

ZOMBICIDE: CHRONICLES FAQ/ERRATA V1.1

✖ ZOMBICIDE: CHRONICLES CORE BOOK

Survivor creation - pg. 29

To create your new Survivor, first you need to choose the **archetype** your original character will be based on. The archetype will give you a general idea of the Survivor's main characteristics and their initial Skills.

New Survivors **must** be based on Survivor archetypes.

Attributes - pg. 32

In numerical terms, the Attributes' starting value ranges from 1 to 3 (**but can go beyond that when leveling up**).

Tuning the difficulty - pg. 40

One of the ways to tune the difficulty of the game is giving Survivors more Stress points to spend by raising the amount to (**Brains + Grit**) x3.

Bonus dice - pg. 46

The limit of 2 Bonus Dice on any given Action **was removed**. You **can** get more than 2 Bonus Dice on all Actions and weapons.

Mastery Dice - pg. 47

You cannot ever roll more than 12 dice for an Action: 6 regular dice plus 6 Mastery dice, even if your ability and equipment might allow you to exceed that limit.

If for any reason you're entitled to roll more than 12 dice, you instead gain a number of automatic successes equal to the number of dice in excess.

Disengage - pg. 52

If the disengage roll was successful, you are considered to have moved away at Range 1 **only until the end of that round**.

Protection - pg. 56

Protection items are not considered tools; therefore, they **do not** add the usual 1 or 2 dice to Actions.

Molotov cocktails - pg. 58

You can throw a Molotov cocktail as if you were using a weapon with **Range 0-1**. The cocktail is consumed after it is thrown.

After successfully thrown, **the Molotov cocktail deals Damage to everybody at Range 0, including Survivors, unless it was thrown as an Opening Shot.**

In case you cause Trouble with the STUNT roll used to throw the Molotov cocktail, you will suffer **only 1 damage**.



Improvised Weapon (Advanced) - pg. 61

Skills stats are: Ranged weapon, Range 0-1, Dice 1, Accuracy 5+, Damage 1, Silent.

The Districts - pg. 111

The Number of Locations was adjusted on the Districts table:

District	Threat Level	Number of Locations	Page
Downtown	TL3	3 Locations	Page 112
Old Town	TL2	4 Locations	Page 117
Fun Zone	TL3	5 Locations	Page 123
University District	TL1	2 Locations	Page 130
Heart of the City	TL2	5 Locations	Page 135
The Slums	TL2	3 Locations	Page 144
Undercity (extra)	TL3	2 Locations	Page 149
Suburbia	TL2	3 Locations	Page 152
Uptown	TL1	3 Locations	Page 158
Industrial Park	TL1	4 Locations	Page 164



University District - pg. 130

Mission type corrected to **Obtain Information/Item**.

The Akashio - pg. 136

Updated to **Leadership 4**.

The Slums - pg. 144

Mission type corrected to **Obtain Information/Item**.

Extra: The Undercity - pg. 149

Mission type corrected to **Obtain Information/Item**.

Warehouse 1/Second Floor - pg. 168

The header was deleted. The description of the second floor is still part of Warehouse 1.

✖ GAMEMASTER STARTER KIT

GM SCREEN

Quality Rating table was updated to include **3+ Successes** as Outstanding.

QUALITY RATING

1 Success	Ordinary
2 Successes	Superior
3+ Successes	Outstanding

✖ MISSION COMPENDIUM

Moe's Fries and Burgers - pg. 9

Every time you find an area with (Lights off) after its name, apply an **impairing** condition to all Actions.

Ellie's Warning - pg. 14

The mention about Ellie being part of a bigger group was removed.

Underwater Actions - pg. 46

Underwater, Survivors risk drowning after a number of rounds equal to their Muscle score **plus 1 round per success scored on an ENDURE roll**.

✖ FIELD GUIDE TO ZOMBICIDE

Mission Type table - pg. 44

Mission Types updated to **Supply Run** and **Obtain Information/Item**

Roll a D66	Mission Type
11-16	Supply Run
21-26	Exploration
31-33	Secure Area
34-36	Seek New Shelter
41-43	Make Contact
44-46	Obtain Information/Item
51-53	Rescue Run
54-56	Survival
61-63	Seek and Destroy
64-66	Keep Hope Alive



District table - pg. 45

District table was updated to add **44-46 - Suburbia** and **61-63 - District where the current Shelter is located.**

Roll a D66	District
11-13	Downtown
14-16	The Heart of the City
21-23	Oldtown
24-26	University District
31-33	Fun Zone
34-36	Uptown
41-43	Industrial Park
44-46	Suburbia
51-53	The Slums
54-56	Undercity
61-63	District where the current Shelter is located
64-66	Roll twice to select 2 Districts. The Mission requires the Survivors to go from the first District to the second District.

Trap - pg. 55

Traps deal **2 Damage** to undead attackers.

Charge! - pg. 56

This Action can be adopted only if there is a Survivors with a **FIGHT** score of **7 or higher**.

Fire at Will! - pg. 56

This Action can be adopted only if there is a Survivors with a **SHOOT** score of **7 or higher**.

Let's Get Out of Here! - pg. 56

This Action can be adopted only if there is a Survivors with a **STUNT** score of **7 or higher**.

Parkour! - pg. 56

This Action can be adopted only if there is a Survivors with an **ENDURE** score of **7 or higher**.