ZOMBICIDE

NO REST for the WICKED

CHAPTERS

GAME COMPONENTS

47 MINI-CARDS

32 Zombie Cards

Necromantic Dragon x8
Spectral Walker x12
Swarm of Ratz x12

Vulnerability Cards x5

Rubble/Compass Cards x9

Ballista Reference Card x1

35 MINIATURES

1 Ballista

18 Spectral Walkers

1 Necromantic Dragon

15 Swarms of Ratz

INTRODUCING NO REST FOR THE WICKED

In some places, dark magic seems to permeate the ground itself, corrupting everyone and everything. It could be the consequence of a necromancer ritual, a desecrated sanctuary, or the recent manifestation of otherworldly forces, among others. In such areas, infected animals gather like moths to a flame. Zombies are almost immortal. And above all, scourges like necromantic dragons may claim the place as their wicked nest. From then on, nature itself seems to succumb to the zombie plague, and all hope is lost.

Until we show up, that is. As long as we have something to say, there will be no rest for the wicked!

No Rest For The Wicked requires a core *Zombicide* box, like *Black Plague* or *Green Horde*. Using it to enhance your game is easy: unless stated otherwise in the Quest's briefing, simply follow these steps:

1. Add the desired Zombie cards to the Zombie pile.
The Necromantic Dragon is a huge beast flying over the board to hunt Survivors and spew Zombies on their heads. The monster is a game changer. Only experienced Survivors should confront it!
Spectral Walkers are ghostly zombies, hovering above the ground. They are immune to mundane weapons. Only Combat Spells, Vault weapons, Dragon Fire, and Ballista shots can put them down.

Swarms of Ratz represent infected rodents rushing toward Survivors to overwhelm them by sheer number. The more there are, the more frantic they become.
Alone, any of these threats is enough to reconsider your tactical options. Combined, the wicked creatures form a dangerous combination. Are you up to the challenge?

2. If you play with the Necromantic Dragon:
- Shuffle its Zombie cards into the Zombie pile.
- Shuffle its Vulnerability cards in a dedicated facedown deck.
- Set the Rubble/Compass cards near the board so all players may access them easily.
- Set the Ballista in the Player Starting Area. You will need it to help kill the dragon!
You are ready!

NECROMANTIC DRAGON

The zombie invasion is running rampant across the land, and dragons themselves have woken from their slumber to get rid of the problem in their own way: by direct and open combat. After all, an army is no match for such a magnificent creature of fangs and flames, right?

Wrong! Many dragons battled the zombie hordes head on, without any plan, and were defeated. Raised from the dead as necromantic dragons, the beasts kept most of their former instinct and willpower.

The Necromantic Dragon has the following characteristics:

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 Necromantic 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 next page).

· The Necromantic Dragon is a huge beast hovering above the board. Obstacles don't block Lines Of Sight between Survivors and the Necromantic Dragon (not even being inside a building).

NECROMANTIC DRAGON SPAWNING

Necromantic Dragon Zombie cards spawn at Danger Level Yellow or higher. The Necromantic 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 Necromantic 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.

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

The Necromantic Dragon features 8 Zombie cards to spawn it in the game. 5 Vulnerability cards are used to weaken the Necromantic 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!

Compass card. 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.

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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 Necromantic 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).

◆ NECROMANTIC DRAGON ACTIVATION

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

ATTACK STEP: ZOMBIE GUSH

The Necromantic Dragon spews its rotten stomach's contents into the Zone with the most Survivors within Range 0-1 (if there are any). No Line Of Sight is required, and the gush can be done diagonally. If several Zones are eligible, players choose. Draw a Zombie card, then read the line matching the current Danger Level to spawn Zombies in the targeted Zone. If the Zombie card is a Dragon card, discard it and draw the next.
The Zombies spawned by the Necromantic Dragon do not activate in the same Zombies' Phase that they were spawned!

MOVE STEP: DRAGON STOMP

If the Necromantic Dragon did not Attack during the Attack Step, it Moves **after all other Zombies**. Use standard Move Step rules to define the destination Zone, but move the Necromantic Dragon 1 tile away in that direction instead. Set it in the center Zone of the next tile. The Necromantic Dragon can't enter Vaults and doesn't Move if all the Survivors are in Vaults.
Upon landing in its target Zone, the Necromantic Dragon performs a **Dragon Stomp**. The target Zone and its Actors endure the same effects as a Necromantic Dragon Spawning. These beasts are flying fast and they hit hard!

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.**

◆ VULNERABILITY CARDS

The Necromantic Dragon is removed from the board whenever it is hit with a Damage 2 (or more) weapon matching its current Vulnerability card or a <u>Ballista</u>. 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 deck, the Necromantic Dragon is killed for good. From then on, any Necromantic 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.
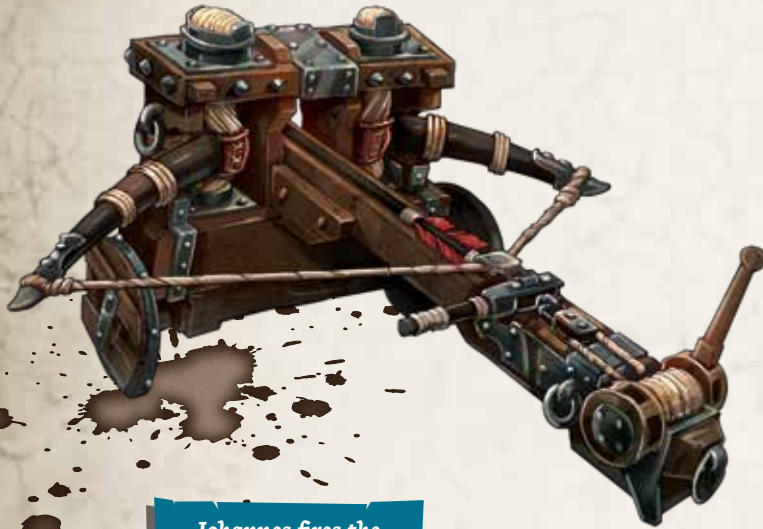
· Moving a Ballista
Action cost: 2

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.

Johannes fires the Ballista. The bolt goes in a straight line, ignoring Line Of Sight, until it meets the eastern wall.

The Ballista bolt ignores Line Of Sight and goes through the Hedge. 3 dice with Accuracy 4+ are rolled to kill the Walker.

Megan has a Line Of Sight on these Zombies, lowering the Accuracy to 3+. ⚅, ⚃, ⚀: 2 hits!

Dragons can be hit by Ballistae, no matter their current vulnerability. 3 dice are rolled to hit the monster. The normal Accuracy is 4+, lowered to 3+ as Johannes has a Line Of Sight on the beast. ⚅, ⚃, ⚀: 1 hit is enough, the Dragon is removed.

3 dice with Accuracy 4+ are rolled for the Abomination: ⚅, ⚃, ⚄. 1 hit! The Ballista has no Damage value, everything it hits is eliminated. Bye bye, Abomination!

Targeting Priority Order applies, leaving the Runner. The rampage stops here as the bolt hits the wall.

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SPECTRAL WALKERS

We came across what we thought were ghosts amidst the zombie horde. In fact, they were a new zombie type, floating above the ground and radiating potent energies. Blades and arrows were deflected; only dragon fire and spells saved our day.

Over time, I came to the conclusion that the zombie plague is evolving. Perhaps it simply adapts or mutates. I'm not sure about this curse's origin. Does the plague reflect its host's traits? Are the necromancers practicing the vilest experiments to reach unfathomable goals? Is the plague itself sentient enough to study its prey and find their weakness?

So much to unveil, so little time. Now I need to convince my fellow survivors to pursue this new quest.

– Megan's journal

Spectral Walkers follow these rules:
Damage: 1
Min. Damage to destroy: Damage 1 (only from special sources, see below)
Experience provided: 1 point
Special rules:
· Spectral Walkers are Walkers. They do not benefit from Walker Extra Activation Zombie cards.
· Spectral Walkers can only be killed with Ballistae, Combat Spells, Vault weapons (including Magic Equipment from the *Wulfsburg* expansion), and Dragon Fire.

SWARMS OF RATZ

From the point of view of many, rats are pests to be killed at first sight. They eat our crops and soil our houses. On second thought, however, the destinies of rat and man seem linked. Both species are survivors. We accused rats of being responsible for the black plague, the zombie disease, but it seems they carry the burden in the same way we do. They are vulnerable and can be turned into zombies. We call these the Ratz.

Ratz are as numerous as their brethren, of course, but their fear of man has been replaced with a hunger for human flesh. For an unknown reason so far, they act like a giant pack. As soon as some of them find a fresh food source, all ratz in the vicinity gather for the feast. The more there are, the more frantic these critters become, and you know how agile and fast a rat can be!

Swarms of Ratz follow these rules:
Damage: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 point

Special rules:
· Swarms of Ratz get an Extra Activation each time a Swarm of Ratz Zombie card is drawn.
· Swarms of Ratz move up to 2 Zones per Activation to reach their target Zone. Set their target Zone before moving them. They move to get there and don't change their course if a new target appears along the way. Swarms of Ratz still only get 1 Action per Activation, either moving or attacking.
· When they move, Swarms of Ratz ignore all obstacles hindering or preventing movement **except for closed doors and walls.**

TARGETING PRIORITY ORDER

This updated Targeting Priority Order chart includes *Zombicide: Black Plague*, *Zombicide: Green Horde*, and expansions.

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

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

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