line of Sight to your target).
  - You can use a **Ranged Attack** to target another Zone even if there are Enemies in your Zone. Any Enemies in a Zone between you and your target Zone are also irrelevant.
  - Remember that for Ranged Attacks in Interior Zones, Line of Sight is limited to the Zones that share an opening or inside the same Large Room (no diagonals). Line of Sight for **Exterior Zones** goes in a straight line parallel to the board's edge until it meets a wall or the edge.



2. **Roll Dice:** Roll the listed number of dice, plus any additional dice from Heroic Traits, Bystanders, Skills, or spent Power (see page 20).



3. **Assign Hits:** Assign any Hits scored to the targets in the Zone attacked, **always** following the Target Priority order (see below).

### TARGET PRIORITY

When attacking, **whether with Melee or Ranged Attacks**, Hits must be assigned according to Target Priority order:

1. **Zombie Hero**
2. **Brute**
3. **Walker**
4. **Runner**

The Hits must be assigned to targets on the first Target Priority level until they have all been eliminated, then to targets of the next Target Priority level until they have all been eliminated, and so on (e.g., Zombie Heroes first, Runners last). If several targets share the same Target Priority level, players choose the targets hit among them.

**NOTE:** Other Super Heroes and Bystanders in the targeted Zone are not affected by your Attacks, even if you miss. You are Super Heroes, after all!

Enemies are eliminated when they are assigned a number of Hits equal to their **Toughness** value. Remember that Walkers and Runners have a Toughness value of 1, Brutes have a Toughness of 2, and Zombie Heroes have their Toughness listed on their card.

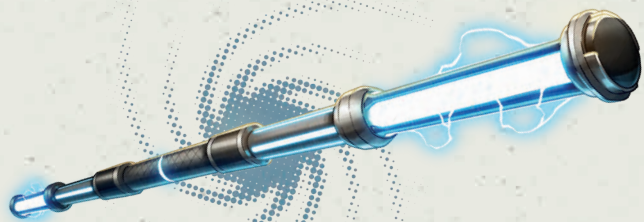
Enemies are **only** eliminated when they are assigned enough Hits to equal their Toughness **during a single Attack Action**. If not enough Hits are rolled to eliminate them, the assigned Hits do not carry over. It's all or nothing for each Attack!

TARGET PRIORITY	NAME	ACTIONS	TOUGHNESS	XP REWARD
1	Zombie Hero	2	See card	Equal to Toughness
2	Brute	1	2	1
3	Walker	1	1	1
4	Runner	2	1	1

**Example:** Poison Ivy performs Ranged Attacks using her Lashing Vines (Dice: 3, Accuracy: 4+). In the targeted Zone, there are 2 Brutes, 1 Runner, and 1 Bystander.

- Ivy rolls and for her first Attack, scoring 3 Hits. Following the Target Priority order, 2 Hits are needed to eliminate 1 Brute and the last Hit just bounces off the second Brute.
- Ivy rolls and for her second Attack, scoring 2 Hits. The remaining Brute still requires 2 Hits to eliminate, so the Runner remains unharmed.
- Ivy rolls and for her third Attack, scoring 2 Hits. 1 Hit is enough to eliminate the Runner. The last remaining Hit doesn't harm the Bystander, since they are not affected by Super Hero Attacks.

**IMPORTANT:** Some Skills or effects may reduce an Enemy's Toughness. In such events, Toughness can never be reduced below 1.



## POWER

Super Heroes draw Power from within themselves to accomplish amazing feats. But that Power is not an inexhaustible resource and must be generated through sheer force of will.

- The Power Track shows how much Power a Super Hero currently has at their disposal.
- Each Super Hero's Power Track automatically increases by 1 at the start of every Player Phase.
- During their Turn, a Super Hero may perform a Power-Up Action to gain 2 (see page 12).
- A Super Hero can only have up to 4 at a time. Any gained beyond that is simply ignored.
- Having 0 has no consequence, other than not being able to spend to activate effects.
- Many Skills and Traits require spending to utilize various effects, as described in their text.
- Each time a Super Hero performs an Attack, **before rolling dice**, they may decide to spend any number of they possess to add that many dice to their Attack.

**Example:** At the start of the Round, Harley Quinn has 0 . The Player Phase starts, automatically giving her 1 . During her Turn, she performs a Power-Up Action, increasing her Power by 2 to a total of 3. She then performs a Mallet Attack and decides to spend 2 on it, rolling a total of 5 dice (3 from the base Attack + 2 from Power). Afterwards, she decides to spend her last to activate her Bonk! skill, eliminating a Brute in her Zone.

## BYSTANDERS

Bystanders represent key characters the Super Heroes should try to rescue from the Zombies. See page 13 for the full rules on Rescuing a Bystander. Once Rescued, a Bystander becomes an Escorted Bystander (see to the right). Before being Rescued, Bystanders have numerous special rules that are outlined below.




### BYSTANDERS IN DANGER

When Enemies activate, they treat Bystanders as potential targets, just like Super Heroes. If a Bystander is their closest target, they will move towards it. If a Bystander is in their Zone, they will attack it. If different Bystanders or Super Heroes are equally eligible targets, the players decide who the Enemy targets.

- Bystanders are eliminated upon suffering 1 Wound. This triggers Bystander Eliminated (see below).
- Bystanders cannot be harmed by Super Heroes. They are simply ignored by Super Heroes' Attacks.

### BYSTANDER ELIMINATED!

If a Bystander is eliminated, they are removed from the board and their card is discarded. This is a heavy blow for all the Super Heroes, as they have failed their primary purpose of protecting the innocent. Each Bystander that gets eliminated immediately triggers both of these effects:

- ALL Super Heroes lose 1  (if they have any).
- ALL Super Heroes **must** discard 1 Heroic Trait (if they have any).


### ACTIVATING BYSTANDERS

During the Enemy Phase, Bystanders attempt to flee the undead hordes and reach the Super Heroes in order to be rescued. At the end of the Activate Enemies step but before the Spawn Enemies step, any Bystanders on the board are activated. They move 1 Zone towards the closest Zone with a Super Hero.

- If a Bystander has more than one closest Zone with Super Heroes, or more than one route of the same length to the closest Zone, the players decide which way the Bystander goes.
- If there are Enemies in their Zone or in the adjacent Zone they would move into, the Bystander does not move.
- Bystanders cannot open Doors.

### ESCORTED BYSTANDERS

Once a Bystander is Rescued by a Super Hero, they become an Escorted Bystander, granting several benefits to the Super Hero:

- Place the Bystander card next to that Super Hero's ID card. While Escorting a Bystander, that Super Hero may utilize their Bystander effect, typically by spending an indicated amount of .
- Keep the Escorted Bystander model next to the Super Hero who has their card. They always move with this Super Hero, regardless of any movement-related abilities and effects.
- A Super Hero may Escort any number of Bystanders at any time.
- Any time a Super Hero would suffer Wounds, they may **discard 1 of their Escorted Bystanders to prevent 1 Wound**. This should not be done lightly, though, as it triggers **Bystander Eliminated** (see above)!
- Escorted Bystanders may be traded among Super Heroes when the Trade/Reorganize Action is performed.
- Once becoming Escorted, Bystanders **cannot** be moved away from their assigned Super Hero for any reason (such as being pushed by an effect).
- If a Super Hero that is Escorting Bystanders is eliminated, those Bystanders revert to being non-Rescued Bystanders and follow all associated rules.

## INTERACTIVE OBJECTS

Missions might include different Interactive Objects on the map. When a Super Hero moves out of a Zone containing an Object, they may move it with them to their new Zone. While in a Zone with an Interactive Object, Super Heroes may use an Action to utilize that Object. Some Objects allow the Super Hero to perform a special Attack, while others generate special effects. Each Interactive Object is different, so see its associated Reference card. *DCeased: Gotham City™ Outbreak* features the Bat-Signal.



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# CREDITS

## GAME DESIGN:

Michael Shinall

## BASED ON ORIGINAL DESIGN BY:

Raphaël Guiton, Jean-Baptiste Lullien, Nicolas Raoult, and David Preti, with additional design concepts by Fábio Cury

## DEVELOPMENT:

Travis Chance, Henrique Garrigós, and Chris Hamm

## LEAD PRODUCER:

Thiago Aranha

## EXECUTIVE PRODUCER AND LICENSE COORDINATOR:

Mike Bisogno

## PRODUCTION:

Daryl Cho, Randall Chua, Marcela Fabreti, Vincent Fontaine, Guilherme Goulart, Rebecca Ho, Isadora Leite, Kenneth Tan, Erwann Le Torrivellec, Nicholas Sia, and Gregory Varghese

## ART DIRECTOR:

Mathieu Harlaut

## COVER & CHARACTER ART:

Giancarlo Olivares

## ADDITIONAL ART:

Giorgia Lanza, Marc Lee, Henning Ludvigsen, Cass Peirano, Simon Tessuto, and Giorgia Venditti

## LEAD GRAPHIC DESIGN:

Marc Brouillon

## GRAPHIC DESIGN:

Gabriel Burghi, Fabio de Castro, Louise Combal, and Júlia Ferrari

## SCULPTING:

BigChild Creatives, Studio McVey, Olivier Bouchet, Léa Gaudin, Emanuele Giovagnoni, Alban Gungiah, Aragorn Marks, and Edgar Ramos

## RENDERING:

Edgar Ramos

## PROOFREADING:

Jason Koepp

## PUBLISHER:

David Preti

## PLAYTESTERS:

Rafael Assaf, Davi Augusto, Chase du Pont, Felipe Galeno, Brett Lanpher, Euclides Ribeiro, Elton Soares and Roberto Toledo

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# ROUND SUMMARY

## 1. PLAYER PHASE

1. GAIN POWER
2. REFRESH ACTIVATION TOKENS
3. ACTIVATE SUPER HEROES

Super Heroes activate in any order. On their Turn, each Super Hero can initially perform 3 Actions.

- **MOVE:** 1 extra Action per Enemy in the Zone.
- **OPEN A DOOR:** When a building is first opened, Spawn in its  Zones and reveal Bystanders.
- **POWER-UP:** Gain 2 .
- **GAIN TRAIT:** Only once per Turn.
- **TRADE/REORGANIZE:** Trade Equipment and/or Bystanders with 1 Super Hero in their Zone.
- **RESCUE BYSTANDER:** No Enemies in their Zone. Fill the Super Hero's  track.
- **COLLECT EQUIPMENT:** No Enemies in their Zone.
- **INTERACT WITH OBJECTIVE**
- **ATTACK:** Use their unique Attack or Equipment.
  - May spend  to roll extra dice.
  - Deal Hits equal to a target's Toughness in a single Attack to eliminate them, always following the Target Priority order.

## 2. ENEMY PHASE

### 1. ACTIVATE ENEMIES


Each Enemy activates and spends their Action(s) on either an Attack or a Move, depending on the situation. Runners and Zombie Heroes perform 2 Actions.

- **ATTACK:** Each Enemy in the same Zone as a Super Hero or Bystander performs an Attack, dealing 1 Wound.
- **MOVE:** Enemies that have not Attacked use their Action to Move 1 Zone towards the closest Super Hero or Bystander.
- **ACTIVATE BYSTANDER:** After Enemies activate, any Bystanders not being escorted move 1 Zone toward the closest Super Hero (unless Enemies are in their current or next Zone).

### 2. SPAWN ENEMIES

Starting from the First Spawn Point and going clockwise, draw and resolve 1 Spawn card for each Spawn Point token. Read the line corresponding to the highest Danger Level among Super Heroes.

**BYSTANDERS:** Targeted like Super Heroes.  
Eliminated with 1 Wound.

- **SACRIFICE:** Super Heroes may discard an Escorted Bystander to ignore 1 Wound.
- **ELIMINATED:** If eliminated, all Super Heroes lose 1  and 1 Trait.

## 3. END PHASE

Perform any effects indicated to take place during the End Phase.

If ALL Super Heroes are eliminated, the players lose. Otherwise, start a new Round.

## TARGET LIST

TARGET PRIORITY	NAME	ACTIONS	TOUGHNESS	XP REWARD
1	ZOMBIE HERO	2	See card	Equal to Toughness
2	BRUTE	1	2	1
3	WALKER	1	1	1
4	RUNNER	2	1	1