



## READING AN EQUIPMENT CARD

I know better. Rate of fire is life. Keep on firing!  
- Doug

*Zombicide* features many different Equipment cards. The ones the Survivors use to eliminate Zombies have Combat characteristics displayed at the bottom:



Weapons fall into 2 categories: Melee weapons and Ranged weapons. The Melee and Ranged symbols are used to distinguish each type.



Melee weapons bear the Melee symbol.

They have a Range 0 value and thus can only be used in the same Zone as the Survivor. They are used with Melee Actions (P. 21).



Baseball Bats, Crowbars, and Fire Axes are Melee weapons.



Ranged weapons bear the Ranged symbol.

They usually have a maximum Range value of 1 (or more). They are used with Ranged Actions (P. 21). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



Pistols, Shotguns, and Sniper Rifles are Ranged weapons.

## • AMMO TYPE

Ranged weapons use ammunition to kill Zombies. They have infinite ammo (enjoy!). However, they don't all use the same type of Ammo.



Weapons with the **Bullets** symbol fire small-caliber ammunition at Zombies. They may use the Plenty of Bullets card to provide the Survivor with handy re-rolls.



Weapons with the **Shells** symbol work with higher caliber ammunition. Having the Plenty of Shells card allows for re-rolls against tougher targets.



## • ZOMBIE-KILLING, DOOR-OPENING, AND NOISY EQUIPMENT

Many Equipment cards, such as the Crowbar, Fire Axe, and Chainsaw, allow Survivors to open doors as well as eliminate Zombies.



Equipment that allows Survivors to kill Zombies has either the Ranged or Melee symbol.



Equipment that allows players to open Doors has this symbol.

Each of these symbols is accompanied by a second symbol related to Noise, defining if the Action is noisy or not. Noise attracts Zombies!



This Action is noisy and produces a Noise token.



This Action is not noisy and does not produce a Noise token.

### EXAMPLE 1 - The Fire Axe:

Can open Doors and produces a Noise token when used that way.



Can kill Zombies, but does not produce a Noise token when doing so.

**Weapon type.** This Equipment is a Melee weapon.

**Range.** Min. and max. number of Zones the weapon can reach. 0 indicates it can only be used in the Survivor's Zone.

**Damage.** Damage inflicted with each success. Damage does not stack with multiple successes.

**Accuracy.** Each roll that equals or exceeds this value is a success. Lower results are failures.



**Dice.** Roll this many dice when a Melee Action is spent to use this weapon.

### EXAMPLE 2 - The Chainsaw:

Can open doors and produces a Noise token when used that way.



Can kill Zombies and produces a Noise token when doing so.

**Dual.** If the Survivor has Dual weapons with the same name in each Hand slot (P. 27), the Survivor may use them both with a single Action (they must be aimed at the same Zone).

**Weapon type.** This Equipment is a Ranged weapon.

**Range.** Min. and max. number of Zones the weapon can reach. 0-1 indicates it can be used to shoot in the Survivor's Zone or up to 1 Zone away (and within Line of Sight).

**Ammo type.** This Equipment uses Bullets.

**Damage.** Damage inflicted with each success. Damage does not stack with multiple successes.



**Dice.** Roll this many dice when a Ranged Action is spent to use this weapon.

**Accuracy.** Each roll that equals or exceeds this value is a success. Lower results are failures.

## • COMBAT CHARACTERISTICS

Weapons display Combat characteristics used to eliminate Zombies in many ways.



**Range.** Min. and max. number of Zones the weapon can reach. 0 indicates it can only be used in the Survivor's Zone.

**Dice.** Roll this many dice when a Melee Action is spent to use this weapon.



**Range.** Min. and max. number of Zones the weapon can reach. 0-1 indicates it can be used to shoot in the Survivor's Zone or up to 1 Zone away (and within Line of Sight).

**Accuracy.** Each roll that equals or exceeds this value is a success. Lower results are failures.