

# ZOMBICIDE MASSIVE DARKNESS



**I**t all began with the forging of the Great Rings. Three were given to the Elves. Seven, to the Dwarf Lords. And nine, nine rings were gifted to the race of Men, who above all else desire power. For within these rings was bound the strength and the will to govern over each race. But they were all of them deceived, for another ring was made. One ring to rule them all.



## CAMPAIGN RULES

### SURVIVORS

The following Survivors are recommended to play the heroes from *The Lord of the Rings*: Elias or Balric as Gandalf, William as Boromir, Theo as Aragorn, Silas as Legolas, and Samson or Lord Bazak as Gimli.

### MASSIVE DARKNESS

The Tiles from *Massive Darkness* represent dark underground terrains. Some Zones have a light source (most of the time a fire or a torch). These Zones are Light Zones. The other Zones, in the dark, are Shadow Zones. An Actor's Line of Sight is limited to the distance of one Zone. However, if the target Zone is a Light Zone or if the target Zone contains a Survivor with a Torch equipped in Hand, then this limitation doesn't apply.

The One Ring is a four-Quest crossover campaign for *Zombicide:Black Plague* and *Massive Darkness*, inspired by some epic scenes from *The Lord of the Rings*. It has been designed with the content of the Knight and Lightbringer Kickstarter pledges.

### GREEN HORDE

When drawing a Zombie Walkers Spawn Card, put Zombies Walkers on the board, normally. When drawing a Zombie Runners Spawn Card, put Goblin Warriors on the board instead. When drawing a Zombie Fatties Spawn Card, put Orc Flyers or Orc Enforcers on the board instead. When drawing an Abomination Spawn Card, refer to the Special Rules of the Quest. When drawing a Necromancer Spawn Card, put 3 Goblin Archers on the board instead. Goblin Archers follow the same rules than the Deadeye Walkers. They function like standard Zombie Walkers for most game purposes: same targeting priority order, 1 Action per activation, 1 Damage to kill, 1 XP per kill. They attack whenever they activate while having a Line of Sight on a Survivor (or more) at range 0-3. Then they perform a standard Zombie Attack on the designated Zone. If several Zones are eligible, they choose their target according to these priorities:

- The Zone with the most Survivors.
- The noisiest Zone.
- If all eligible Zones have the same amount of Survivors and Noises, the players choose.

### WHAT IF...

- . A Survivor dies? Survivors are hard to kill. The Survivor begins the next Quest with a Wound.
- . A Survivor is wounded by the end of a Quest? It's just a flesh wound! The Survivor is fully healed.



## QUEST 1:

# THEY HAVE A CAVE TROLL

EASY / 5+ SURVIVORS / 90 MINUTES

**W**e have barked the gates... but cannot hold them for long. The ground shakes. Drums... drums... in the deep. We cannot get out... They are coming!

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: 1V, 2R, 3V, 4V, 5V, 7R from Massive Darkness.

### OBJECTIVES

**Reach Balin's Grave.** All Survivors must enter the building with the blue Door.

**Lock the Door.** Close the blue Door.

**Kill them all.** You win the game as soon as the Spawn Deck is exhausted and there is no other Actors than the Survivors on the board.



### SPECIAL RULES

#### • Setting.

- The Equipment Deck only contains the 12 Melee Weapons, the 9 Ranged Weapons, the 7 Combat Spells, the 7 Armors and the 2 Shields.
- Use the Low Troll miniature from Massive Darkness as the Cave Troll.

- **Here lies Balin, son of Fundin, lord of Moria.** A Survivor can spend one Action to close the blue Door. Once closed, the blue Door can't be opened by the Survivors. When a Zombie activates next to the closed blue Door, it attacks the blue Door. After 10 attacks, the blue Door is opened and can't be closed anymore. The red Doors can't be closed. The first time the Balin's Grave Zone is searched, the Survivor doesn't draw an Equipment Card and get the Orcish Crossbow Artifact Card instead.

- **Fool of a Took!** The blue Spawn Zone is inactive. When a Survivor spends a Search Action, he gains 5 XP and draws immediately a Spawn Card on the blue Spawn Zone. A Zone can only be searched twice.

- **They have a Cave Troll.** When drawing an Abomination Card, put a Cave Troll on the board instead. The Cave Troll functions like an Abomination. Whenever the Cave Troll activates with Line Of Sight to any Survivors at Range 0-1, it will perform an Attack against one of these Survivors at players choice. Its attack inflicts 2 Wounds. The Cave Troll has 50 Life Points. Each successful Attack against the Cave Troll removes a number of Life Points equals to the Damage inflicted by the Weapon or the Spell. The Survivor gains the same number of XP. When the number of Life Points equals zero, the Cave Troll is dead and removed from the board. If an Abomination Card is drawn after the Cave Troll died, discard it.

- **Let them come! There is one Dwarf yet in Moria who still draws breath!** A Dwarf Survivor gains the Frenzy:Melee and the +1 to dice roll:Melee Skills as long as he is in the Balin's Grave Zone or adjacent to it.

- **Nimble feet.** An Elf Survivor in the same Zone than the Cave Troll gains the Slippery Skill until he leaves the Zone.

7R	5V
2R	4V





## QUEST 2:

# THE BRIDGE OF KHAZAD-DÛM

HARD / 5+ SURVIVORS / 180 MINUTES

**M**oria... You fear to go into those mines. The Dwarves delved too greedily and too deep. You know what they awoke in the darkness of Khazad-dûm... Shadow and flame.

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **1V, 2V, 3R, 4V, 6R, 7R, 8V, 9R from Massive Darkness.**

### OBJECTIVES

**Find the Magical Staff.** Take the blue Objective.

**Make the Balrog fall in the deep chasm.**

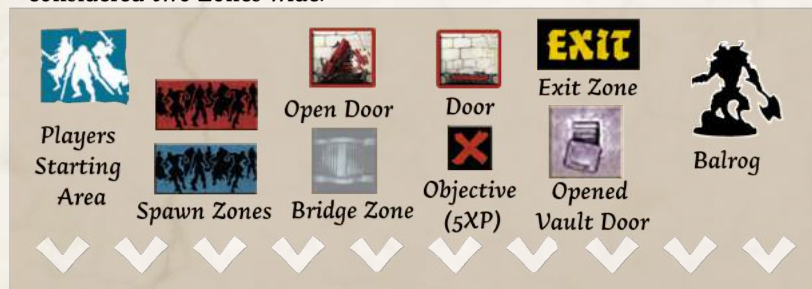
**Leave the Mines of Moria.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put the blue Objective randomly among the red Objectives, face down.
- Use the Hellsbane miniature as the Balrog and put it in the violet Vault.

• **Over the chasm.** The chasm is impassable but doesn't block Lines of Sight. For Range computing, the chasm is considered two Zones wide.



- **The magical Staff.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Objective is a Magical Staff. The Survivor who takes it gains a Staff Starting Equipment Card from Massive Darkness. The magical Staff must be equipped in Hand to be used. It can't be used for Combat. When the blue Objective is taken, the blue Spawn Zone becomes active.
- **The Balrog.** The Balrog is an Abomination. When an Abomination Spawn Card is drawn, no Abomination is put on the board but the Balrog gains an immediate Activation. The Balrog inflicts 3 Wounds when it attacks, with no Armor roll. However, when attacked by a Balrog, a Survivor with the Magical Staff equipped in Hand can make a 3+ Armor roll.
- **"Swords are no more use here".** The Balrog can't be killed by a Melee Weapon, a Ranged Weapon nor a Combat Spell. It can't be killed with a Dragon Fire neither. It can't be moved with a Shove Skill or a Repulse Enchantment. However it is possible to make it fall in the deep chasm under the Bridge of Khaszad-Dûm. When the Balrog is on a Bridge Zone, a Survivor adjacent to the Balrog and with the magical Staff equipped in Hand can spend two Actions to destroy the Bridge Zone under the Balrog. At least one of these two Actions must be a Magic Action given by Skills such as +1 Magic Action or Spellcaster. The Bridge Zone is removed and becomes impassable. All Actors on the Bridge Zone when it is removed die.

2V	9R	7R	1V
6R	4V	3R	8V





## QUEST 3:

# SHELOB'S LAIR

HARD / 5+ SURVIVORS / 120 MINUTES

*And she served none but herself, drinking the blood of Elves and Men, bloated and grown fat with endless brooding on her feasts, weaving webs of shadow; for all living things were her food, and her vomit darkness.*

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **10V, 11V, 12V, 13V, 14V, 15V from Massive Darkness.**

### OBJECTIVES

**Find the cocoon.** Take the blue Objective.

**Leave Shelob's Lair.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it. One Survivor must escape with the cocoon.

### SPECIAL RULES

#### • Setting.

- Put the green and blue Objectives randomly among the red Objectives, face down.
- Remove the Torch and Dragon Bile Cards from the Equipment Deck
- Use the Giant Spider miniature as Shelob.

- **Dark Web.** The limitation on Line of Sight described in the Campaign Rules doesn't apply to Shelob, the Giant Spider.

12V	11V	14V
10V	13V	15V



- **Shelob.** When drawing an Abomination Spawn Card, play Shelob instead. Shelob has 20 Life Points. Each successful Attack against her removes a number of Life Points equals to the Damage inflicted by the Weapon or the Spell and the Survivor gains the same number of XP. When the number of Life Points equals zero, she dies and is removed from the board. If an Abomination Card is drawn after Shelob died, discard it. When she Activates, she selects an Action according to these priorities:
  - 1- Melee Attack if there is one or more Survivors in her Zone. Her attack inflicts 1 Wound.
  - 2- Ranged Attack if there is a Line of Sight on one or more Survivors at a distance 0-2. She chooses her target according to these priorities:
    - a- The Zone with the most Survivors.
    - b- The noisiest Zone.
    - c- If all eligible Zones have the same amount of Survivors and Noise, the players choose
 The targeted Survivor is then placed in Shelob's Zone.
  - 3- Move, following the standard rules.
- **Spiderwebs.** The green Zones are the places where Shelob's preys are ensnared in spiderwebs. A green Zone can be Searched only twice. When leaving a green Zone, a Survivor must spend an additional Action. Enchantments related to Move Actions such as Speed Enchantment are not applicable in a green Zone.
- **Fresh Blood.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Objective is a fellow Survivor imprisoned in a cocoon. When a Survivor carries the cocoon, he must equip the cocoon in one Hand. The cocoon can be exchanged or put on/taken from the ground at a cost of one Action. When carrying the cocoon, a Survivor must spend an additional Action when leaving a Zone. If a Survivor dies while carrying the cocoon, put the cocoon in the Zone.
- **"May it be a light for you in dark places, when all other lights go out".** The green Objective is a Phial filled with water from a fountain that holds the light of the beloved star Eärendil. The Survivor who takes it gains the Priest's Reliquary Artifact card from massive Darkness to represent it. It is used as an Equipment Card. A Survivor with the Phial equipped in Hand can make 2+ Armor rolls against Shelob's Melee Attacks. He also gains the Shove Skill applicable against Shelob. The Line of Sight to a Survivor with the Phial equipped in Hand is not limited to the distance of one Zone.





## QUEST 4:

# THE MOUNTAIN OF DOOM

**HARD / 5+ SURVIVORS / 150 MINUTES**

**F**or another ring was made... In the land of Mordor, in the fires of Mount Doom, the dark lord Sauron forged in secret a master ring to control all others. One Ring to rule them all...

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **1V, 3V, 4R, 5R, 7V, 8V, 10R, 11R from Massive Darkness.**

### OBJECTIVES

**Find the One Ring.** Take the blue Objective.

**Destroy the One Ring in the Cracks of Doom.**

**Leave the Mountain of Doom.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put the blue Objective randomly among the red Objectives, face down.
- Put a Vault Artifact in each Vault.

- **Green Horde.** When drawing an Abomination Spawn Card, put a Low Troll instead. It functions like an Abomination except it inflicts 2 wounds per attack.



4R	1R	5R	11R
7V	3V	8V	10R



- **The One Ring.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Objective is the One Ring. The Survivor who takes it gains a Sorcerer's Ring Artifact Card from Massive Darkness and becomes the Ring Bearer. This One Ring Card is used as an equipment Card but can't be exchanged. The Ring Bearer gains the Rotten Skill as long as he has the One Ring equipped in Hand. If the One Ring is equipped in Hand during the Zombies' Phase, repeat the Phase twice: Activate, Spawn, then Activate again and Spawn again. If the Actor who bears the One Ring dies, put the One Ring Card on his Zone. It can then be taken at a cost of one Action.

- **My Precious.** When the blue Objective is taken, the blue Spawn Zone becomes active. Also put a Runner on the blue Spawn Zone. It's Golum. Golum has 3 Actions per Activation and is the last one in the targeting priority order (this also applies for Melee Weapons), with 1 damage to kill and 1 XP per kill. When a Survivor attacks Golum, he has -3 to dice roll malus. Golum's destination Zone is the Zone that contains the Ring Bearer. The Rotten Skill has no effect on Golum. Golum only attacks the Ring Bearer. When Golum attacks, it inflicts no wound but steals the One Ring. If the One Ring was equipped in Hand when Golum attacks, the Survivor loses one finger and can't equip this Hand anymore. When Golum bears the One Ring, its destination Zone becomes the Exit Zone. If an Actor bearing the One Ring escapes through the Exit Zone, the game is lost.

- **The Cracks of Doom.** The Building Zones on Tiles 10R and 11R are considered without Walls. Any Actor who enters a Lava Zone dies immediately. When the Ring Bearer is in the Zone surrounded by Pillars, he can spend one Action to try to drop the One Ring in an adjacent Lava Zone by rolling a dice. He can try only once and succeeds on 2+, with a -1 to dice roll malus for each turn he spent with the One Ring equipped in Hand. If the dice roll fails, The Ring Bearer keeps the One Ring and spends all his Actions to reach the Exit Zone through the shortest path. If the One Ring is dropped in a Lava Zone or if an Actor, bearing the One Ring, dies in a Lava Zone, the One Ring is destroyed. After the One Ring is destroyed:

- All Spawn Zones become inactive.
- When activated, the Zombies attack if they can. if not, they move to the Exit Zone.
- The Mountain of Doom collapse. At the beginning of each Turn, a Tile without Lava must be removed from the board on Players choice. It becomes an impassable chasm. All Actors on the removed Tile die.



**Ambidextrous** – The Survivor treats all Combat spells, Melee and Ranged weapons as if they had the Dual symbol.

**Barbarian** – When resolving a Melee Action, the Survivor may substitute the Dice number of the Melee weapon(s) he uses with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Melee, still apply.

**Blitz** – Each time the Survivor kills the last Zombie in a Zone, he gets 1 free Move Action to use immediately.

**Bloodlust: X** – Spend one Action with the Survivor: He Moves up to two Zones to a Zone containing at least one Zombie. He then gains one free X Action.

**Born leader** – During the Survivor's Turn, he may give one free Action to another Survivor to use as he pleases. This Action must be used during the recipient's next Turn or it is lost.

**Break-in** – In order to open doors, the Survivor rolls no dice, and needs no equipment (but still spends an Action to do so). He doesn't make Noise while using this Skill. However, other prerequisites still apply (such as taking a designated Objective before a door can be opened). Moreover, the Survivor gains one extra free Action that can only be used to open doors.

**Charge** – The Survivor can use this Skill for free, as often as he pleases, during each of his Turns: He moves up to two Zones to a Zone containing at least one Zombie. Normal Movement rules still apply. Entering a Zone containing Zombies ends the Survivor's Move Action.

**Collector: [Zombie type]** – The Survivor gains double the experience each time he kills a Zombie of the specified type.

**Destiny** – The Survivor can use this Skill once per Turn when he reveals an Equipment card he drew. You can ignore and discard that card, then draw another Equipment card.

**Free reload** – The Survivor reloads reloadable weapons (Hand Crossbows, Orcish Crossbow, etc.) for free.

**Frenzy: Combat** – All weapons and Combat spells the Survivor carries gain +1 die per Wound the Survivor suffers. Dual weapons gain a die each, for a total of +2 dice per Wound and per Dual Combat Action (Melee, Ranged or Magic).

**Hit & run** – The Survivor can use this Skill for free, just after he resolved a Magic, Melee or Ranged Action resulting in at least a Zombie kill. He can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in his Zone.

**Hold your nose** – This Skill can be used once per Turn. The Survivor gets a free Search Action in the Zone if he has eliminated a Zombie (even in a Vault or a street Zone) the same Game Round. This Action may only be used to Search, and the Survivor can still only Search once per Turn.

**Ironclad: [Zombie type]** – The Survivor ignores all Wounds coming from Zombies of the specified type (such as "Walker", "Runner", etc.).

**Iron hide** – The Survivor can make Armor rolls with a 5+ Armor value, even when he does not wear an armor on his Body slot. Wearing an armor, the Survivor adds 1 to the result of each die he rolls for Armor rolls. The maximum result is always 6.

**Iron rain** – When resolving a Ranged Action, the Survivor may substitute the Dice number of the Ranged weapon(s) he uses with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Ranged, still apply.

**Is that all you've got?** – You can use this Skill any time the Survivor is about to get Wounds. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wound per discarded Equipment card.

**Jump** – The Survivor can use this Skill once during each Activation. The Survivor spends one Action: He moves two Zones into a Zone to which he has Line of Sight. Movement related Skills (like +1 Zone per Move Action or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply. Ignore everything in the intervening Zone.

**Lifesaver** – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone containing at least one Zombie at Range 1 from your Survivor. Choose Survivors in the selected Zone to be dragged to your Survivor's Zone without penalty. This is not a Move Action. A Survivor can decline the rescue and stay in the selected Zone if his controller chooses. Both Zones need to share a clear path. A Survivor can't cross closed doors or walls, and can't be extracted into or out of a Vault.

**Lock it down** – At the cost of one Action, the Survivor can close an open door in his Zone. Opening or destroying it again later does not trigger a new Zombie Spawn.

**Loud** – Once during each of his Turns, the Survivor can make a huge amount of noise! Until this Survivor's next Turn, the Zone he used this Skill in is considered to have the highest number of Noise tokens on the entire board. If different Survivors have this Skill, only the last one who used it applies the effects.

**Low profile** - The Survivor can't get hit by Survivors' Magic and Ranged Actions. Ignore him when casting a Combat spell or shooting in the Zone he stands in. Game effects that kill everything in the targeted Zone, like Dragon Fire, still kill him, though.

**Lucky** – The Survivor can re-roll once all the dice for each Action (or Armor roll) he takes. The new result takes the place of the previous one. This Skill stacks with the effects of other Skills and Equipment that allows re-rolls.

**Mana rain** – When resolving a Magic Action, the Survivor may substitute the Dice number of the Combat spell(s) he uses with the number of Zombies standing in the targeted Zone. Skills affecting the dice value, like +1 die: Magic, still apply.

**Marksman** – The Survivor may freely choose the targets of all his Magic and Ranged Actions. Misses don't hit Survivors.

**Matching set!** – When a Survivor performs a Search Action and draws an Equipment card with the Dual symbol, he can immediately take a second card of the same type from the Equipment deck. Shuffle the deck afterward.

**Point-blank** – The Survivor can resolve Ranged and Magic Actions in his own Zone, no matter the minimum Range. When resolving a Magic or Ranged Action at Range 0, the Survivor freely chooses the targets and can kill any type of Zombies. His Combat spells and Ranged weapons still need to inflict enough Damage to kill his targets. Misses don't hit Survivors.

**Reaper: X** – Use this Skill when assigning hits while resolving a X Action. One of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill. The Survivor gains the experience for the additional Zombie.

**Regeneration** – At the end of each Game Round, remove all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

**Roll 6: +1 die X** – You may roll an additional die for each "6" rolled on any X Action. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the Plenty Of Arrows Equipment card, for example) must be used before rolling any additional dice for this Skill.

**Rotten** – At the end of his Turn, if the Survivor has not resolved a Combat Action (Melee, Ranged or Magic) and not produced a Noise token, place a Rotten token next to his base. As long as he has this token, he is totally ignored by all Zombies and is not considered a Noise token. Zombies don't attack him and will even walk past him. The Survivor loses his Rotten token if he resolves any kind of Combat Action (Melee, Ranged or Magic) or makes noise. Even with the Rotten token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Zombies.

**Scavenger** – The Survivor can Search in any Zone. This includes street Zones, Vault Zones, etc.

**Search: +1 card** – Draw an extra card when Searching with the Survivor.

**Shove** - The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone at Range 1 from your Survivor. All Zombies standing in your Survivor's Zone are pushed to the selected Zone. This is not a Movement. Both Zones need to share a clear path. A Zombie can't cross closed doors, ramparts (see the Wulfsburg expansion) or walls, but can be shoved in or out of a Vault.

**Slippery** – The Survivor does not spend extra Actions when he performs a Move Action out of a Zone containing Zombies. Entering a Zone containing Zombies ends the Survivor's Move Action.

**Spellbook** – All Combat spells and Enchantments in the Survivor's Inventory are considered equipped in Hand. With this Skill, a Survivor could effectively be considered as having several Combat spells and Enchantments cards equipped in Hand. For obvious reasons, he can only use two identical dual Combat Spells at any given time. Choose any combination of two before resolving Actions or rolls involving the Survivor.

**Spellcaster** – The Survivor has one extra free Action. This Action may only be used for a Magic Action or an Enchantment Action.

**Sprint** – The Survivor can use this Skill once during each of his Turns. Spend one Move Action with the Survivor: He may move two or three Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

**Super strength** – Consider the Damage value of Melee weapons used by the Survivor to be 3.

**Starts with a [Equipment]** – The Survivor begins the game with the indicated Equipment; its card is automatically assigned to him during Setup.

**Steady hand** – The Survivor can ignore other Survivors of his choosing when missing with a Magic or Ranged Action. The Skill does not apply to game effects killing everything in the targeted Zone (such as a Dragon Fire, for example).

**Swordmaster** – The Survivor treats all Melee weapons as if they had the Dual symbol.

**Tactician** – The Survivor's Turn can be resolved anytime during the Players' Phase, before or after any other Survivor's Turn. If several Survivors benefit from this Skill at the same time, choose their Turn order.

**Taunt** – The Survivor can use this Skill, for free, once during each of his Turns. Select a Zone your Survivor can see. All Zombies standing in the selected Zone immediately gain an extra Activation: They try to reach the taunting Survivor by any means available. Taunted Zombies ignore all other Survivors. They do not attack them and cross the Zone they stand in if needed to reach the taunting Survivor.

**Tough** – The Survivor ignores the first Wound he receives from a single Zombie every Zombies' Phase.

**Trick shot** – When the Survivor is equipped with Dual Combat spells or Ranged weapons, he can aim at different Zones with each spell/weapon in the same Action.

**Zombie link** – The Survivor plays an extra Turn each time an Extra Activation card is drawn from the Zombie pile. He plays before the extra-activated Zombies. If several Survivors benefit from this Skill at the same time, choose their Turn order.