



CHRONICLES OF THE FALLEN ONES

THE SHORT RULES

**These rules are an abbreviated version of the ZNA rules;
this short version excludes certain details and exceptions.
It is a rough draft, so the graphic design and layout are by no means final.**



Principle of the game

ZNA is a cooperative game in which players embody individuals fighting for their survival in order to escape from the city of Boston, which has been invaded by a toxic black fog. The vast majority of the population seems to have been infected by the Fog. Those who were not killed have been contaminated to the point of transforming into violent and ruthless creatures with superhuman abilities. Their only motivation appears to be the constant hunt of the survivors.



Goal of the game

The goal is simple: Survive.

In addition to this significant goal, each scenario assigns players specific objectives to achieve.

It is possible to play ZNA either as a Campaign or as a Mission. The Campaign takes you through all the scenarios in chronological order, all the while playing the same character, who will develop throughout the game.

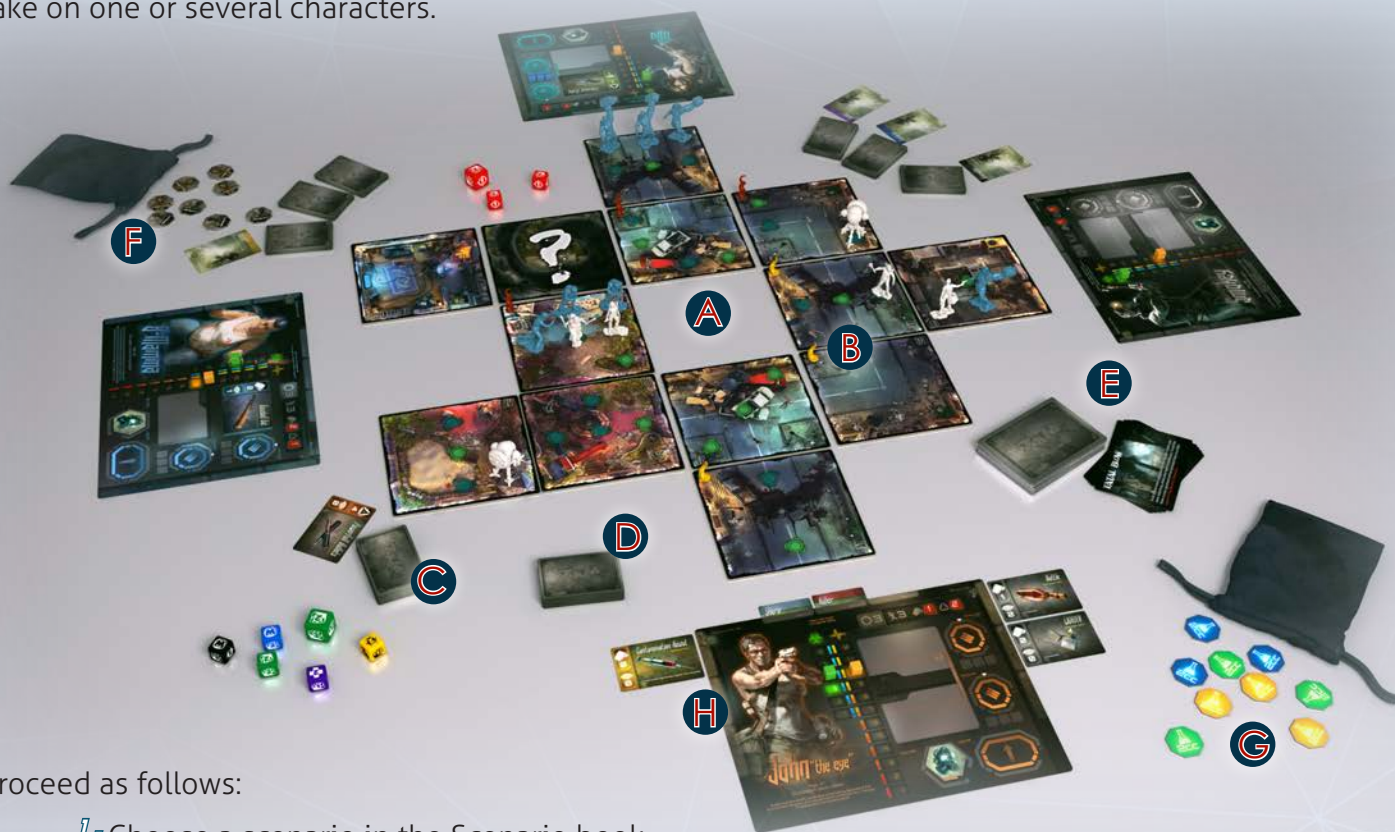
Alternatively, you can play a Mission, which means you select one of the 12 scenarios without concern for their chronological order or developing a character as the story grows.



Game setup

All of the elements (tiles, tokens, cards) that you use are linked to the scenario you choose (in Campaign mode, this means the next scenario in chronological order). All the specific setup information is given on the scenario page.

You will ALWAYS play ZNA with 4 Heroes. So, depending on the number of players, you each might take on one or several characters.



Proceed as follows:

- 1. Choose a scenario in the Scenario book.
- 2. Gather all the components defined by the scenario.
- 3. Prepare the board, as indicated on the scenario page.
 - Create the board by placing the tiles according to the scenario map. (A)
 - Place the Fog markers on the tiles as indicated. (B)
 - Place the figurines and the tokens on their corresponding locations.
 - Shuffle the Resource cards and form a face-down draw deck. (C)
 - Shuffle the Special Resource cards and form a face-down draw deck. (D)
 - Shuffle the Fog Event cards and form a face-down draw deck. (E)
 - Put the Mutant tokens in a bag. (F)
 - Put the Chemistry tokens in a bag. (G)
- 4. Prepare your player space. (H)
 - Choose one or several heroes (depending on the number of players).
 - Take the corresponding player boards and figurines.
 - Place the following on their corresponding spaces: gas mask, starting Resources, Health and Contamination cubes.
 - Place the Heroes' figurines on the starting spaces defined by the scenario.



The Fog

The Fog has appeared in town and evolves during the game.

Some tiles are more or less contaminated by the Fog.

The Fog quantity is calculated according three different Contamination levels:

	If the Hero has a Gas Mask...	If the Hero does not have a Gas Mask...
NO FOG [no marker]	The Hero is protected from getting contaminated.	The Hero is protected from getting contaminated.
MEDIUM FOG [orange Fog marker]	The Hero is protected from getting contaminated.	The Hero loses 1 Chemical Resistance per area he goes through while moving.
HEAVY FOG [red Fog marker]	The Hero loses 1 Chemical Resistance per area he goes through while moving.	The Hero loses 1 Chemical Resistance per area he goes through while moving.

Players can lower a tile's contamination level by using chemical components. Doing this reduces the number of mutants and their resistance, and allows heroes to enter the tile without being contaminated.

The contamination level can also increase due to some effects of the Fog Event cards and of the Unknown tiles.

Unknown tiles

These tiles have a question mark on their back. Some of the scenarios' maps require the use of one or several Unknown tiles.

You will draw the specified number of Unknown tiles randomly from the 4 existing tiles.

Each **Unknown tile** has a particular effect:

Fog swirls

Screeches

Fog swamp

Wave of Fog



The tile is covered with explosive tremors that damage heroes that cross it.

You hear a piercing scream, and it alerts nearby mutants, which are activated instantly.

Hidden under the surface of the Fog, mutated bodies are trying to grab the heroes as they walk through, and drag them to the ground, contaminating them or injuring them.

A gigantic wave of Fog sweeps in one direction and increases the contamination level of all tiles in that direction.



Board and Tiles

You will build the board from a number of tiles that is defined by the current scenario.

Different elements can be found in the tiles:

Special Area

One or more areas may be delineated by a colored line. Each Special Area allows players to perform a Targeted Search (see Search).

Mutating Bodies



Players can Search this area to draw the first card of the Resource pile, triggering a Fog Event.

BA1

Code

Each tile has a unique Code to make it easier to identify them.

Area Indicator

Accessible areas.

Mutant Spawning Points

When a Hero enters an unexplored tile, a mutant appears on each "active" Mutant Spawning Point.

The contamination level of the tile will determine how many Mutant Spawning Points are active:

- ➡ If the contamination level is "No Fog", only green Mutant Spawning Points are "active".
- ➡ If the contamination level is "Medium Fog" or "Heavy Fog", both green AND dark green Mutant Spawning Points are active.





Player Boards



Heroes' player boards include a number of different elements:

1- Description **A**

2- Special Ability / Starting Resources **B**

3- Resistance to Contamination **C**

4- Health **D**

5- Characteristics **E**

- ↳ Actions: the number of actions the Hero can perform during his turn.
- ↳ Movement: the number of areas the Hero can cross during a "Move" action.
- ↳ Strength: the number of attack dice the player rolls when this Hero makes a melee attack.
- ↳ Dexterity: the number of attack dice the player rolls when this Hero makes a ranged attack.

6- Backpack: Allows you to store a number of Resource cards. **F**

7- Belt: Allows you to instantly "Equip" Resource cards, without having to spend an action to Equip. **G**

8- Hands: A Hero can equip 1 one-handed weapon in each Hand (L1 and R1) simultaneously, or 1 two-handed weapon using both **H** Hands (R2).

9- Ammunition: A slot to hold the ammunition used to load weapons. **I**

10- Chemistry: A slot to hold the Chemical reagents used to load weapons. **J**

11- Gas Mask: A slot for the Hero's Gas mask. If the Gas Mask is lost, the token is removed from the player board and placed on the main board where the **K** Hero lost it.

12- Upgrade: A slot to place an Upgrade, if the Hero possesses one. **L**

13- Individual Objectives: A slot for any Drone objectives, placed face-up or face-down, as the player prefers. **M**



Start the game

After having set up the game according to the scenario page, one player reads all of the scenario objectives aloud: narrative context, objectives, and special rules to apply.

If you are playing the **Campaign**, players keep all the Resources their Heros had at the end of the previous scenario. If your character died during the previous scenario, use a new Hero or the same one, taking that Hero's starting Resources, and draw one additional Resource card randomly from the Resource deck.

If you are playing a **Mission**, each player draws a random Resource card from the Resource deck, in addition to taking the Hero's starting Resources.

OPTIONAL

If players want to play with Individual Objectives, each of them draws 2 random cards from the Drone Objective deck. These cards can be shown to the other players or hidden, player's choice.



Game turn

The game will be composed of Heroes' turns followed by Mutants' turns until the scenario Objective is accomplished, or all Heroes die.

HEROES' TURNS

The turn order is decided by the players at the beginning of each new turn. Each player performs ALL of his actions consecutively (the number of actions is indicated on the player board). Once a player has completed all of his actions, or has decided to Pass, the next player does the same, and so on until all players performed all of their actions.

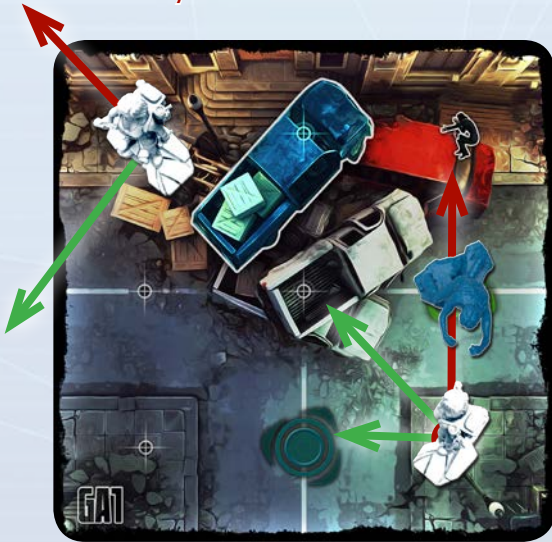
During his turn a player can choose from the following actions:

Move
Pick Up / Search
Attack

Mix chemicals
Lower the contamination
level
Trade

Heal or Decontaminate
Equip
Interact with a Drone

1) Move



For 1 action, the Hero can move up to a number of areas determined by his Movement characteristic, indicated on the Hero's player board.

A hero can move orthogonally and diagonally from one area to another, even if the movement results in entering an adjacent tile.

A hero CANNOT:

- move through or onto an area already occupied by another figurine, whether ally or enemy.
- move from one tile to another through the tiles' corners.

As soon as a hero enters an unexplored tile, a mutant appears on each active Mutant Spawning Point. The mutants appearing are "activated" and will act during the same turn of their activation. Only mutants that identify a target are considered "activated".

2) Pick up / Search

Pick up

For 1 action, the hero can pick up Resources that are on the ground, on a Hero that has Passed Out or is Dead, in the same area. He can pick up some or all of the Resources that are in his area, and add them to his Inventory.

Search

For 1 action, the Hero can Search in some areas in order to loot resources.

There are 2 types of Resources:

- **Resource cards:** including weapons and munitions.
- **Special Resource cards:** including bonuses (healing, luck, strength, dexterity).

Search a Mutating Body

If a Hero is in an area with a Mutating Body symbol, he can Search this body for 1 action, and by doing so will trigger a Fog Event.

- Draw the first card of the Fog Event deck and immediately apply its effect.
- Draw the first card of the Resource deck, and place it in the corresponding space of your player board.

Search a Special Area

If a hero is in a Special area, he can perform a Targeted Search, and by doing so will trigger a Fog Event.

- Draw the first card of the Fog Event deck and immediately apply its effect.
- Draw a card depending on the Special Area in which you searched:

Police car: Choose whether to take the first Physical Ranged Weapon card or the first Ammunition card you encounter in the Resource deck.

Car or Desk: Draw the first card of the Special Resource deck.

Special Resources



Resources

3) Attack

For 1 action, a Hero can attack a mutant once. The number of attacks a Hero can perform is therefore limited to the number of actions he has left. For each attack he performs, decide whether he performs a Melee attack or a Ranged attack, and choose the weapons to use corresponding to the attack type (see *Combat*).

4) Mix chemicals

For 1 action, a Hero can load a Chemical weapon by discarding Chemistry tokens from his Inventory. Then fill the Chemistry slots of the weapon you want to load with Chemistry cubes corresponding in number and color to the discarded tokens. Each cube corresponds to a 2cc quantity. The Chemistry effect depends on the reagent color and quantity (see *Chemistry*).

5) Lower the contamination level

By using a "Chemical Ranged Weapon" filled with Anti-Fog reagent (yellow reagent), and **for 1 action**, a Hero can lower the contamination level of a tile within the range of the weapon used (range is indicated on the weapon card), including the tile the hero is standing on. The Fog marker of the targeted tile is then replaced by a lower Fog marker:

- If the Fog marker is **red**, replace it with an orange Fog marker. The contamination level lowers from Heavy Fog to Medium Fog.
- If the Fog marker is **orange**, remove it from the tile; do not replace it. The contamination level lowers from Medium Fog to No Fog.

6) Trade

For 1 action, a Hero can start a trade, which means to give Resources to and/or receive Resources from a Hero in an adjacent area.
Upgrades are NOT tradable.

7) Heal or Decontaminate

Heal

By using a Chemical Weapon (melee or ranged) filled with Anti-Fog reagent (yellow), a Hero can heal a Hero who is adjacent or within the range of the weapon used, including himself.
If a Hero's Health drops to zero, he dies immediately (see *Death of a hero*).

Decontaminate

By using a Chemical Weapon (melee or ranged) filled with Fury reagent (green), a hero can decontaminate a Hero who is adjacent or within the range of the weapon used, including himself.

If a Hero's Resistance to Contamination drops to zero, he passes out; lay his figurine down on the board where he was. Another Hero can wake up the fallen Hero by using a normal Decontaminate action. The fallen Hero then recovers a number of Resistance to Contamination depending on the quantity of product used, and starts playing again as usual. As long as the Hero is Passed Out, another Hero can Pick Up his equipment (see *Pick Up / Search*) as long as she is standing in the same area.

The number of both Resistance to Contamination and Health points recovered depends on the quantity of reagent used (see *Chemistry*).

8) Equip

For 1 action, a Hero can reorganize all of the Resource cards of his player board. He can move cards from his hands to his backpack or belt, and vice versa. All Resource cards that are placed in the Hands and in the Belt are considered "equipped". All Resources cards in the Backpack are NOT "equipped" and have to be "equipped" to be used.

9) Interact with a Drone

A Hero can interact an adjacent Drone.

For 1 action a Hero can choose to either:

- 1- **Draw a new Drone Objective card** (you can never have more than 3). When a player accomplishes a Drone Objective, he rotates the card 180° in order to show the number of Credits earned. At the end of the game, players can trade Credits for Upgrades (see End of the Game).
- 2- **Exchange one of his Drone Objective cards for another one**, randomly drawn from the Drone Objective deck.
- 3- **Hack the Drone** in order to scan an unexplored tile:
 - ➔ Discard 2 of your Drone Objective cards to take control of the drone.
 - ➔ Place the Drone on the unexplored tile of your choice, anywhere on the board.
 - ➔ Rolls 1 Mutant Power die:
 - If the result shows a damage, the Drone is hit and goes back to its starting area.
 - If the result does not show a damage, the Drone scans the tile successfully.
 - ➔ Draw a number of Mutant tokens equal to the number of "active" Mutant Spawning Points on that tile, and place the corresponding figurines on the Mutant Spawning Points. These mutants are not yet activated until they identify a target.
 - ➔ Once the scan is complete, the Drone goes back to its starting area.

Once a hero has performed all of his actions, the next hero does the same, and so on until ALL heroes have performed ALL their actions.

MUTANTS' TURN

Once all Heroes have done all their actions, ALL activated mutants perform their turn. There are several types of mutants, more or less dangerous, and with different characteristics, indicated on the Help sheets:



- A Resistance**
Number of Damage the Heroes must deal in order to inflict 1 Wound to the mutant.
- B Health**
Number of Wounds that Heroes need to inflict in order to kill the mutant.
- C Movement**
Maximum number of Areas a mutant can move during a single Move action.
- D Power dice**
Number and types of dice the mutant rolls when attacking a Hero.

- E Actions**
Number of actions a mutant can perform during his turn.

During his turn, a mutant can perform **the following actions**:

1) Move

For 1 action, a mutant moves, which works just like Hero movement.

An activated mutant always moves toward Heroes according to the following priority order:

- The last hero that attacked him.
- The closest hero.

In case of equidistance, the mutant chooses the weakest hero (lowest Health).

In case of equal Health, each hero rolls a die. The one with the lower result becomes the mutant's target.

2) Attack

For 1 action, a mutant can attack an adjacent hero (see *Combat*).

Once a mutant has performed all of his actions, the next mutant does the same, and so on until ALL mutants have performed ALL their actions. Once all mutants are done, a new Heroes' Turn starts.

In order to defeat a mutant, Heroes must inflict at least as many Wounds as the mutant's Health.

Combat

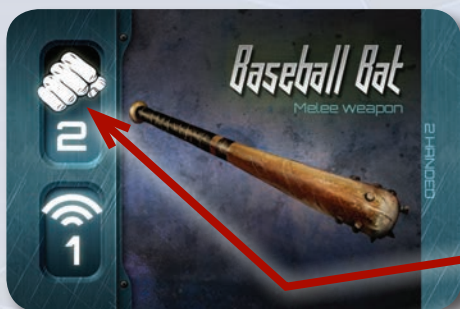
WEAPONS

There are 2 types of weapons: **Physical** and **Chemical**.

Among each of them, there are weapons corresponding to each types of attack: **Melee** and **Ranged**.

Physical weapons

Chemical weapons



Melee

Ranged

A **Weapon card** comprises several elements:



Ranged weapons require either **Ammunition** or **Chemistry**, depending on the weapon type (Physical or Chemical).



Each Ammunition has a limited number of bullets that decreases after each attack. In order to represent the depletion of bullets, turn the Ammunition token to place the correct number of remaining bullets facing the white arrow.

HERO ATTACK

During his turn, for 1 action, a hero can attack a mutant that is adjacent or within range of a ranged weapon he has equipped. Each attack on a mutant costs 1 action, therefore, the number a hero can carry out is limited by his number of actions (see *Player Board*).

When attacking a mutant:

1- Choose the one or two weapons you will use during the attack (none, melee, or ranged).

2- Depending on the type of attack you are performing (melee or ranged), you roll a number of Attack dice corresponding to that characteristic on your Player Board (Strength or Dexterity).

Melee attack

Roll a number of dice corresponding to your Hero's Strength, then add the weapon's damage to the result.

Ranged attack

Roll a number of dice corresponding to your Hero's Dexterity, then add the weapon's damage and the ammunition's/chemicals' damage to the result.

- If the total damage is exactly equal to the mutant's Resistance, the mutant receives 1 Wound.
- If the total damage is greater than the mutant's Resistance, the mutant receives 1 Wound per multiple of the Resistance value that the damage is, rounded down.

Example: The mutant's Resistance is 3. The hero rolls total damage of 6, so the mutant takes 2 Wounds ($6 = 3 \times 2$). If the total damage were 9, then the mutant would receive 3 Wound; however if the total damage were only 8, the mutant would still only receive 2 Wounds.

- If the total damage is less than the mutant's Resistance, the mutant receives no Wound!

Death of a mutant

If a mutant takes a number of Wounds greater than or equal to his Health, he is immediately killed. When a mutant is killed, the mutant figurine is removed from the game. The hero then draws a random Chemistry token out of the bag and places it in the area in which the mutant died. A Hero can pick this token up and use it (see *Chemistry*).

MUTANT ATTACK

During his turn, an active mutant may carry out 1 attack on an adjacent hero for 1 Action. As long as the mutant has remaining actions, if possible, the mutant will continue to carry out attacks on the targeted hero. A mutant targets a hero for attack using the same priorities as he does for the movement (see *Mutants' Turn - Move*).

Whenever a mutant carries out an attack, it rolls the Power dice corresponding to the mutant type (indicated on the Help sheet). Once the dice are rolled, each die's effect is immediately applied.

Death of a hero

Remember: If a Hero's health drops to zero, he dies immediately. His figurine stays on the board and his equipment can be picked up by other heroes.



Chemistry

Chemistry tokens collected from dead mutants can be used for different effects, depending on the color and the quantity.

Yellow reagent (Anti-Fog)

Heal a hero, or lower the contamination level of a tile.

Green reagent (Fury)

Decontaminate a hero, or control a mutant.

Blue reagent (Endothermic)

Powerful increases to damage.



End of the game

The game ends if: Players fulfill the scenario objective **OR** all the Heroes are dead

The game is lost if all the Heroes are dead, or the objective is not fulfilled.

The game is won if the objective is fulfilled, and there is at least 1 Hero still alive.

Partial Victory: The objective is fulfilled but not all the Heroes have survived.

Total Victory: The objective is fulfilled AND all the Heroes have survived.

Ultimate Victory: Finish ALL 12 scenarios with a Total Victory for each.



If you are playing the Campaign, when you achieve Partial or Total Victory, surviving Heroes that have Credits can trade them for Upgrades (characteristics bonuses).