

**OFFICIAL MISSIONS**

**v 6.0**

# **ZOMBICIDE**

**SURVIVOR GUIDE**

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The background is a detailed comic book illustration in a dark, gritty style. It depicts a chaotic battle scene between survivors and zombies. In the upper center, a woman with dark hair and a determined expression looks forward. To her left, a man in a hoodie is shown in a dynamic pose. The scene is filled with various types of zombies, including some with horns or spikes. In the foreground, several survivors are engaged in combat: a man with a cross on his chest, a woman with long dark hair, and a man with spiky hair. The overall atmosphere is one of intense action and survival.

# ZOMBICIDE

**E - BEGINNER MISSIONS**

# #9 MISSIONS

## E01 A SIMPLE PLAN

EASY / 4+ SURVIVORS / 30 MINUTES

The streets are crowded with zombies. Moving around is getting tricky. We decided to use the subway tunnels. The nearest entrance is closed, but we think we can find the key somewhere in that maintenance building. Let's hope we don't meet the controller...

Material needed: **Season 1.**  
Tiles needed: **2B, 4D, 5B & 7D.**

### OBJECTIVES

To win the game, just follow the plan:

**1 – Find the gate key.** Get in the maintenance building, and take the blue Objective.

**2 – Flee, you fools!** Reach the Exit with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

### SPECIAL RULES

- **It's OK, I got it!** The blue Objective gives 5 experience points to the Survivor who takes it.
- **Damn door!** The blue door cannot be opened until the blue Objective has been taken.
- **Controllers always come in twos.** During Setup, put one Fatty in the indicated Zone. Beware, there may be two by the time you get on there! This is a nice opportunity to check the Zombie splitting rules.



	<b>Player Starting Area</b>
	<b>Doors</b>
	<b>Open door</b>
	<b>Objective (5 XP)</b>
	<b>Exit Zone</b>
	<b>Spawn Zone</b>
	<b>The controller</b>





# E02 DEEP PURPLE

MEDIUM / 4 SURVIVORS / 45 MINUTES

We just spotted a grade-A car in a garage. We'll have to fight a little to get it, but it's a golden ticket to freedom, the wind in our hair, and the like.

With that car, we'll glide on zombies like smoke on the water.

Material needed: **Season 1.**

Tiles needed: **2B, 3B, 5E, 7B.**

## OBJECTIVES

*Note: Please take the time to check the car rules before playing this Mission.*

We NEED that car! And here is how we do it.

**1 – Knocking at your backdoor.** We'll get in the garage by the side entrance. The key is somewhere in there. Take the blue Objective to open the blue door.

**2 – Machine head.** The garage is closed by a shutter door. Take the green Objective to open the garage double door.

**3 – Pictures of home.** Reach the Exit with the car and all remaining Survivors.

## SPECIAL RULES

• **Into the fire.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Nobody's home.** The blue door cannot be opened until the blue Objective has been taken.

• **Space truckin'.** The garage double door cannot be opened until the green Objective has been taken.

• **Speed king.** Once the garage double door is open, the pimpmobile can be driven.

• **Highway star.** You can Search the pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun.





The background of the entire page is a detailed comic book illustration in a dark, gritty style. It depicts a chaotic battle scene between a group of survivors and a horde of various zombie types. In the upper center, a large, stylized red starburst graphic contains the word 'ZOMBICIDE' in a bold, white, distressed font with black outlines. The 'Z' is particularly large and features a zombie face. The survivors are shown in various poses of combat: some are armed with guns, others with melee weapons like axes and baseball bats. The zombies are diverse, including standard undead, horned creatures, and larger, more monstrous entities. The scene is filled with smoke, debris, and a sense of intense action.

# ZOMBICIDE

## A - MISSIONS



# A1 LOST!

We are lost. We had lots of zombies behind us, ammunitions were running low... We panicked, and here is the result. We have no idea where we are. Neither do the zombies running after us, but it's not like we can't find zombies anywhere. We'd better calm down. Then we will explore the area to find food, weapons and a map. With method and a little luck, all is going to be fine.

You will need the following tiles for this scenario: **2B, 2C, 1C, 1B, 4E & 4D**

## OBJECTIVES

Accomplish the following tasks:

- **METHODICALLY** explore this Area. Open all doors.
- **Replenish supplies!** Collect at least one Plenty of ammo card or one supply card per remaining Survivor. The supply cards can be either Canned food, Rice or Water cards.
- **Get out!** Reach the Exit Zone with the remaining Survivors. It must be empty of Zombies. Gather the Equipment cards and Survivors that escaped: you win if you have at least one Plenty of ammo card or one supply card per remaining Survivor.

## SPECIAL RULES

A Survivor who finds a supply card (Canned food, Rice or Water cards) when Searching gains 5 experience points (Plenty of ammo cards do not grant any experience points).



ZOMBICIDE - SCENARIOS

EASY/MEDIUM  
4+ SURVIVORS  
120 MINUTES

A1

# A2 ROUNDABOUT

Ned thinks his bunker key might be in his old friend's home. Ned spent the night before the zombie invasion with his buddy, playing a MMORPG and eating pizza. Cold pizza. Ned used to have an exciting life. The house is on an ugly street, with a traffic circle as its only point of interest. It's packed with cars and, of course, their ex-drivers. The vehicles ran out of gas, and these guys just stayed here because they didn't want to abandon their cars.

We don't really care about Ned's key, but he won't stop complaining until we search this place. Under other circumstances, I might find this funny.

You will need the following tiles for this scenario: **1B, 2B, & 7B**

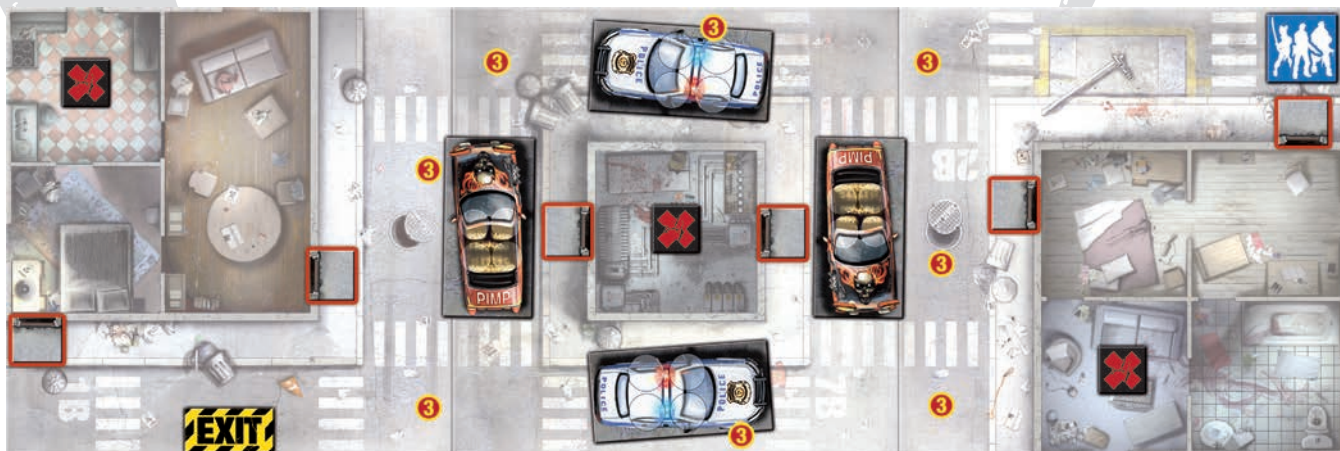
## OBJECTIVES

**Where's the key? I thought you had it!** Take all three objective tokens. The key could be under either one. Well... actually it isn't, but you must check. Once you've taken all the objectives, get all starting Survivors to the Exit Zone. Then the REAL mission begins: convincing Ned that you have fully and seriously searched the place and didn't find his key. But that's another story, isn't it?



## SPECIAL RULES

- **Cars can't be driven.**
- **Could the key be here?** Taking an objective gives 5 experience points to the Survivor who takes it.
- **Have you ever seen zombies circling a traffic circle?** Put 3 Walkers in each of the nine Zones marked with a "3". Yep, you guessed it: They are actually walking around the traffic circle. Just don't expect them to follow the traffic laws if they see some fresh meat.
- **Woohoo, a pimpmobile! Damn. Out of gas.** You can search a pimpmobile only once. It contains either Ma's Shotgun, or the Evil Twins (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there are no more...there are no more.
- **Out of gas but packed with weapons.** You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the search.



EASY  
4+ SURVIVORS  
90 MINUTES

ZOMBICIDE - SCENARIOS

A2



# A3 WANDA'S REVENGE

Wanda has a score to settle with two guys from her past life, before the zombies.

The first one is her ex-boss. We all have seen or heard about this kind of boss, who retains one dollar from your tips for every missing cent on a bill, who sets cameras everywhere in his restaurant (yep, even in the girls' toilet) because he thinks that his employees are stealing from him, who makes employees pay to use the toilets (which are, after all, reserved for the customers, and employees aren't customers, are they?).

The second guy is a clingy ex-boyfriend. The painful type of ex-boyfriend, who is absolutely unable to understand the meaning of several useful expressions: "no", "we're done", "stop pestering me" and so on. Of course, he was a regular customer of Wanda's drive-in, coming for breakfast, for lunch, for dinner and for one or two hundred coffees. All these guys probably became zombies, so... payback time! Let's do it survivors style, with guns and teamwork!

You will need the following tiles for this Mission: **1C, 5E, 6B, 1B, 5B & 6C.**

## OBJECTIVES

Wanda has a clear plan for her revenge. Let's do it as she wants.

**Find the clingy ex-boyfriend and the fat boss.** Wanda designated her clingy ex-boyfriend as "green Objective" and her fat ex-boss as "blue Objective". She knows where they lived and the places they used to go. She made a map and marked those places with a red "X". We just have to find where they are now and let Wanda have a sweet vengeance. It means once we have found the green Objective a Runner will appear and once we found the blue Objective, a Fatty will appear. We just have to take them down.

**Let's finish the job with all the other painful customers.** Since we are there, let's offer Wanda a complete revenge. We are going to head for the drive-in and kill everybody (i.e. all Zombies within the building Zones of the 6B and 6C tiles, both those already there and those who are going to spawn after opening the first door). The drive-in must be empty and no Zombies must get out. Otherwise... the mission fails and Wanda gets quite disappointed.

**Go home and make Wanda enjoy her revenge.** Reach the Exit Zone with all the Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in the Zone.



MEDIUM  
4+ SURVIVORS  
90 MINUTES

## SPECIAL RULES

**Wanda's six-step revenge program.** Each of the six Objective tokens gives 5 experience points to the Survivor who takes it.

**Clingy ex-boyfriend's step.** Put the green Objective token randomly among the Objective tokens, face down. When this token is taken, a Runner immediately appears in the Zone where the token was. Kill the Runner to achieve this objective. If other Runners join the Zone where the clingy ex-boyfriend is, lay down the Clingy ex-boyfriend Runner to know where he is. Killing the clingy ex-boyfriend gives five extra experience points to Wanda if she takes part in the Mission, on top of the normal one point for the Survivor who kills him. Revenge is sweet!

**Fat boss step.** Put the blue Objective token randomly among the Objective tokens, face down. When this token is taken, a Fatty immediately appears in the Zone where the token was. Kill the Fatty to achieve this objective. If other Fatties join the Zone where the fat boss is, lay down the fat boss Fatty to know where he is. Killing the fat boss gives five extra experience points to Wanda if she takes part in the

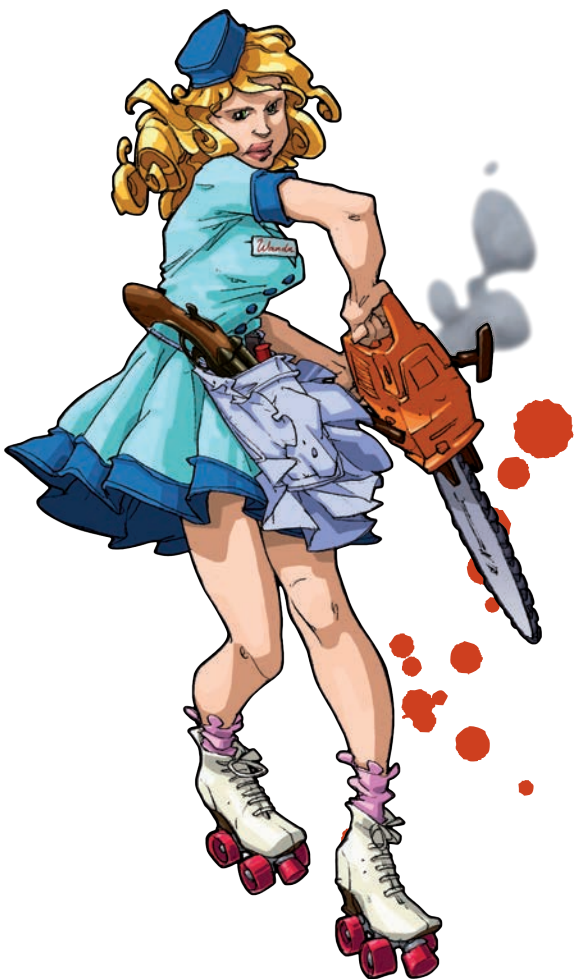
Mission, on top of the normal one point for the Survivor who kills him. Vengeance!

**Note:** If either the clingy ex-boyfriend or the fat boss ever need to split, play them just like the Abomination: do not add an extra Zombie figure and choose which path they take.

**Ex-customers never leave the drive-in.** Incredible. They became zombies while they were eating burgers and now they're still waiting for some more French fries (or so we suppose). They could wait for a long time, since the cook became a zombie too. At the beginning of the game place 2 Fatties and 4 Walkers in each Zone marked on the map.

**You can use cars.**

**You can search each pimpmobile only once per game.** It contains either Ma's Shotgun, or the Evil Twins (draw randomly). Only the weapons that have not yet been taken can be inside them. When there are no more... there are no more.



## DAILY SPECIALS



Cars you can drive



Exit Zone



Zombie Spawn Zone



Player starting area



Objectives (5 XP)



5 XP.  
Ex-boyfriend objective



5 XP.  
Fat boss objective



Locked door



2 Fatties + 4 Walkers

MEDIUM  
4+ SURVIVORS  
90 MINUTES

A3

ZOMBICIDE - SCENARIOS



# A4 DOUG'S DREAM

Doug has a dream. Before the zombie apocalypse, he used to spend a lot of time with the owner of a small gun shop. This guy told Doug about a custom submachine gun that makes our fellow survivor dream a lot. Doug isn't sure if his friend had the gun in his shop or if he had only heard of it, but either way he wants to go there and check. We have no reason to refuse. Plundering a gun shop! It's Christmas time!

Unfortunately, Doug hasn't got much information. We don't expect the shop to be open, and it probably has strong doors that an axe or a crowbar won't be able to crack. We will need the gunsmith's key, which is probably around his home. At least Doug knows the building in which his friend lived. What we won't do for a huge load of weapons.

You will need the following tiles for this Mission: **7B, 2B, 4B, 5E, 1C & 4C.**

## OBJECTIVES

You just have three things to do:

**Find the gun shop's key.** The gunsmith lived in the nearby building. Doug doesn't remember where exactly, but you can search each place until you find the right one. There are red crosses where the key could be. Take each red Objective until you find the blue one. It's not necessary to take any remaining red Objective tokens after that, though you're free to do it.

**Search the gun shop.** The nice part of this plan. Doug has put a green mark on the map to indicate the store. At the moment the green Objective is taken, all Survivors currently in the Objective's Zone (beginning with the one who took the token) immediately draw Equipment cards to completely fill their inventories. Ignore and discard all cards that are not Plenty of Ammo (any type), a weapon or a Scope. Keep on drawing until all Inventories are full.

**Let's go back home.** We can't find Doug's dream weapon, but we have enough guns and ammo to make him forget this little disappointment. Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.



MEDIUM  
4+ SURVIVORS  
120 MINUTES



## SPECIAL RULES

**Doug's map and Objectives.** Each Objective token gives 5 experience points to the Survivor who takes it.

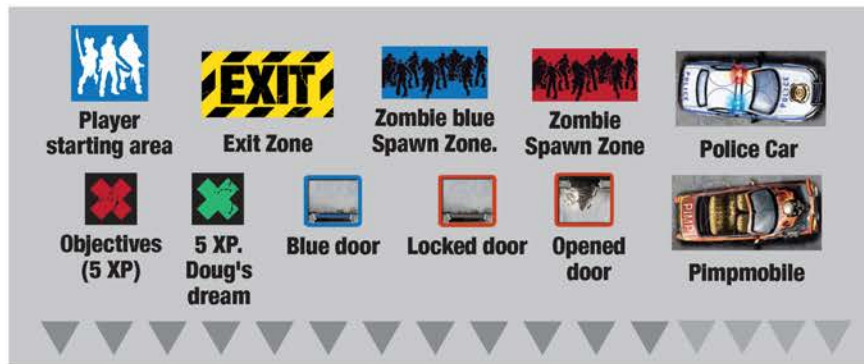
**I found the k-- What's this noise?!?** Put the blue Objective token randomly among the red Objective tokens, face down. When this token is taken, the blue door can be opened. Unfortunately, the gunsmith set an alarm on the box holding the key. It makes a lot of noise. The blue spawn Zone activates when the blue Objective token is taken and starts spawning Zombies every turn.

**Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

**You cannot use cars.**

**Gunsmith pimpmobile!** You can Search the pimpmobile only once per game. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

**Hey, a police car.** Policemen generally have lots of guns! You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.



MEDIUM  
4+ SURVIVORS  
120 MINUTES

A4

ZOMBICIDE - SCENARIOS



Tomorrow is Phil's birthday. Can you imagine how difficult it can be to organize a birthday party after the zombie apocalypse has begun? Wanda managed to find ingredients for a cake, but there are no stores in which to buy a useless gift anymore. I was thinking about a police beacon-shaped alarm clock. Josh has gone scouting and finally came back with a better idea: a police car! We are going to offer a police car for Phil's birthday. Josh found a police station that doesn't seem to have been ransacked, and for a good reason: the place is crawling with zombies. But it doesn't matter, we are used to dealing with zombies. We are going to clean the station and offer Phil a police car. I'm sure he will enjoy that!

The surprise gift relies on a simple plan. Complete these steps in order:

**Find the fuel for the local emergency generator.** Josh did some recon and found that the police cars are parked in a garage closed by a metal roller shutter that is electrically activated. The place hasn't had any power for weeks, but policemen are cautious guys: they have an emergency power generator. Unfortunately, this generator ran out of fuel. Josh, who's a smart boy, has already discovered where you can find some more. He marked the place with a green "X". Once you've taken the green Objective you can proceed to the next step.

**Start the emergency power generator.** Once you have the fuel, restart the generator so the police station gets some juice. Josh has set a blue "X" where the machine is. Take the blue Objective to restart the machine.

**Commandeer at least one police car.** Reach the Exit Zone with all Survivors aboard as many police cars as needed. Any car and its passengers may escape through this Zone at the end of its driver's turn, as long as there are no Zombies in the Zone. No, you can't escape with pimpmobiles. You need police cars!

## ZOMBICIDE - SCENARIOS

A5



## SPECIAL RULES

**If you could find some beer, or wine...** It would greatly improve Phil's birthday party. Each of the four Objective tokens gives 5 experience points to the Survivor who takes it, though it's not mandatory to take the red Objectives.

**The fuel THEN the power generator.** The blue Objective can't be taken until the green one has been taken. Taking the green Objective doesn't open the green door.

**Oh! There isn't any door here.** Indeed. The central single-zone building is sealed-off and can't be entered.

**Hey! Why is this %ù%^^£\$roller shutter opening NOW?** Unfortunately, the roller shutter switch has been left in the "open" position when the police station ran out of power. As soon as the blue Objective is taken, the rusty doors open: open the blue and the green doors and spawn Zombies in each room. Maybe a couple of Zombies are waiting inside, but you will certainly have no difficulties dealing with them. Or will you?

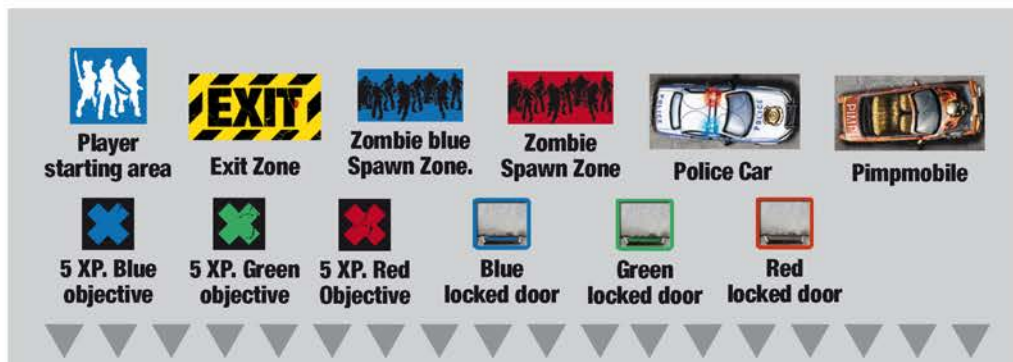
**The rusty, noisy, %ù\*£^! roller shutter.** You know what? The Zombies completely forgot to grease the metal roller shutter. It really makes a lot of noise when it opens. All Zombies in the area are warned that some fresh meat is wandering around. Once the blue Objective has been taken, the blue Spawn Zone is activated and spawns Zombies every turn.

**You can use cars.**

**The police parking.** Cars can go in and out of the garage Zone in tile 3B if both garage doors are opened. Cars can't go into other building zones.

**What's in this trunk?** You can Search each pimpmobile only once per game. They contain either Ma's Shotgun or the Evil Twins (draw randomly). Only the weapons that have not yet been taken can be inside them. When there are no more... there are no more.

**At last! A police car.** Policemen used to have lots of guns in their cars! You can Search a police car more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.



HARD  
6+ SURVIVORS  
150 MINUTES

A5

ZOMBICIDE - SCENARIOS



# A6 TRICK OR T(H)REAT!

We took back the main power source for Switch City. Now we have some comfort, but the lights and sounds triggered everywhere keep attracting zombies. We have to solve this problem.

Scouting around, Josh and Wanda found an interesting condo building near the highway. It looks like most places weren't looted. According to Josh, they were closed by a complex electronic security system controlled by a mainframe that took a hit too many in the first days of the invasion. Switching the power back on drove this mainframe crazy, and all the security systems are now locking and unlocking randomly.

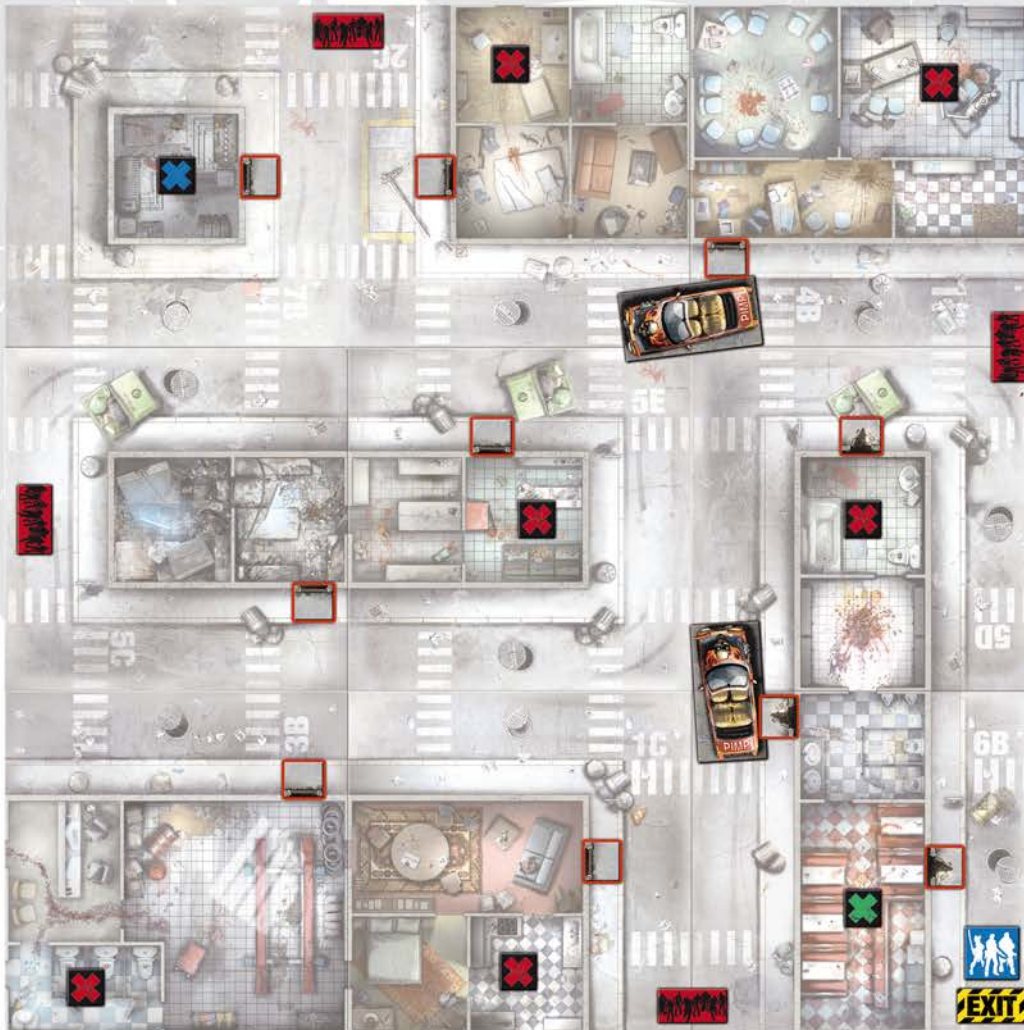
Did I mention it's Halloween? Well, we have a fair share of monsters every day now, so we don't really want to wear costumes, but Amy is in the mood to make her "secret" pumpkin cakes. That would taste great, at least better than the cat food I had for lunch.

The condo looks like a giant cage for old rich people. It took Ned some time to unlock the entrance, and we're now in the alleys. The electrical system is nuts, and the whole block seems to have a life of its own. It's frightening and fun like a haunted house. Err...did I just read, "Beware the Jack" on the wall? Who's Jack? Wait... What? "THE" Jack?

You will need the following tiles for this scenario: **7B, 2C, 4B, 5C, 5E, 5D, 3B, 1C & 6B.**

## OBJECTIVES

It's Halloween, let's tour a haunted mansion and have the last party on Earth! Take all the Objective tokens (experiencing some zombie trick or treating in the process). Once you're done, return to the Exit Zone with all remaining Survivors.





## SPECIAL RULES

**Trick or treat!** Put aside the following cards before beginning the Mission:

- Aaahh! x3
- Chainsaw x1
- Shotgun x1
- Sub MG x1

Each card is dealt face down and randomly under each red Objective token. They're Halloween surprises for you to enjoy! Ready for a trick or treat?

Each red Objective token gives 5 experience points to the Survivor who takes it, and the matching Equipment card is revealed.

If a weapon is revealed this way, TREAT! The Survivor gets the weapon (the Matching Set! Skill works for the Sub MG) and can reorganize his inventory for free.

If an Aaahh! card is revealed instead, TRICK! Immediately draw a Zombie card to spawn Zombies in the Zone where the Survivor stands.

**Amy's secret ingredients.** The building's doors in 6B and 5D are open. Taking the green objective give 5 experience points to the Survivor who takes it, as he finds the ingredients required for Amy's secret cakes.

**Mainframe madness.** Roll 3 dice after completing each Spawn phase on the Zombies' Turn.

- On a double, flip all door tokens on the tiles that match the number (for example: double 6 = flip both door tokens on the 6B tile; double 5 = flip the door tokens on 5C, 5D and 5E). Obviously, the 7B tile is never affected. Opening a door of a completely closed and empty building results in a Zombie

spawn, as if a Survivor just opened it for the first time, even if the building had already been opened. No spawn is resolved if a Survivor or Zombie is still in the building. Zombies trapped in a closed building move as if the doors were all opened, but stop by the closed doors.

- On a triple, Jack appears (see below).

**The whole block was Jack's cage and we freed it.** If a triple is rolled for a "Mainframe madness" test, any Abomination on the board is now invincible until the end of the game. Even a Molotov can't take it down. If there's no Abomination on the board yet, just place one on the Exit Zone. Jack doesn't need to run, honey, he'll catch you sooner or later. Unless the Keymaster (see below) has anything to say about it...

**The Keymaster.** The building on the 7B tile hosts the mainframe for the whole block. Taking the blue objective gives 5 XP to the Survivor who takes it. First good news: from now on, you no longer roll for "Mainframe madness". Second good news: spending an Action with a Survivor standing inside the mainframe building allows the player to flip a single door token of his choosing anywhere on the board. This task can be done multiple times in a turn but is forbidden if any Zombies stand in the mainframe building. Discover unlimited power!

**You can use cars.**

**You can Search each pimpmobile only once per game.** They contain either Ma's Shotgun, or the Evil Twins (draw randomly). Only the weapons that have not yet been taken can be inside them. When there are no more...there are no more.



HARD  
6+ SURVIVORS  
190 MINUTES

A6

ZOMBICIDE - SCENARIOS



# A7 HOUSE CLEANING

We found an abandoned shelter. It needs some work to offer the proper protection and sufficient, if not quite comfortable, living conditions. The first step is to clean the surrounding area of any zombies. If the opportunity arises, we'll also salvage boards, duct tape, nails, tools and anything that could be of use for our newfound haven.

We have an urgent matter right now: a police car siren just started wailing a few blocks away. Time to move unless all zombies shamble to our position!

You will need the following tiles for this scenario: **5B, 3C, 1B & 2C.**

## OBJECTIVES

The cleaning operation has two steps:

- Cleaning operation. Search each house for spare parts. A red "X" has been set in each area to be searched. Take all the Objective tokens.
- Back to shelter! When objective #1 is complete, reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in the Zone.

## SPECIAL RULES

• **Police siren.** The police car's siren is still working. At the beginning of the game, it's on. Any Survivor standing in the police car Zone can spend an Action to switch the police siren on or off. As long as the siren is on, the blue Zombie Spawn Zone is active and three Noise tokens are put on the police car token. These Noise tokens stay on the car token even if it's driven around. They aren't cumulative if the siren is switched multiple times in a single turn and are removed only if the siren is switched off.

• **Alarm!** Red Objectives tokens mark the places where the spare parts can be found. Each Objective token, either red or blue, gives 5 experience points to the Survivor who takes it.

Put the blue-sided Objective token randomly among the red Objectives, with the blue face down. It stands for a house alarm triggered by accident. The blue Zombie Spawn Zone becomes permanently active when the blue Objective is revealed. In this case, switching off the police siren doesn't disable the blue Zombie Spawn Zone anymore.

• You can use the police car.

• You can Search the police car more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.



ZOMBICIDE - SCENARIOS

EASY  
4+ SURVIVORS  
45 MINUTES

A7



# A8 INEXORABLE

HARD / 6+ SURVIVORS / 90 MINUTES

Josh went scouting and is coming back with bad news. The block we're in held the line against zombies for some time. In the end, the population lost and the neighborhood is now ruled by an Abomination. Tough luck: the monster saw Josh. Tougher luck: it comes right at us and we have nothing to kill it. The best part: it's rallying all zombies in the vicinity. Ready to rumble?  
It's been a long time since I listen to a song.

Tiles needed: 2B, 2C, 3C, 5C, 5D & 7B.

## OBJECTIVES

Kill the Abomination and get out of here. Accomplish these tasks in the right order to win the game.

- 1- **Kill the Abomination.** The Molotov Cocktail built with Gasoline and Glass Bottles will help.
- 2- **Reach the Exit Zone with at least one Survivor per player.** Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **Scattered armory.** Before the game begins, put aside the following cards: Chainsaw, Gasoline, Glass Bottles, Shotgun, Sub MG. The garage on tile 3C hold a Gasoline card that can be taken as an Objective (with no experience gain).

- **Objectives.** Put the blue and green Objectives at random among the red Objectives. Each Objective gives 5 experience points to the Survivor who takes it.

- Taking a red Objective gives a Chainsaw, a Shotgun or a Sub MG (draw at random among the cards put aside). The Inventory can then be reorganized. The Matching set! Skill applies when a Sub MG is acquired this way. Owning a Flashlight doesn't allow the drawing of two cards.

- Taking the blue Objective grants an Equipment in the same way as above but triggers an alarm. The blue Spawn Zone is then activated.

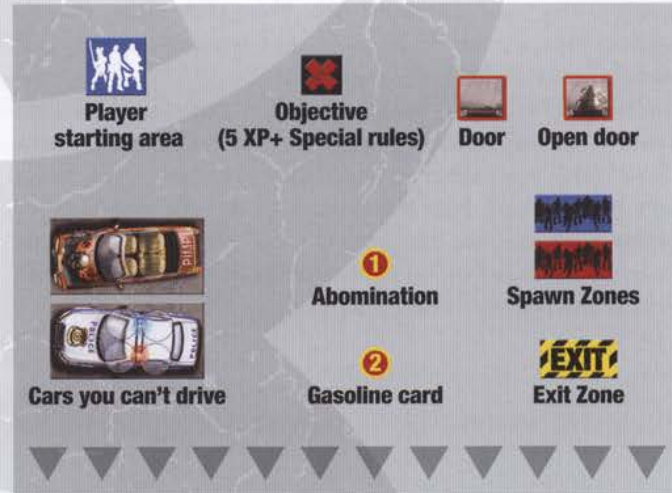
- Taking the green Objective grants a Glass Bottles card.

- **Inexorable.** Place an Abomination on the Exit Zone at the beginning of the game. Zombie cards spawning an Abomination spawn a Fatty and its two Walker escorts instead, even if the Abomination is eliminated.

- **You can't use cars.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

- **Police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! Card triggers the appearance of a Walker as usual and interrupts the Search.





# A9 KEEPSAKE JUNCTION

EASY / 6+ SURVIVORS / 60 MINUTES

We made really stupid things at first, like vowing to "protect" civilians. We defined as "civilians" the ones who didn't take arms to defend themselves. Easy prey for zombies, we thought. We finally understood a "civilian" was just an unborn zombie, not infected yet, but soon-to-be.

To keep this important lesson, we regularly go into some kind of training grounds we called Keepsake Junction. We select a beautiful junction. We make lots of noise to lure zombies and we do our best to "hold the line" as long as we can. When we're about to break, we get out. At this very moment we say the ritual sentence: "that was plainly dumb..."

Tiles needed: 1B, 2C, 5C & 5F.

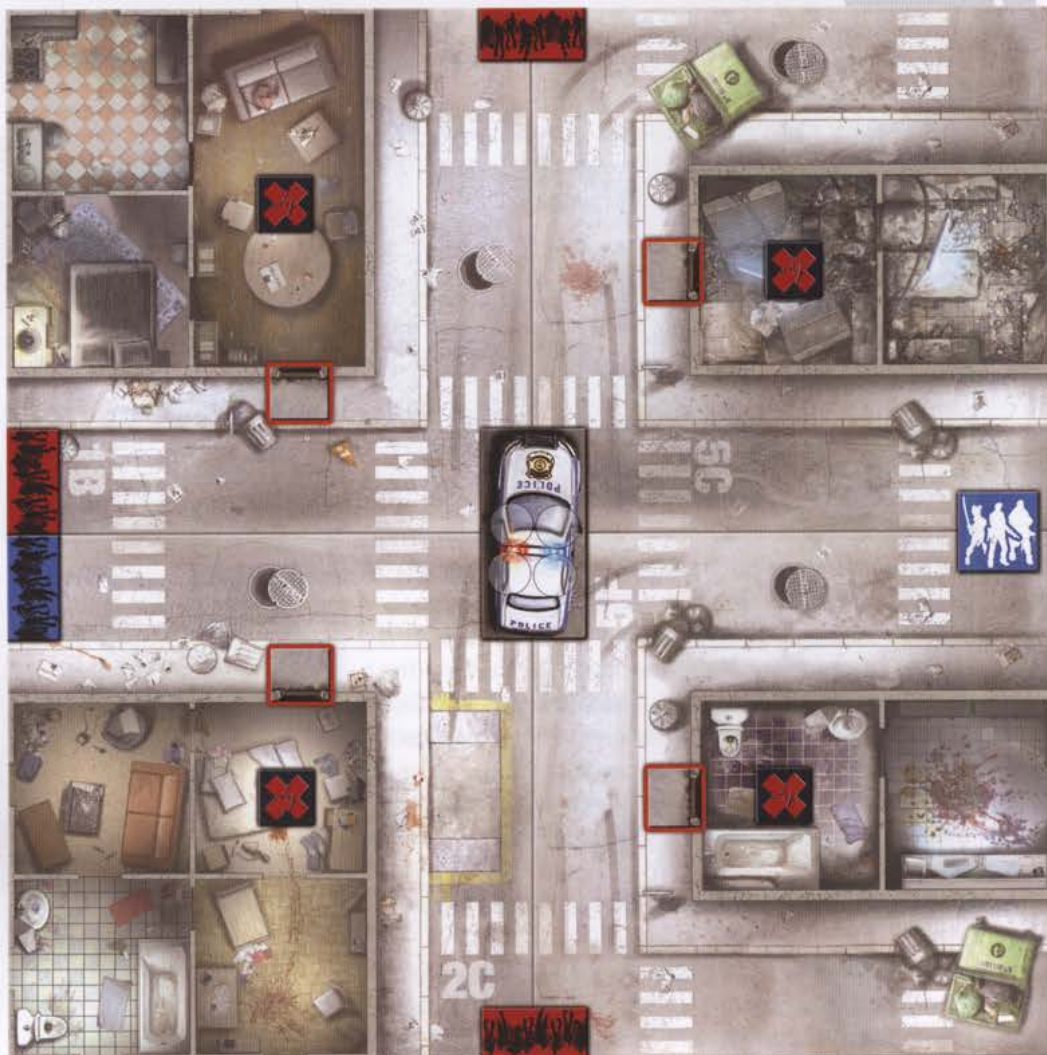
## OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all Objectives.
- 2- Get to Red Level with at least a Survivor.

## SPECIAL RULES

- Hey, I found a ghetto blaster! Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective at random among the red Objectives. The blue Spawn Zone is activated when the blue Objective is taken.
- You can use the police car.
- You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





# A10 ZOMBIES & CARS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This is only a tiny town but it has not been plundered yet because it's swarming with zombies. Moreover, there are two gas stations. The cars here may be functional!  
It sounds good, because I need a break.

Tiles needed: 3B, 3C, 4B, 4C, 4D & 4E.



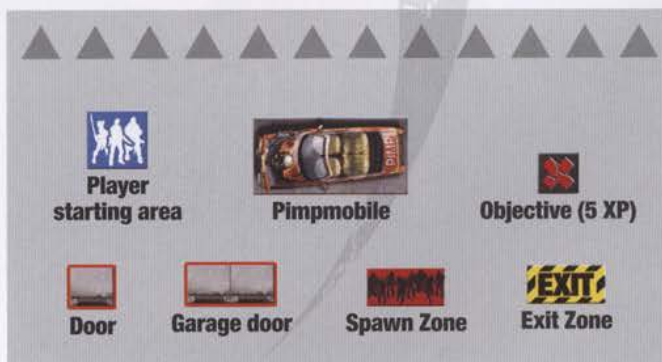
## OBJECTIVES

Accomplish the following tasks in this order:

- 1- **Gather supplies.** Take all Objectives.
- 2- **Find some food.** Collect at least one supply card per remaining Survivor. The supply cards can be either Canned Food, Rice or Water cards.
- 3- **Keep on moving.** Reach the Exit Zone with the remaining Survivors in one or more cars. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies. Gather the Equipment cards and Survivors that escaped: you win if you have at least one supply card per remaining Survivor.

## SPECIAL RULES

- **Batteries! Clothes! Toothpaste!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Enter the pimpmobiles.** Cars can enter the garage Zones if the two corresponding garage doors are opened. Cars can't go in other building Zones.
- **You can use cars.**
- **Pimpmobile.** Each pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).





# A11 MA'S RECIPE

MEDIUM / 6+ SURVIVORS / 60 MINUTES

Our secret for survival? Ma's recipe. Ma is Ned's mother. She taught him many useful things about survival, even if I admit the method to eat larvae was a little too much. She also left her secret recipe for the ultimate weapon: Ma's Shotgun. Of course Ned forgot everything but his mother left the recipe in... in her kitchen? Or in a case, at the full-contact club she was training in. Or it could be at the neighbor's, next door, or she gave it to the cashier who helped her with the shopping...well, you know Ned. The kind of guy to forget his bunker keys on the inside. We're on the way to explore the whole street where Ma used to live to get her "recipe".

Tiles needed: 1B, 1C, 2B, 2C, 5B & 5D.

## OBJECTIVES

Accomplish the following tasks in this order:

**1- Where is this damn recipe?** The recipe is figured by the blue Objective, hidden among not-so-useful things: red Objectives.

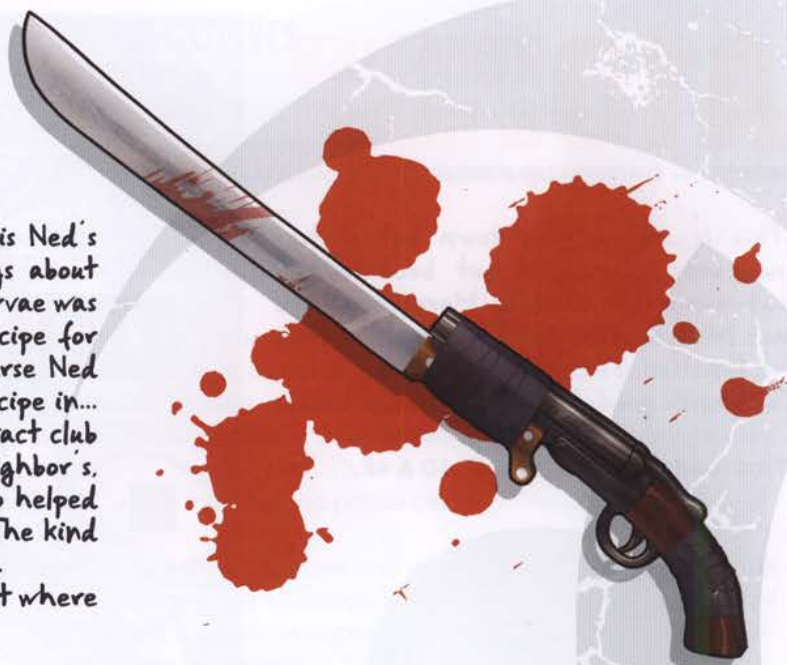
**2- Build Ma's Shotgun!** See special rules.

**3- On the move!** After building Ma's Shotgun, reach the Exit Zone with all remaining Survivors. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **Looking for Ma's recipe.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue at random among the red Objectives. Once the blue Objective has been found:

- The blue Spawn Zone activates.
- A Survivor whose Inventory holds at least a Sawed-Off and a Machete can spend an Action to build Ma's Shotgun. Discard the Sawed-Off and the Machete cards and give him Ma's Shotgun card. His inventory can be reorganized for free. There can be only one Ma's Shotgun in play at any given time.



- Player starting area**
- Objective (5XP + Special rules)**
- Exit Zone**
- Door**
- Spawn Zones**



# A12 ALICIA

MEDIUM / 6+ SURVIVORS / 90 MINUTES

As time went by, we grew accustomed to the relentless moaning of zombies across town. We were taking a break in the shelter when baby cries were suddenly heard. The zombies went silent all at once and we were able to pinpoint the location where the crying was coming from. After an absolutely chilling moment, all the infected howled. Now we know zombies are all converging on the block the cry came from. There's no time to waste. This is a nightmare.

Tiles needed: 1C, 2C, 3B, 5B, 5C, 5D, 5E, 5F & 6B.

## OBJECTIVES

Save little Alicia! To win the game, accomplish the following tasks in this order:

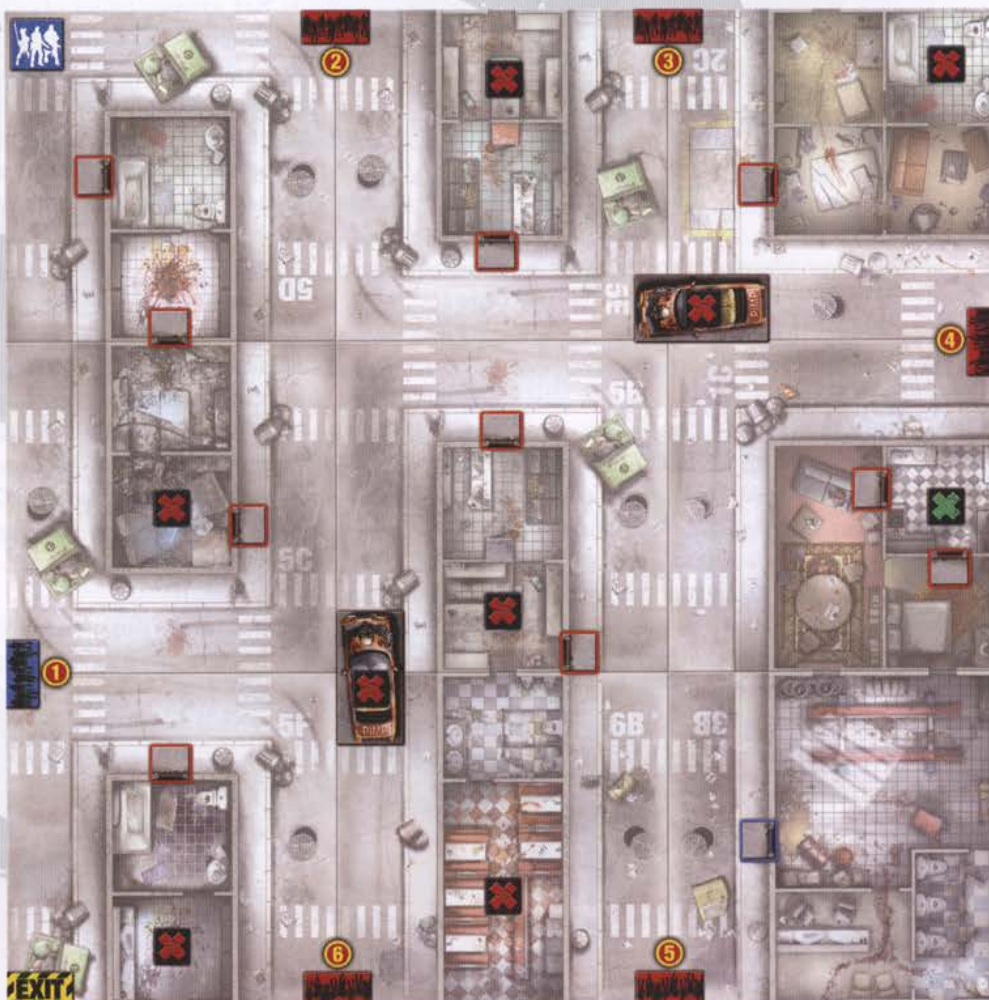
- 1- Find the blue Objective. It is the key to the blue door.
- 2- Find the green Objective. Congratulations, it's a girl!
- 3- Reach the Exit with Alicia and at least one Survivor per player. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **Objectives.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective at random among the red Objectives.
  - The blue door can be opened once the blue Objective has been taken.
  - Taking a red Objective allows to draw Equipment cards until you finds a weapon for the Survivor. Ignore and discard other cards (even the Aaahh! cards). The Survivor's inventory can then be reorganized for free.

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings when spawning Zombies. Do not spawn Zombies when you open the room with the green Objective.

- **Random invasion.** The Spawn Zones are numbered from 1 to 6, going clockwise from the blue Spawn Zone. Don't resolve the Spawn phase as usual. Instead, roll 4 dice and resolve the Spawns in the matching Zones, in ascending order. A single Zone can spawn multiple times during the same turn.





# A13 JERICHO

HARD / 6+ SURVIVORS / 180 MINUTES

A few weeks ago, speaking about the way we all see our future lives, Phil talked about his wish to build a survivors community. United we stand, so he says. We all thought about it and would like to give it a try. Josh spotted an old block planned for destruction. The explosives were set when zombies came and caught the city off-guard. Using the explosives, we could destroy the main accesses and secure a wide area. Wide enough for many people to gather and build a giant shelter. With time, it could even turn to some kind of village...

Tiles needed: 1B, 1C, 2B, 5B, 5C, 5D, 5E, 6C & 7B.

## OBJECTIVES

Secure the block in an spectacular way. To win the game, complete these steps in order:

- 1- **Set an explosive charge in every Spawn Zone.** To do so, bring a red Objective token to each Spawn Zone. You can also destroy Spawn Zones with Molotov Cocktails!
- 2- **Set the detonator.** Destroy all Spawn Zones, either by using the detonator (green Objective) or Molotov Cocktails.
- 3- **After the block goes boom, time for zombicide.** The invasion areas are out, clean the board of any remaining Zombies.

## SPECIAL RULES

- **Explosives.** Each red Objective is an explosive charge and gives 5 experience points to the Survivor who takes it for the first time. Each may be carried around and played like an Equipment card. A Survivor may drop explosives charges he carries for free: put the Objective token(s) in the Zone the Survivor stands in. They can be taken again later (without experience gain).

- **Detonator.** The green Objective features a remote detonator set in a police car. It travels around with the police car. A Survivor has to be in the police car to take it. Taking the green Objective gives 5 experience points to the Survivor and immediately blows the explosives. Resolve these effects in order:

- 1- Molotov explosion in every Zone where a red Objective (or a Survivor holding such a token) is.
- 2- Remove any Spawn Zone token where a red Objective (or a Survivor holding such a token) is.
- 3- Remove all red Objective tokens.

**NOTE:** You may change the number of dice rolled to adjust the difficulty and average game time.

**Easy:** 3 dice / 60min

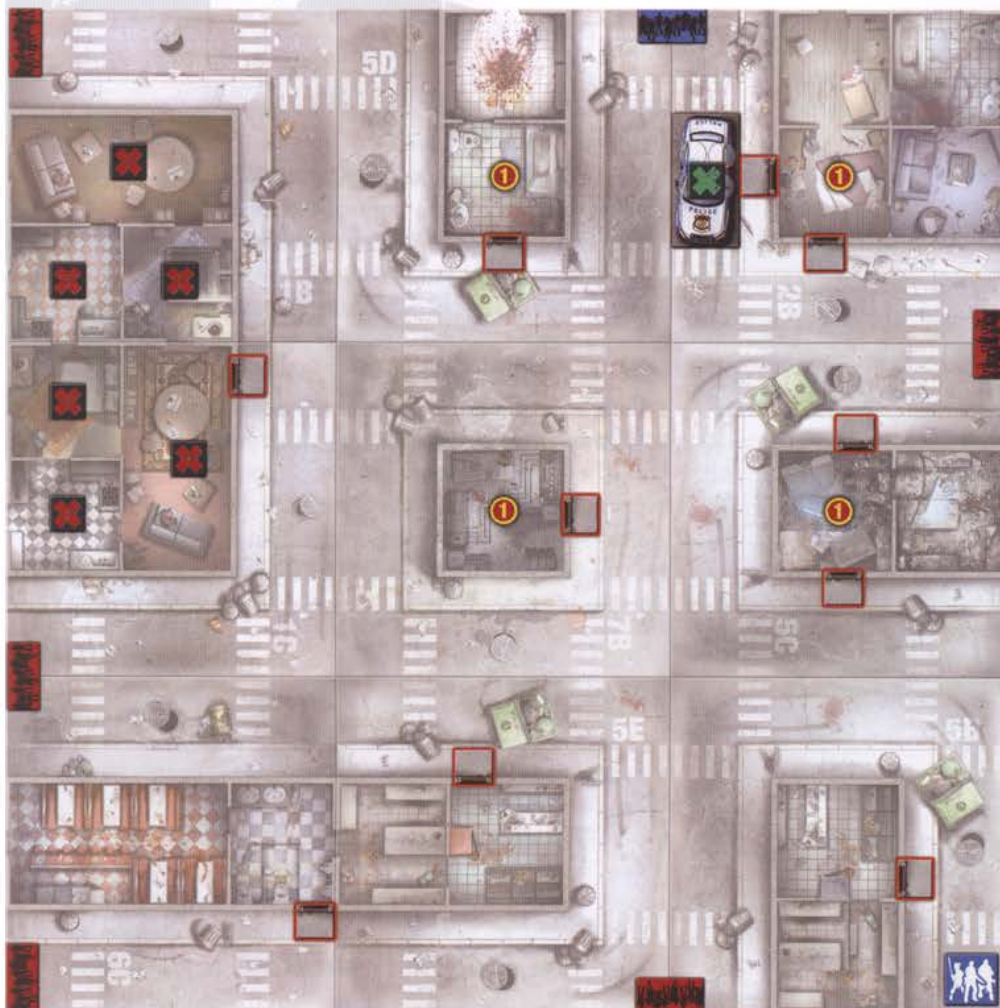
**Hard:** 5 dice / 150min

- **Alicia.** The green Objective is the 4 months old Alicia. The toddler uses the Loud Skill at the end of each Players' Phase. The Zone where Alicia is discovered doesn't contain Zombies when opened. It's too late to save her mother, but the little girl is alive and kicking. The Survivor taking the green Objective takes the baby, gaining 5 experience points. Featured as the token itself, Alicia takes a slot in the Inventory but is not considered as an Equipment. Of course, she keeps on using the Loud Skill at every Players' Phase. Survivors can trade the token as they would with an Equipment card. The game is lost if the Survivor holding Alicia is eliminated.

- **You can't use cars.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).





  
Player  
starting area

  
Door

  
Spawn Zones

  
Car you can drive

  
Explosive  
(5 XP + special rules)

  
Industrial custom  
armory (special rules)

  
Detonator  
(5 XP + special rules)

- **Denying access.** Any Spawn Zone can be disabled by explosive or by throwing a Molotov in its Zone. Even if explosives are lost, set elsewhere or wasted, the game can still be won! Remove disabled Spawn Zone tokens.

- **Blue clockwork.** The blue Spawn Zone is the first to spawn. Then spawn clockwise, as usual.

- **Industrial custom armory.** The workers put a fight before turning into zombies. Before the beginning of the game, put aside the following four Equipment cards: Evil Twins (x1),

Ma's Shotgun (x1) and Molotov (x2). Deal them randomly and face down in each Zone marked with a "1". The first Search resolved in such a Zone gives the matching card.

- **You can use the police car.** The green Objective travels with it. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.



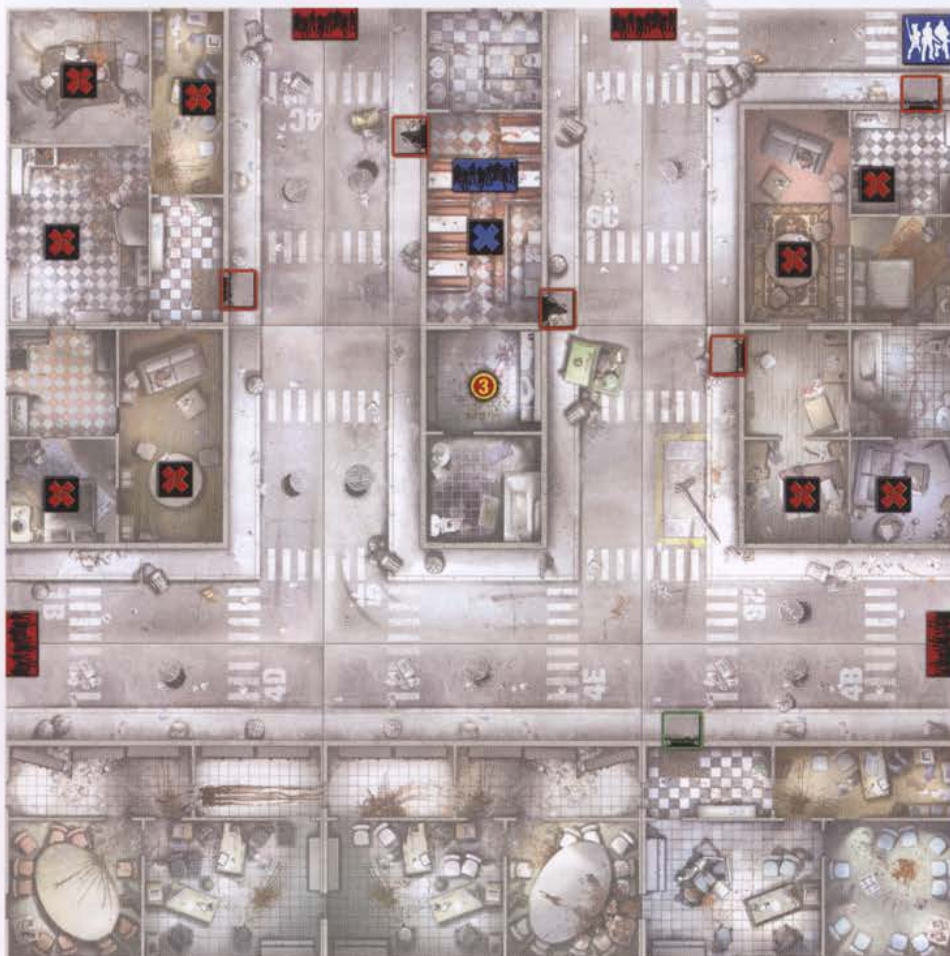


# A14 REMOTE CONTROL

HARD / 6+ SURVIVORS / 120 MINUTES

We have found a place full of electric lights. We don't know how it can still be working and we don't care. It could be a perfect place to rest as long as there is power. We have just two little problems to solve first: there is a fast food full of rotten burgers which attracts lots of zombies, and the building we want is closed with some electrically actuated door. Ordinarily, it would only mean "come in, it's open", but since there is still power here, we must find a way to make the door open.

Tiles needed: 1B, 1C, 2B, 4B, 4C, 4D, 4E, 5F & 6C.



## OBJECTIVES

Good things are never easy to get. But if you follow the plan, you'll get what you want:

**1 – Find the green electronic key.** The door is electrically actuated with a remote control. Fortunately for us, someone left the building while he was bleeding. Since zombies don't open doors, Ned thinks it was a living person. Amy is sure that anyone losing so much blood can't have gone far away. What remains of the corpse lies in the area. There is red "X" where zombie feasts' leftovers can be found. Objectives can still be taken after the green one has been found.

**2 – Open the green door and burn the fast food.** Use the green key to open the green door. Also use a Molotov cocktail in the fast food Spawn Zone (the blue one). It hasn't to be done in this order. You can first burn the fast food if you prefer.

**3 – Clear it out!** The southern building must be cleared. You win if the building with the green door contains no Zombies.

## SPECIAL RULES

- **Searching the Zombie feasts' leftovers.** It's disgusting, but it has to be done in order to find the green key. Put the green Objective randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it.

- **Electrically actuated door.** The green door cannot be opened until the green Objective has been taken. Once this Objective has been taken, any Survivor can open (not close) the door for free, without spending an Action, from anywhere on the map. Remote control power!

- **Burn the fast food.** When a Survivor throws a Molotov Cocktail in the Zone where the blue Spawn Zone is:

- 1 – The blue Spawn Zone is removed from the game.
- 2 – This Survivor receives the blue Objective and gains 5 experience points. This is the only way to take the blue Objective.

- **Zombie fast food.** The blue Spawn Zone is active from the start.

- **Cooking team.** The cook and his two waitresses are still at work. At the beginning of the game, place a Fatty and two Walkers in the Zone marked on the map.



# A15 CAR CRASH

HARD / 6+ SURVIVORS / 120 MINUTES

We easily forget zombies aren't the only threat we have to face, even if we meet them daily. There was a hurricane last night. The wind blew off some roofs and billboards. One of the latter fell on a pair of cars crashed on a crossroads. Both their alarms triggered and are now making a noise so loud it lures all zombies on the block... This is the perfect time to quietly loot the surroundings and burn an entire zombie cluster. We just have to find stuff to make a Molotov cocktail!

Tiles needed : 1B, 5B, 5C, 5D, 5E & 7B.

## OBJECTIVES

Here's the plan, victory relies on you. To win the game, complete these steps in order:

**1 – Search all buildings on the block.** Zombies are stupidly staring at the cars and are fascinated by the noise. Seize this opportunity to explore the surroundings. There is a red "X" in all Zones containing something useful: clean clothes, medical supplies, spare batteries, etc. Take all Objectives.

**2 – Torch the zombie crowd.** All these zombies gathered around two cars are too tempting targets. Moreover, the crowd may turn to a riot by the time the batteries are out. No one wants a zombie riot, this is too dangerous. Throw a Molotov on the Zone containing both cars. Of course, you have to assemble it first.

## SPECIAL RULES

• **Don't spoil the party!** You can't fulfill the second objective before the first. That means you can throw a Molotov in the cars' Zone only if you took all Objectives first. On the other hand, you're free to use any other weapon on the Zombies piled here.

• **The audience is already here.** Many infected gathered around both cars. Before the beginning of the game, put 1 Abomination, 3 Fatties, 4 Runners and 10 Walkers in the indicated Zone.

• **Method leads to success.** Each Objective gives 5 experience points to the Survivor who takes it.

• **What a rumpus.** The hurricane triggered both cars' alarms. Put 2 Noise tokens, plus 1 per Survivor, in the indicated Zone. These tokens aren't removed (even if a Survivor dies).

• **The hurricane wrecked these cars.** You can't Search nor drive them.





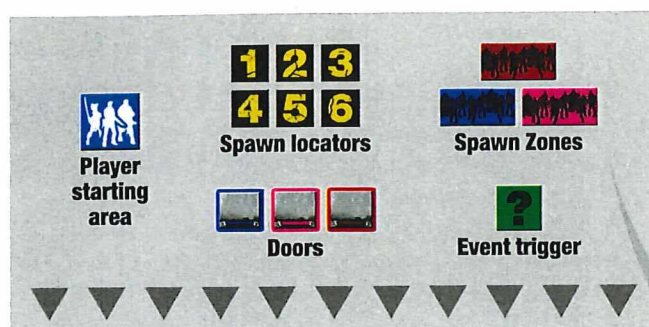
# A16 A SEA OF TENTS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

An emergency refugee camp set up in a remote street. A sea of tents, apparently untouched, in which only the wind moves. We hope it might house lots of interesting loot. On the other hand, if this place wasn't plundered long ago, I can see only one reason: it's filled with zombies. Let's explore, and then we'll find out what to do.

Material needed: Season 3: Rue Morgue.

Tiles needed: 1R, 4V, 5R, 6V, 7R & 8R.



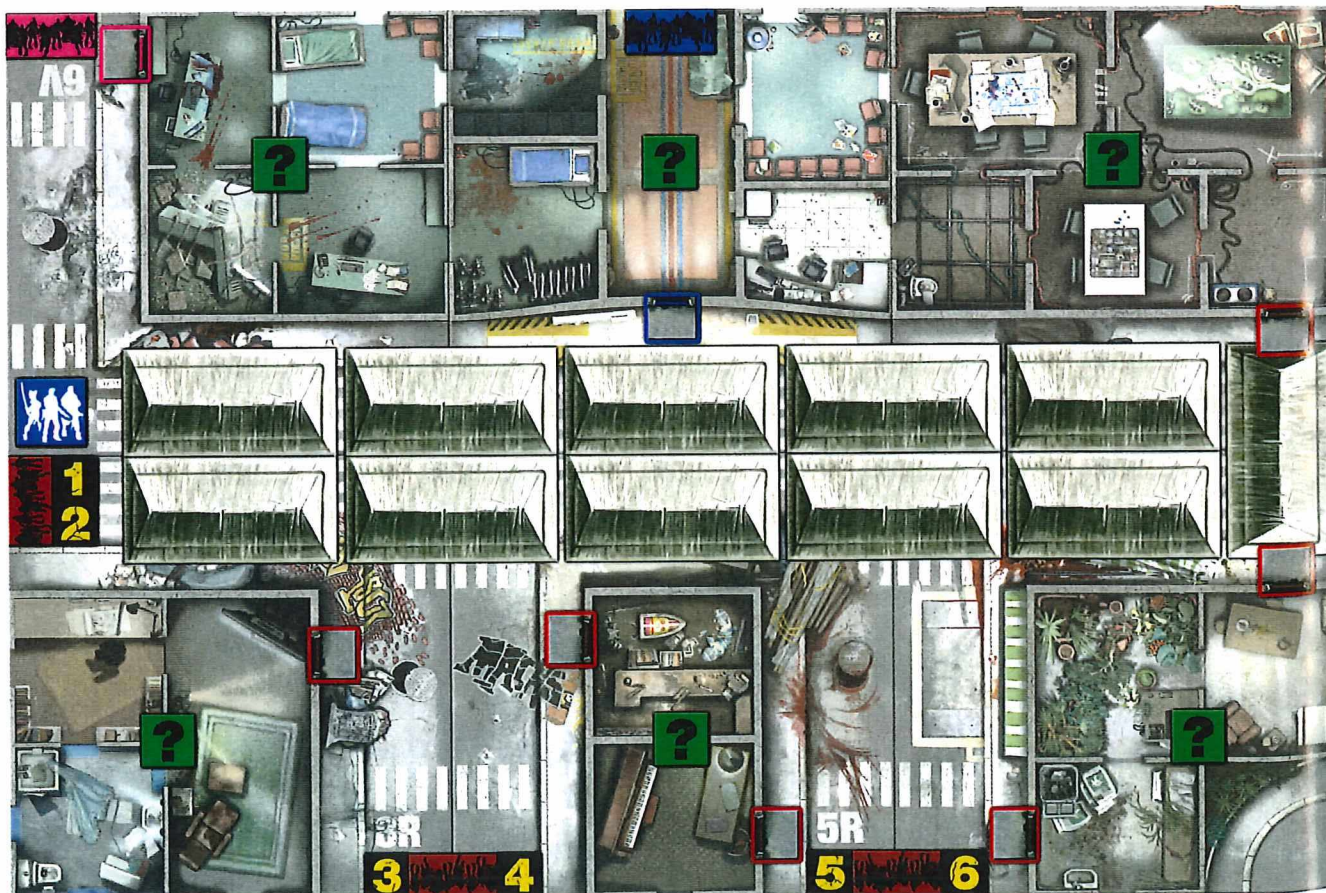
## OBJECTIVES

Scavenge the area. Reveal all tents and triggers. The Mission succeeds as soon as the last trigger or the last tent is revealed.

## SPECIAL RULES

- **A sea of tents.** Set the tents randomly.
- **Zombie watchers.** The Zombies are waiting for a free and easy meal. The blue and pink Spawn Zones aren't active until the corresponding door is opened.

6V	4V	7R
8R	5R	1R





# A17 A STUPID BET

MEDIUM / 6+ SURVIVORS / 60 MINUTES

"I'll bet you my last chocolate bar that we can kill the A-Bomb lurking in this hospital before noon."

"Look, we already came through here. There is no A-Bomb!"

"So, easy money, then. Right?"

This exchange started us on the most stupid bet we could imagine. Now we are locked up in a hospital with an A-Bomb abomination on our tail. Just great.

Material needed: Season 3: Rue Morgue.

Tiles needed: 1V, 2V, 4V & 5V.

4V	1V
2V	5V

## OBJECTIVES

**1 - Kill the A-Bomb and find the blue key.** You choose the order, but you can't exit without the head of this Abomination.

**2 - Save your life.** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

• **Where did we come from?** The player starting area can be located on any Event trigger. Choose the one you prefer. Before the first Players' Phase:

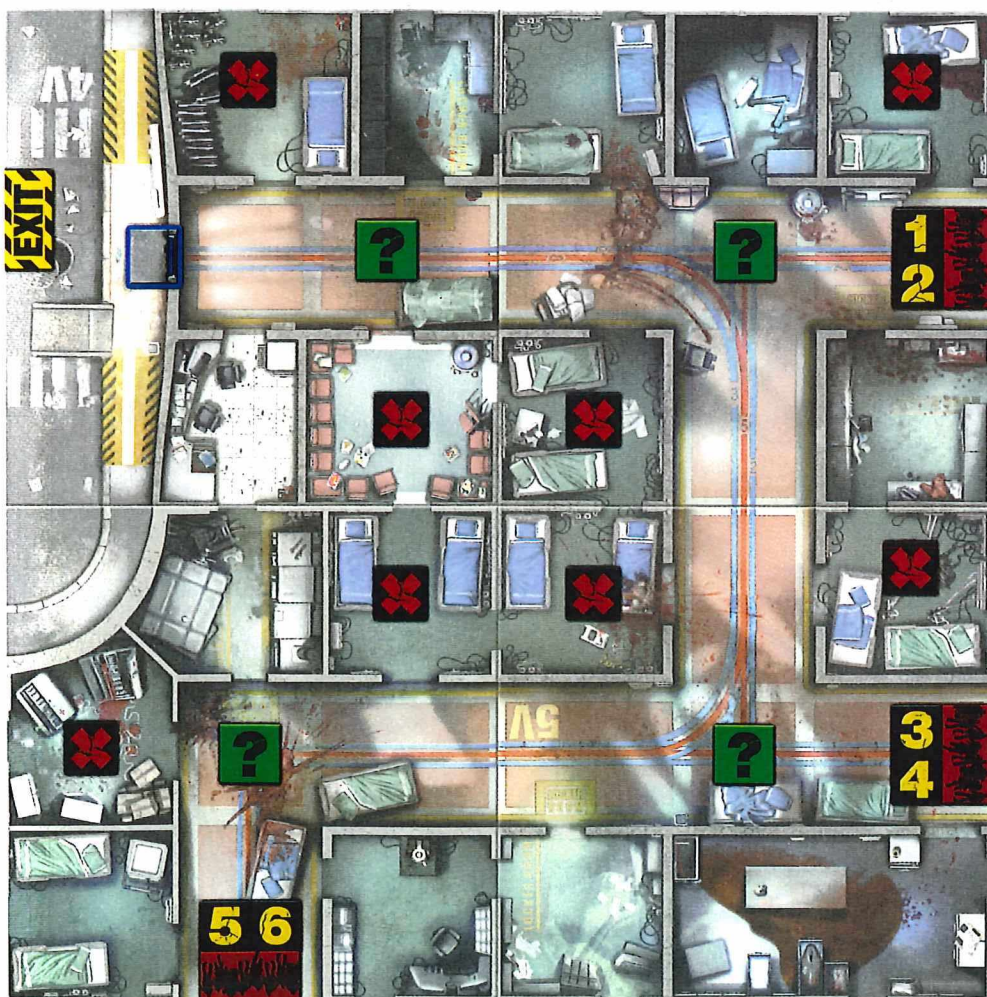
- Reveal the Event trigger chosen as the player starting area and Spawn Zombies.

- Set the A-Bomb on the Spawn Zone closest to the player starting area.

• **Zombies everywhere!** Any revealed Event trigger is set back to its unrevealed face whenever there are no Survivor on its tile. It can be triggered again!

• **Pleasant surprises!** Put the blue and the pink Objectives randomly among the red Objectives, face down. Once the blue Objective has been revealed, the blue door can be opened. The Survivor who takes the pink Objective receives the Nailbat.

• **It could be useful.** Each Objective gives 5 experience points to the Survivor who takes it.





# A18 SANTA HUNTING

HARD / 6+ SURVIVORS / 180 MINUTES

Christmas came and went. It was gloomy, clammy, and the pudding was overcooked. We decided to fight back, as post-Christmas blues were threatening to overwhelm us. We must settle the score with our bad Christmas. Actually, we know a mall in a remote location that is full of zombies, including "exotic" ones like a berserker Abomination and toxic zombies. Nobody has plundered this place, so it's probably full of nice "gifts". We are going to take down our Abomination Santa, his toxic elves, and plunder his North Pole. Santa has forgotten us? Revenge! It's time to go Santa hunting!

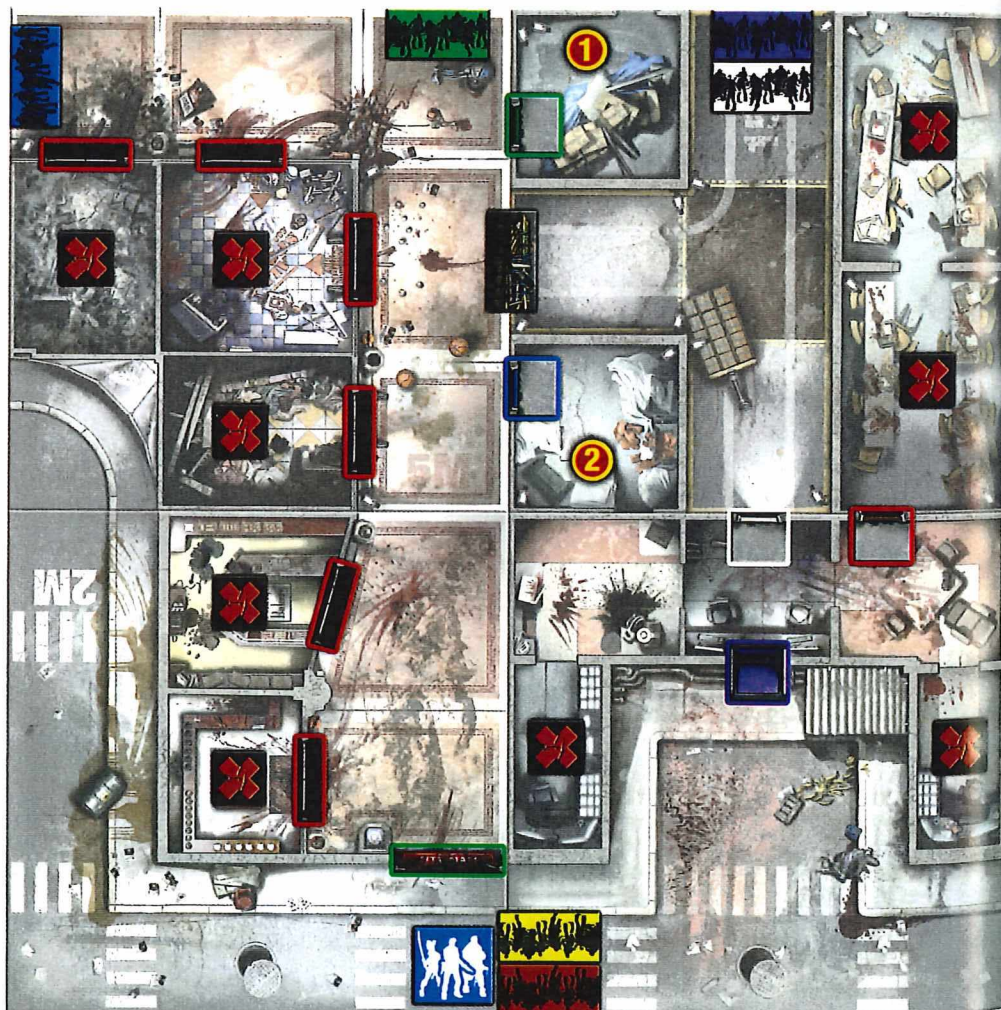
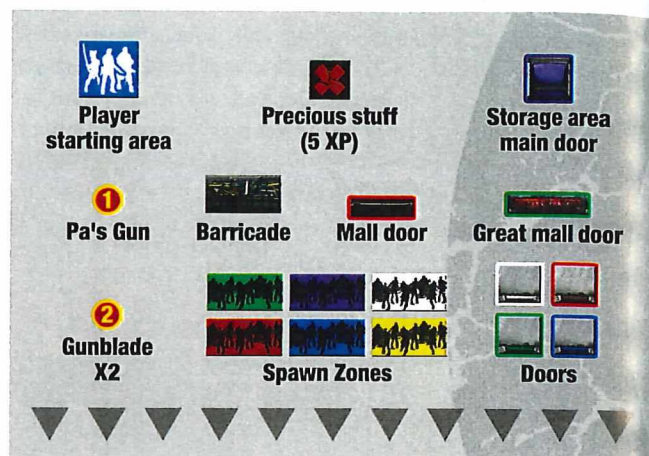
Material needed: Season 2: Prison Outbreak, Toxic City Mall.  
Tiles needed: 2M, 5M, 6P & 15P.

## OBJECTIVES

We've got a list, and we've checked it twice, of objectives to complete in any order we like.

- **Kill Santa.** For today, this is a Berserker Abomination.
- **Get the elves.** Kill 12 Toxic Zombies.
- **Plunder the North Pole.** Take all the Objectives. After that, we can consider ourselves avenged!

5M	15P
2M	6P





## SPECIAL RULES

• **A hazardous celebration.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue, green, violet, white, and yellow Objectives randomly, face down, in the Zones indicated on the Mall tiles only (2M and 5M).

The colored doors cannot be opened until the corresponding Objectives have been taken. (Note: The yellow Objective does not have a corresponding door that it unlocks.)

Each time a colored Objective is revealed, activate the corresponding Spawn Zone. Flip the Spawn Zone token to its red side. Spawn Zombies only on red Spawn Zones. At the beginning of the game, only one Spawn Zone is active!

• **Getting the twelve elves.** Running out of Toxic Zombies doesn't grant them an extra Activation. Put killed Toxic Zombies on their assailant's ID Card to track their number. Don't go over a total of 12. Don't remove them until the end of the game, even if you lack Toxic Zombie miniatures.

• **Yes, I've been a good kid this year.** Set Pa's Gun and both Gunblades on the marked areas on the map. Any Survivor can spend an Action to pick them up while in the same Zone, as long as there are no Zombies in the Zone. This is not a Search Action.





# A19 PSYCHIATRICS

HARD / 6+ SURVIVORS / 120 MINUTES

The first part of our plan worked just fine, but the second, easier part of our plan became an epic failure. We left our cars near a psychiatric hospital that seemed almost intact and ready for plunder. We thought it would be easy to find some medical stuff here. We don't usually hang around hospitals, as these places are hell on Earth, but we felt a psychiatric one would be less crowded.

Just as we were approaching, we woke a zombie horde. We decided to face it in a place of our choosing, somewhere easy to defend: the psychiatric hospital. When we reached it, we found it wasn't as empty as we thought. We have a good solution for that, however: Zombicide!

11P	14P	6P
12P	16P	9P

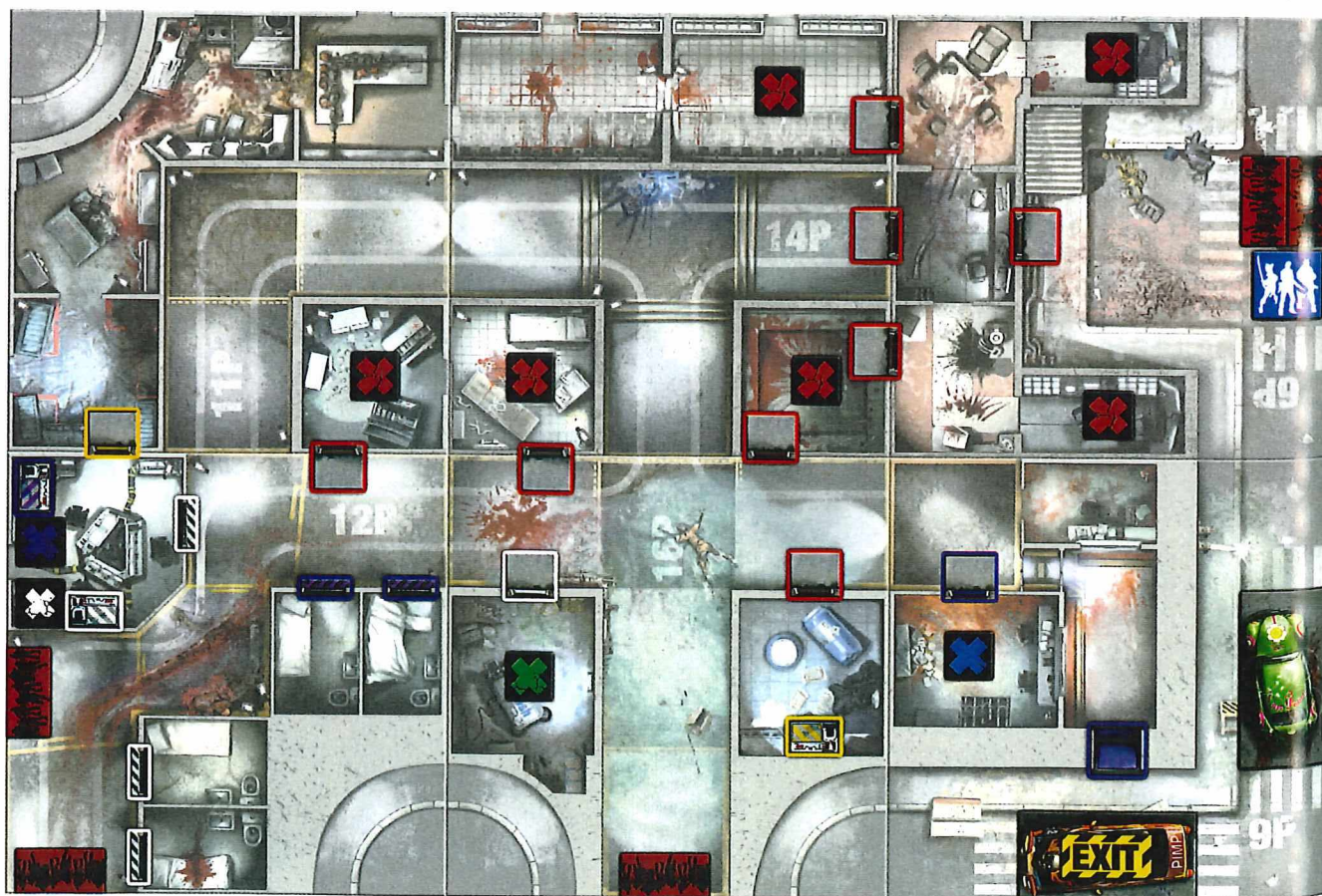
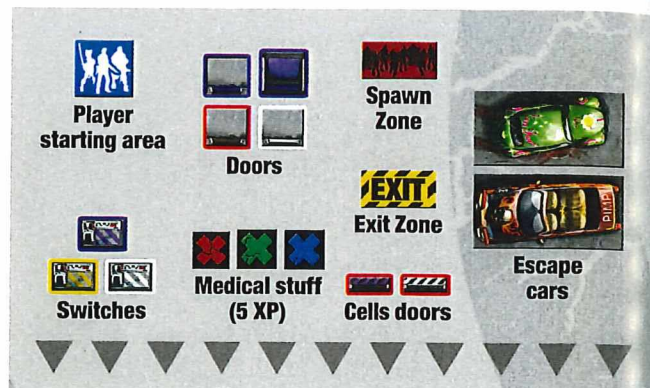
Material needed: **Season 2: Prison Outbreak.**

Tiles needed: **6P, 9P, 11P, 12P, 14P & 16P.**

## OBJECTIVES

Something will come out of this mess. Here is the plan:

- 1 – **Open the yellow door.** You can either use the yellow Switch or find the yellow key.
- 2 – **Grab the restricted medical stuff.** These are indicated by the blue and green Objectives. You'll have to use both the purple and the white Switches to open the doors leading to them.
- 3 – **Get back home.** Reach the Exit Zone with **all** Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.





## SPECIAL RULES

- **Medical stuff. Always useful.** Each Objective gives 5 experience points to the Survivor who takes it.

- **One way to open the yellow door.** Put the yellow Objective randomly among the red Objectives, face down. Once the yellow Objective has been taken, the yellow door can be opened.

- **An unpredictable door system.** Put the yellow Spawn Zone randomly among the red Spawn Zones, face down. Once the yellow Switch is activated, flip all Spawn Zones and remove the yellow one.

- **Switches!** Each Switch can only be activated once.

- Activating the violet Switch opens the violet doors (the prison main entry door, the standard violet door, and the violet cell doors). The Survivor activating this Switch also takes the violet Objective and gains 5 experience points.

- Activating the white Switch opens the white doors (the white cell doors and the standard white door). The Survivor activating this Switch also takes the white Objective and gains 5 experience points.

- Activating the yellow Switch allows the yellow door to be opened. It doesn't grant experience points.

- **Our escape cars.** They can be driven. The pimpmobile and the hippiemobile can be Searched only once. Each contains a Gunblade.





# A20 BACK IN TOWN

MEDIUM / 6+ SURVIVORS / 180 MINUTES

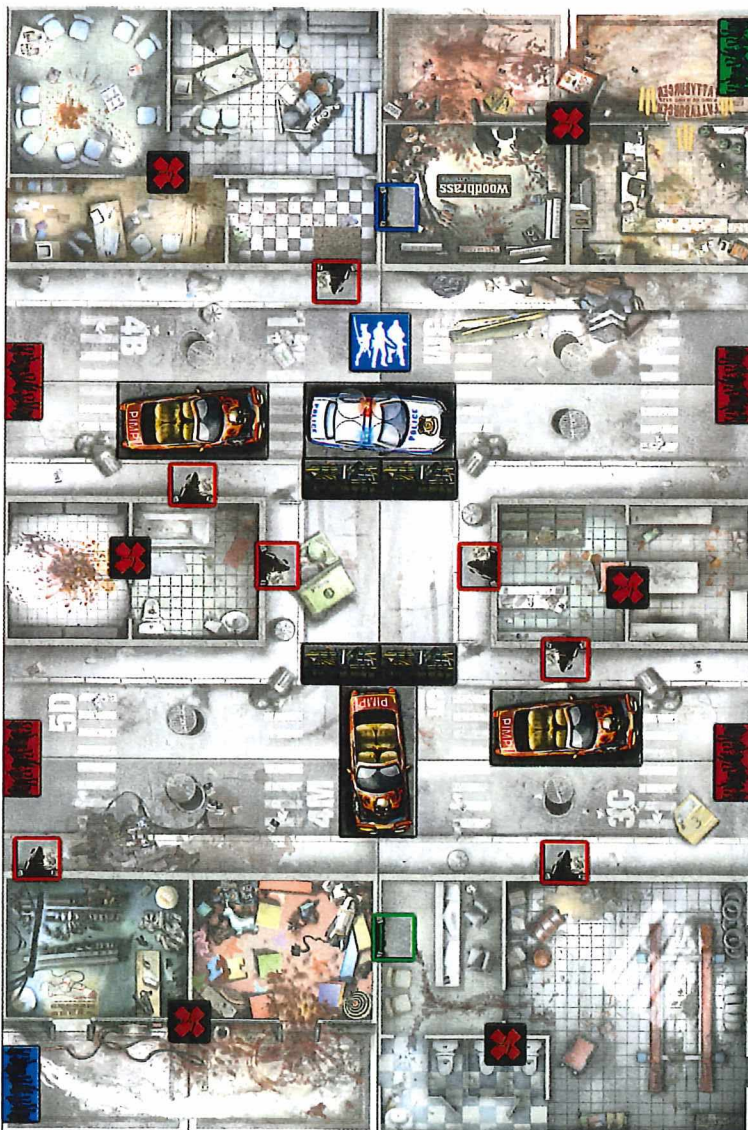
It's been months since we came here. We explored the whole place, zombicided everything, then moved on. Now we're back, and I wonder what awaits us. I remember that I left two pairs of socks, almost new... somewhere. Let's explore this place!

Material needed: Season 1, Toxic City Mall.

Tiles needed: 3C, 3M, 4B, 4M, 5D & 5E.

## OBJECTIVES

Exploring this place shouldn't be too difficult. We've done it before. There is a great "X" in each area. **Take all Objectives.**



## SPECIAL RULES

- **Things that have to be done.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Event triggers.** A tile displaying an Objective only spawns Zombies the first time a Survivor stands in one of its building or indoor alley Zones at the end of an Action. The Survivor receives the Objective to indicate that the tile has been re-explored. Don't spawn Zombies inside the building Zones of this tile when a door leading into it is opened—spawn Zombies when a Survivor steps inside the tile.
- **Remember why this place was closed?** Put the blue and the green Objectives randomly among the red Objectives, face down. When a Survivor takes the blue or green Objective, the corresponding Spawn Zone activates. Flip it on its red side to remember it.
- **Batteries are long dead.** You can't use cars.

• **Locked! And no one remembers where we hid the keys.** The blue and the green doors can't be opened.

• **Yeah! My old pimpmobile! I remember I left some stuff in the trunk...** Each pimpmobile can be searched only once. It contains the Evil Twins or Ma's Shotgun or Pa's Pistol (draw randomly).

• **Phil's car.** You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" card triggers the appearance of a Walker as usual and interrupts the search.

4B	3M
5D	5E
4M	3C





# A21 HAMMAM

HARD / 6 SURVIVORS / 180 MINUTES

I have counted. I can prove it! It's been exactly ONE YEAR! since my last hot bath. Don't misunderstand: I'm not dirty and stinking like some zombie. I wash myself, but there's a difference between a hot bath and a cold shower in a derelict bathroom, with what's left of stagnant water from the pipes and water balloon. So, this time, I've decided to head for a nearby hammam. There are plenty of solar panels on the roof, so there's a chance we can find some hot water. Who's with me?

14P	6P	18P
4D	2C	3P
5C	5B	7B



Material needed: Season 1, Season 2: Prison Outbreak.

Tiles needed: 2C, 3P, 4D, 5B, 5C, 6P, 7B, 14P & 18P.

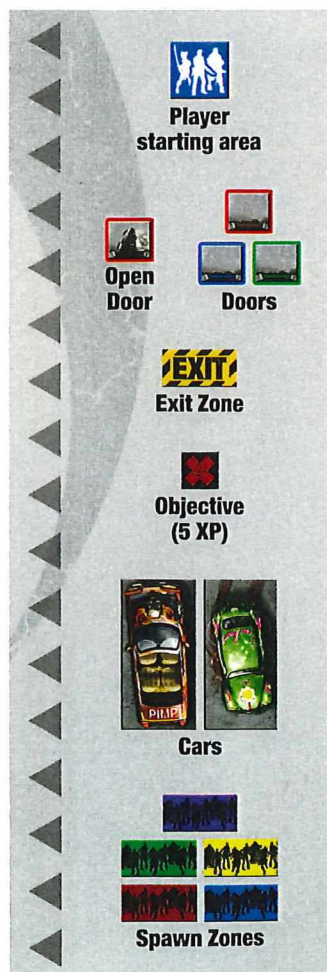
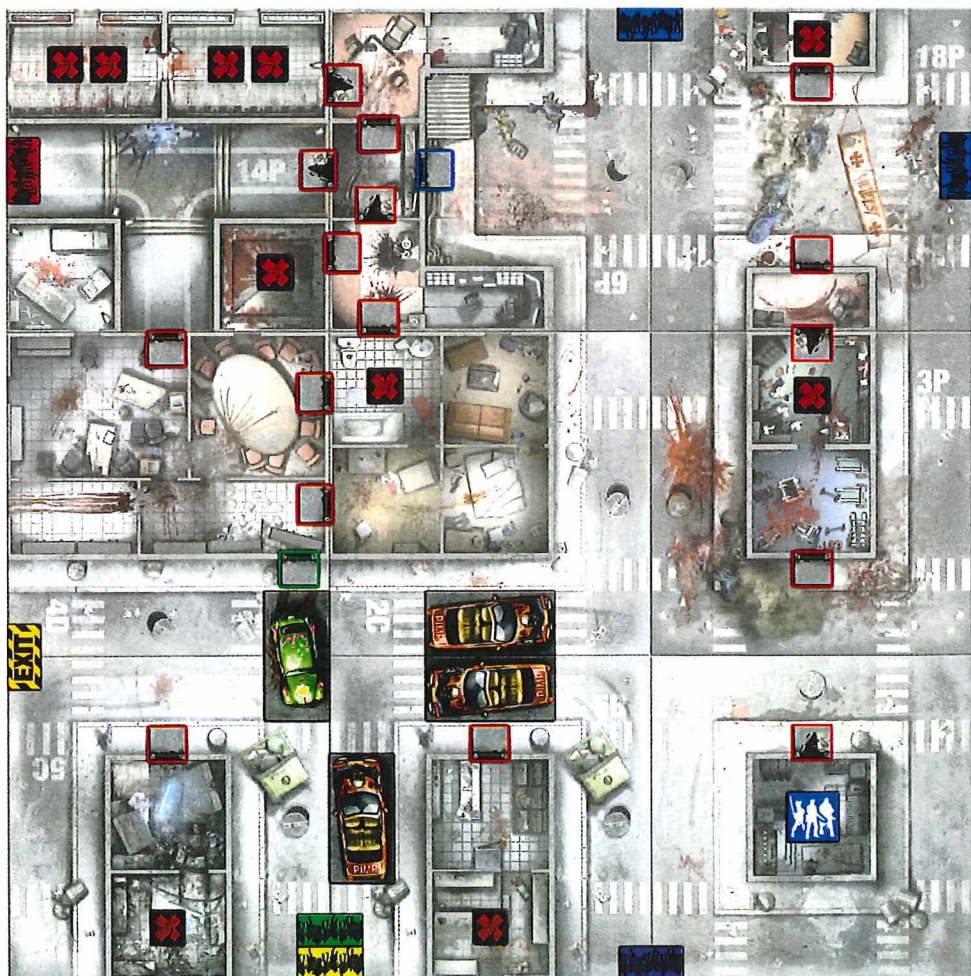
## OBJECTIVES

A plan just to take a bath?!? Yes we can! Here it is:

**1 – Find the keys of the hammam.** There are two doors, and you need both keys, because you'll probably have to escape through the door you didn't use to enter. Search the small buildings until you find the blue and the green Objectives.

**2 – Take your hot bath until you feel clean and refreshed.** Each Survivor must stand on one Objective (in the Hammam) until he reaches the red Danger Level (see Special Rules).

**3 – Continue your adventures.** Reach the Exit Zone with all the Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.







## SPECIAL RULES

- **The place is devastated.** Don't expect to find anything there. The Player Starting Area can't be Searched.
- **Keys to (bath) heaven.** This place has some small installation for the staff. We will probably find the hammam keys there. In the small buildings on tiles 3P, 5B, 5C, and 18P, put the blue, green, violet, and yellow Objectives randomly, face down. Each of these Objectives gives 5 experience points to the Survivor who takes it.
- **Don't worry about the camera. Who could be watching?** Each time a colored Objective is revealed, activate the corresponding Spawn Zone(s). Flip the Spawn Zone token(s) to its red side. Only spawn Zombies on red Spawn Zones. At the beginning of the game, only one Spawn Zones is active!
- **Locked with strong doors.** The hammam has strong doors. Don't try to open them without the keys. The blue and green doors cannot be opened until the corresponding Objectives have been taken.
- **Taking a hot bath.** A Survivor standing in a bathroom Zone (Zones with red Objectives in the big building) may choose to take a bath. Only one Survivor can take a bath at a time in each Objective. Once he has begun, he can't do any Action (even fighting) except for bathing: he receives 5 Experience points per Action used this way. Once the bathing Survivor has reached the red Danger Level (or if he's already at the red Danger Level), remove an Objective in the Zone. The bath is finished; the Survivor can be played as usual.
- **Batteries are long dead.** You can't use cars.
- **Piiiiiiimpmobile! (and a hippiemobile).** Each pimpmobile and the hippiemobile can be searched only once. They contain the Evil Twins or Ma's Shotgun or or a Gunblade (draw randomly).



# A22 CORPSE PILES

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This block seems untouched and full of promise. We have seen an armory, a garage, some interesting shops, and nothing has been plundered yet! And the damn hospital is why. Emergency plans required the inhabitants to gather here, and lots of people followed the plan with obvious consequences: zombies everywhere. Now, each room and corridor in this place is piled with corpses. Some of them hide zombies. We must kill them all if we want to get a nice shopping party. And believe me, it only sounds simple. We are going to have a hell of a day.

Material needed: Season 3: Rue Morgue.

Tiles needed: 1V, 2V, 4V & 5V.

## OBJECTIVES

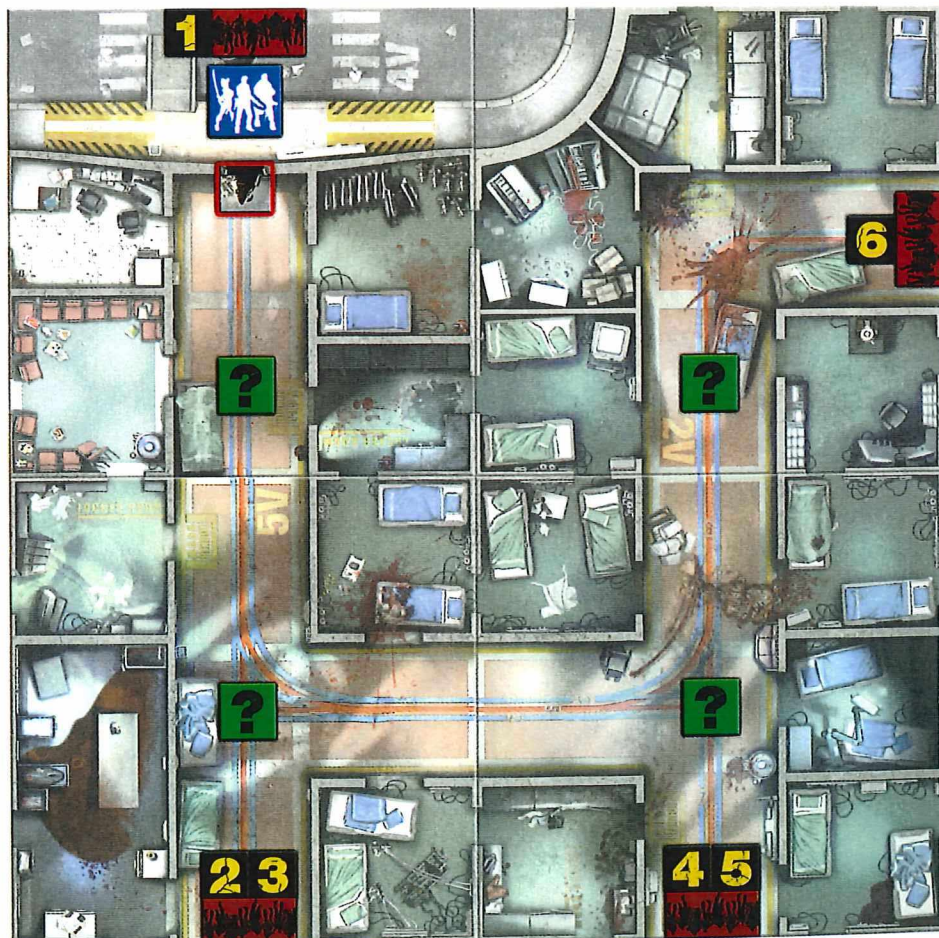
Check all corpse piles and kill anything that moves. The Mission succeeds as soon as the last Spawn Zone is removed (see the Special Rules).

## SPECIAL RULES

- **Don't check these corpse piles. I've seen something moving!** Upon drawing an extra activation card, flip any revealed Event Triggers on tiles where no Survivor stands to their unrevealed side. These Event Triggers can be activated again as soon as a Survivor ends a Move Action on their tiles' surface. Oh yeah!

4V	2V
5V	1V

- **Piles checked!** As soon as the last Zombie is killed or Moves away from a tile with a revealed Event Trigger, remove the Event Trigger and the Spawn Zone from the tile. Set the matching Spawn Locator(s) on another Spawn Zone of your choice. When the last Spawn Zone is removed that way, the Mission succeeds.





# A23 MISSION: RANDOM

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We had a beginning of a clue, and everything went mad. We must find the-the thingy. The thingummy. The thingamajig. Whatever. It's probably somewhere here, in a building or a tent. Or in the hospital! If it's in the hospital, we will have to use the chopper to reach the hospital key, but a flying helicopter makes a hell of a noise. We didn't scout the area and don't really know the best entry point for this operation. What we're looking for, however, is really important! At least the zombies won't see us coming.

With a lot of random features in key aspects of the game, this Mission brings a lot of replay-ability to *Zombicide Season 3: Rue Morgue*.

Material needed: Season 3: Rue Morgue.

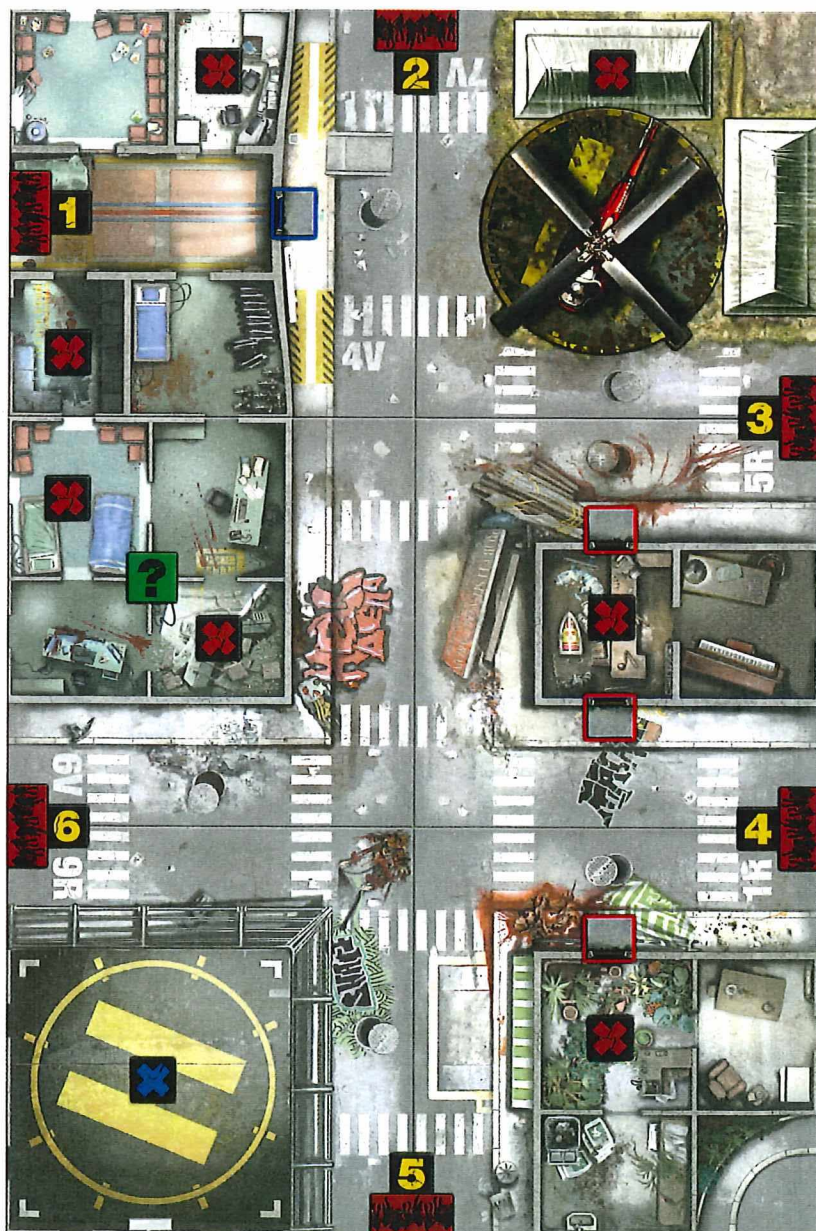
Tiles needed: 1R, 4V, 5R, 6V, 7V & 9R.

## OBJECTIVES

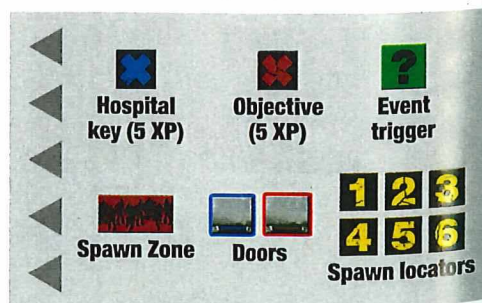
Find the...the thingy. The Mission succeeds as soon the pink Objective is taken. You might have to fly the helicopter to the helipad in order to open the hospital door (the blue one).

## SPECIAL RULES

- Not what we're looking for, but useful anyway. Each Objective gives 5 experience points to the Survivor who takes it.
- Mysterious camp. Set the tents randomly.
- Undefined entry point. There is no Player starting area on the map. Roll a die. The Survivors begin the Mission on the matching Spawn Zone.
- THIS is what we're looking for! Put the pink Objective randomly among the seven red Objectives, face down.
- Quarantine. The blue door cannot be opened until the blue Objective has been taken.



4V	7V
6V	5R
9R	1R





# A24 CLOSING OPERATION

HARD / 6+ SURVIVORS / 150 MINUTES

As usual, this hospital is a zombie paradise. The corpses are completely desiccated, and you can hear the moaning from a mile away. It's like old leather creaking. The noise is slowly driving us mad, so we're going to stop it. The hospital will burn!

Material needed: **Season 3: Rue Morgue**

Tiles needed: 1R, 2V, 3V, 6V, 7V & 8R.

## OBJECTIVES

Arson is a perilous activity, especially in a world without firemen. So here is the plan. Try to follow it carefully.

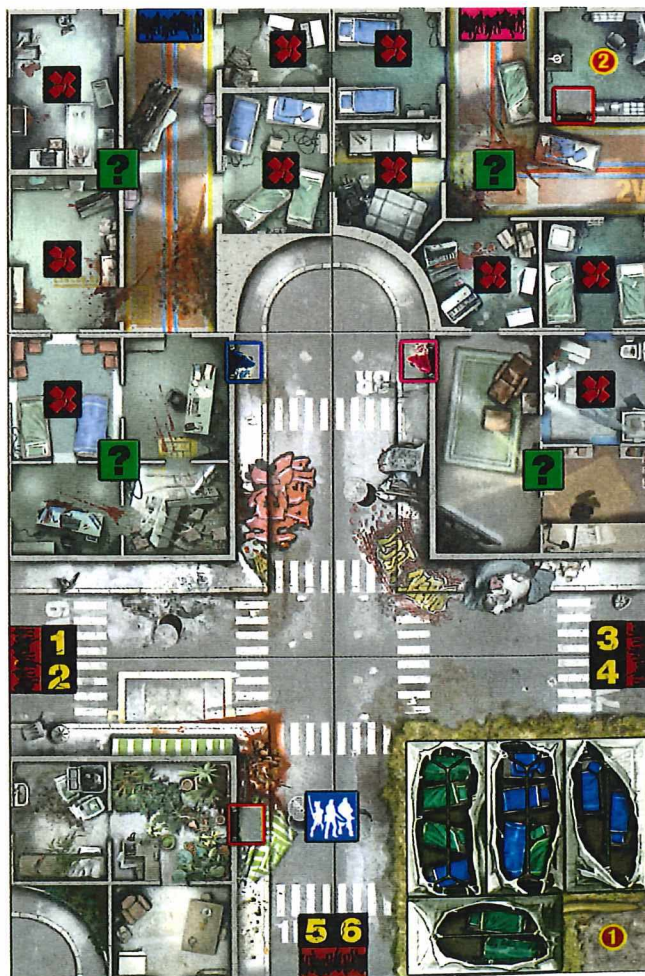
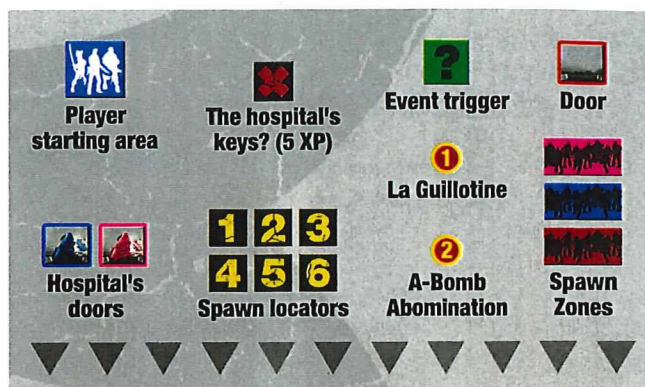
**1 – Find the keys to the hospital's doors and use them.** The places where they could be are marked with a great red "X". Take the Objectives until you find the blue and the pink ones. Use them to lock both hospital doors.

**2 – Fill the hospital.** Kill Zombies until there are no Zombies on the board except in the hospital. Victory! Your team sets the hospital on fire and walks away, enjoying the silence.

## SPECIAL RULES

- **A very special patient.** Before the game starts, set the A-Bomb Abomination in the marked Zone.
- **Who dropped this?** Before the game starts, set La Guillotine in the marked Zone.
- **The hospital keys.** Put the blue and the pink Objectives randomly among the red Objectives, face down.
- **Nothing useless.** Each Objective gives 5 experience points to the Survivor who takes it. They still can be taken after the blue and pink Objectives have been found.
- **Hospital closing.** Once the blue Objective has been taken, any Survivor next to the blue door can spend one Action to open or close it. Once the pink Objective has been taken, any Survivor next to the pink door can spend one Action to open or close it. No Equipment is required. Opening the hospital again doesn't spawn Zombies.
- **Zombies knocking at the door.** When the blue door is closed, the blue Spawn Zone activates. When the pink door is closed, the pink Spawn Zone activates. When Spawning, begin with these Spawn Zones (if they are activated, of course!), and finish with the ones with Spawn locators.

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





# A25 THE TUNNEL PART 1

MEDIUM / 4-8 SURVIVORS / 180 MINUTES

We don't know who dug this tunnel, and that's quite intriguing. We're going down to get answers. Who knows? There might be survivors on the other side. A shelter, friends perhaps... maybe even food!

Material needed: Season 3: Rue Morgue, Angry Neighbors.  
Tiles needed: 1R, 3R, 4R, 6R, 10R & 11V.



11V	10R	4R
1R	6R	3R

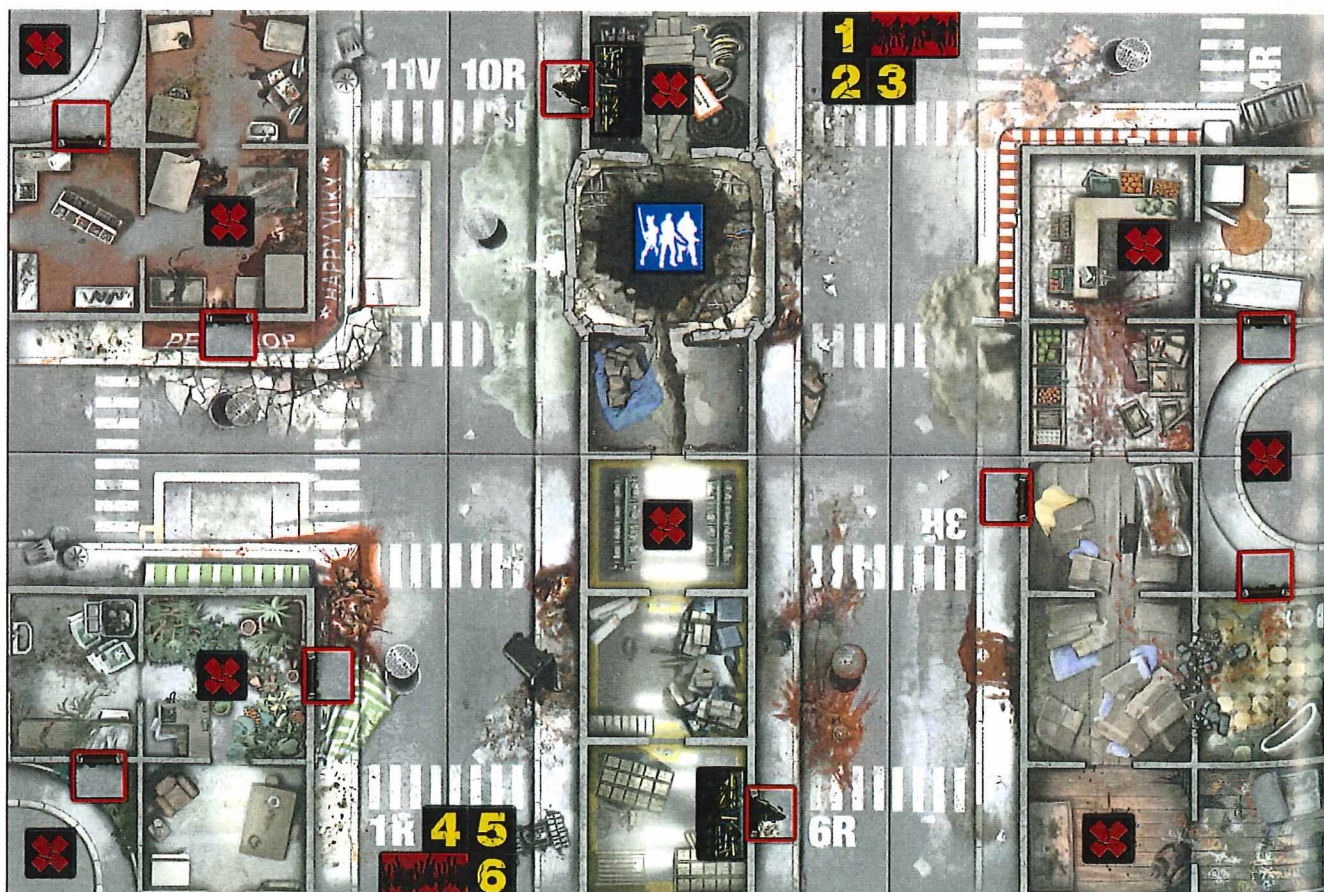
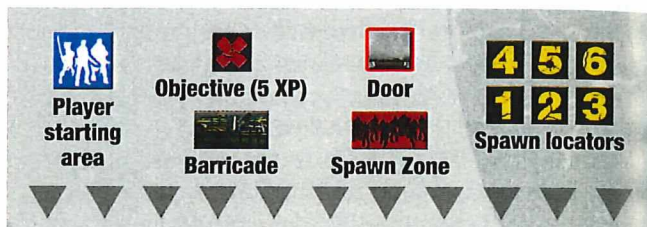
## OBJECTIVES

You just reached the end of the tunnel. Check the other side. **Take all the Objectives.**

Be careful! You definitely don't want to fight zombies in a tunnel. **The Mission fails as soon as a Zombie reaches the Player Starting Area.**

## SPECIAL RULES

- **We could use some help.** Each Survivor begins the game with a Companion (see *Angry Neighbors*) of their player's choice.
- **Hey, look what I found!** Each Objective gives 5 experience points to the Survivor who takes it.
- **This is no heaven.** You'll soon discover why they barricaded the doors. Destroyed barricades can be rebuilt.





# A26 THE TUNNEL PART 2

HARD / 4-8 SURVIVORS / 180 MINUTES

Okay, I admit that exploring the tunnel was a bad idea. Turns out this isn't one tunnel but a whole bunch of underground passages. And...we got lost on our way home. To make matters worse, zombies are close on our heels. I can see some light! Let's get out, wherever we are, and seal this maze forever! I prefer finding my way home in broad daylight.

Material needed: Season 3: Rue Morgue, Angry Neighbors.  
Tiles needed: 2R, 4R, 7R, 8R, 10V & 12V.

## OBJECTIVES

Shut the tunnels! Use Molotov Cocktails on the blue and the pink Spawn Zones to collapse the tunnels (see the Special Rules).

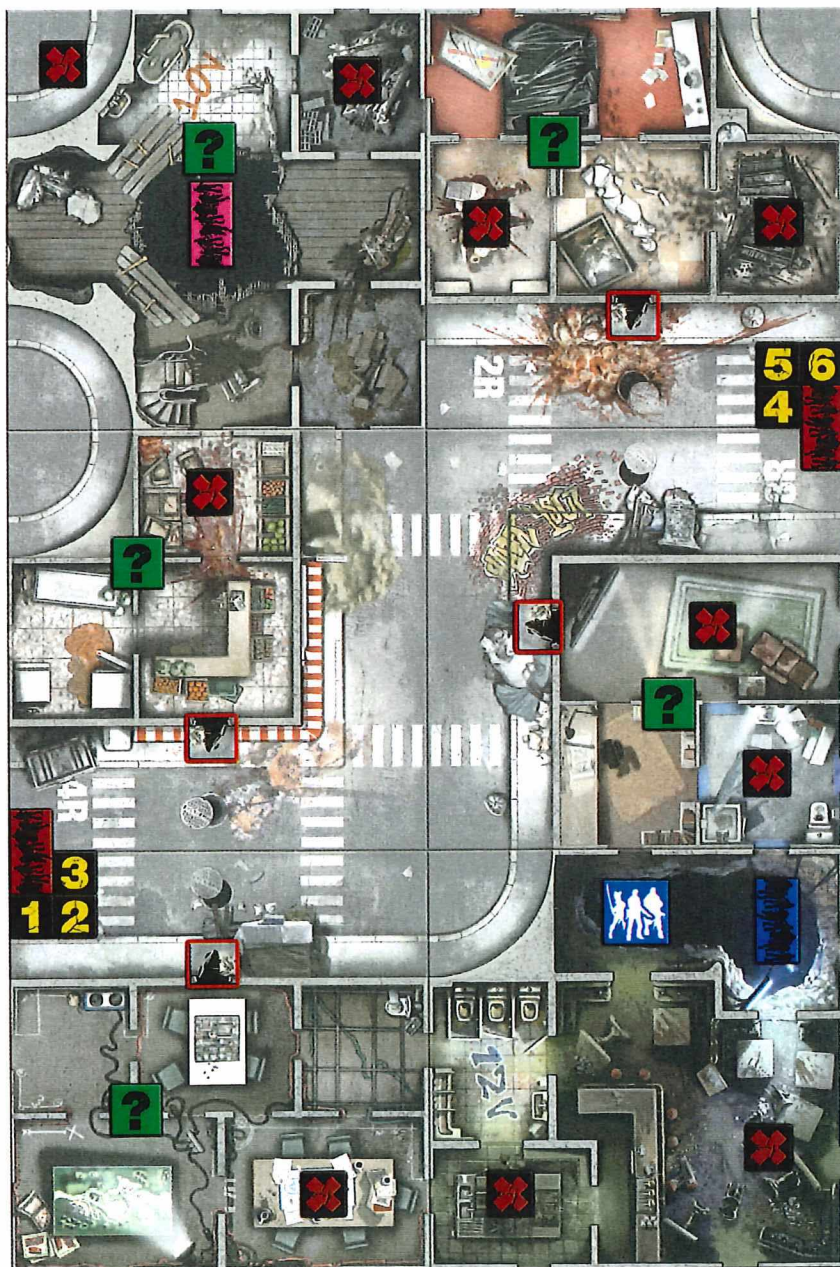
## SPECIAL RULES

- **Crawling out.** Drawing a blue or green bed card allow the Zombies in Hole Zones to immediately resolve 3 Move Actions. They effectively get out of the holes!
- **Oooh shiny!** Each Objective gives 5 experience points to the Survivor who takes it. The Survivor also receives a random pimpweapon.

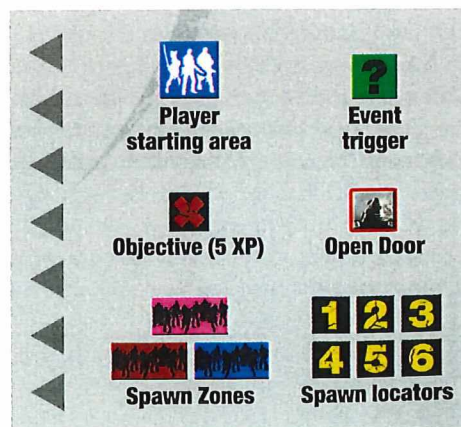
- **Noises in the dark.** The blue and the pink Spawn Zones are active from the start.

- **Thanks, Mr. Molotov!** Put the blue and the green Objectives randomly among the red Objectives, face down. Taking either of these Objectives grants the Survivor a Molotov Cocktail. If no Molotov Cocktail card is available, the Survivor only gets the experience points.

- **Fire in the hole!** Throwing a Molotov on a Hole Zone removes the Spawn Zone as well. The Survivor gets an additional 10 experience points.



10V	2R
4R	8R
7R	12V





# A27 THE RED CAP'S LAIR

MEDIUM / 4+ SURVIVORS / 45 MINUTES

We had an unusual encounter while looking for supplies: Red Cap Ben\*, a moody guy renowned for being a hardcore and paranoid survivalist, came to us asking for help. We're always wary about traps, but we know Ben and saw how much of a pain it is for him to ask for a favor. It was clear on his face it was not a lie.

Ben's shelter was assaulted by zombies, and he left in a hurry after barricading it. Three days has passed and the zombies are still hanging around. He desperately needs "something" he left inside, and can't get access on his own. After a small talk, he even offered to share. What could a guy like him need so desperately?

Perhaps this little raid could earn us the Red Cap's sympathy. That would prove invaluable.

Material needed: **Season 3: Rue Morgue, Angry Neighbors.**

Tiles needed: **1R, 4R, 11V & 12R.**

## OBJECTIVES

**Raid and loot:** Activate all Event triggers and take all Objectives.

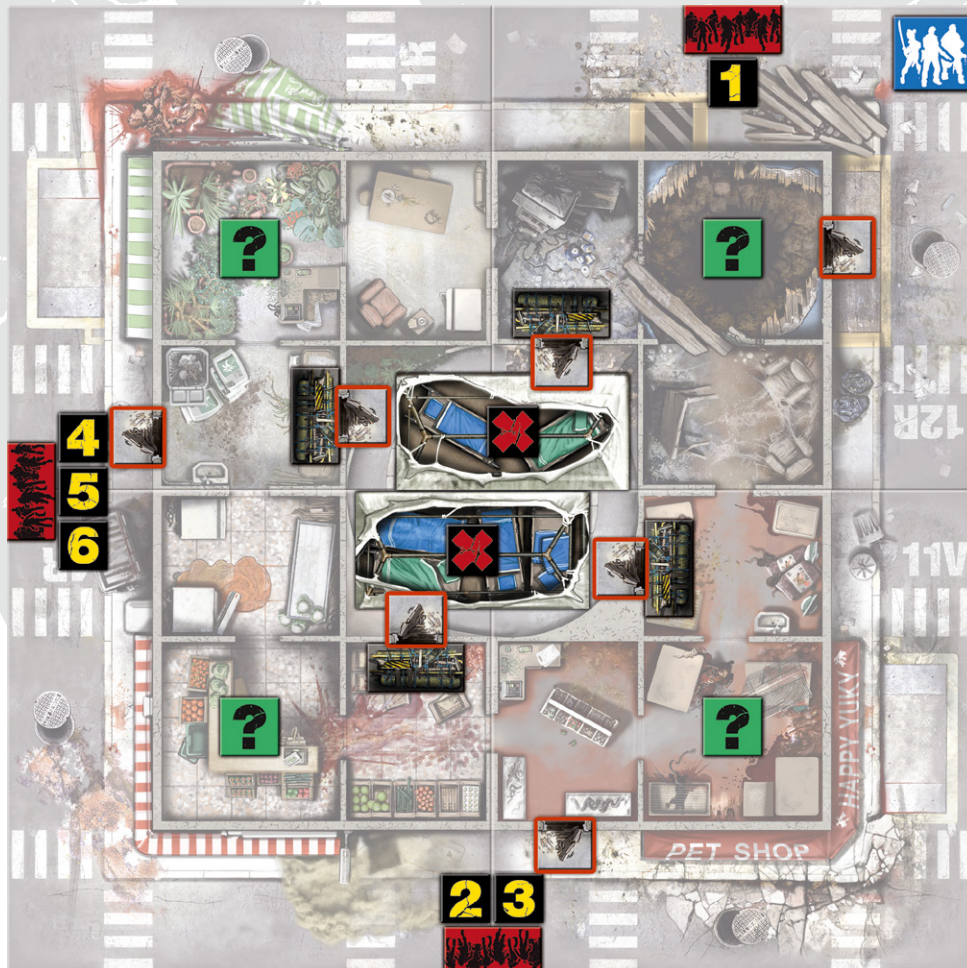
## SPECIAL RULES

- **Looking for...** Each Event token gives 5 experience points to the Survivor who activates it.

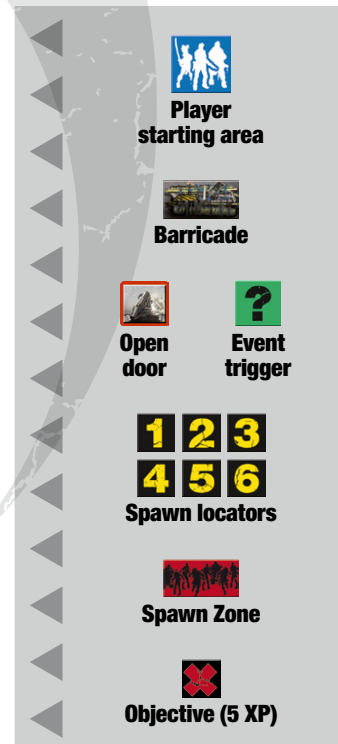
- **...Antiseptics, a dynamo, handmade soap, a water purifier.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Anti-survivor barricades.** Barricades can only be destroyed by Zombies.

- **Infected space.** Tent tokens lap over two tiles. They belong to both for bed spawning.



1R	12R
4R	11V



(\*) Red Cap Ben's miniatures and ID Card can be found in the Special Guest Box: Karl Kopinski.



# A28 THE VAULT OF HELL

HARD / 4+ SURVIVORS / 180 MINUTES

We were exploring an old bank when we discovered an odd door in the vault. It was leading to an underground bunker from the early 60's, and looked in perfect condition. Then we got through the airlock without sending a scout first... Good news: the vault is huge. Like huge. Bad news: we're now in hell. There are zombies everywhere, and the airlock is now locked. On second thought, after all, I'm happy we didn't send a friend alone in this place. And from what I can see, I realize we're not the first explorers to get trapped here in the past few months. These unfortunate souls.

Material needed: Season 2 Prison Outbreak.  
Tiles needed: 11P, 12P, 13P, 14P, 15P & 16P.

## OBJECTIVES

**Escape from Hell.** Reach these objectives in the indicated order to win the Mission.

1- Take at least three Objectives.

2- Turn the rotating security gate and get to the Exit with all starting Survivors. Any Survivor may escape through the Exit Zone at the end of his Activation, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- Set apart one blue and two red Objectives, face down, to form an emergency Switch pile (see "Emergency Switch" below).
- Put the purple, white and yellow Objectives randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it.
- Draw a Zombie card and spawn the corresponding Zombies on each room of tile 16P (starting tile).

• **Hellbound.** When a Survivor ends a Move Action on a tile where no other Survivor stands, draw a Zombie card for each room of the tile, and spawn the corresponding Zombies.

• **Bank security.** Switches can't be activated until the corresponding Objective has been found.

• **Deeper underground.** The purple, white, and yellow Spawn Zones aren't active from the beginning. Each Spawn Zone gets active as soon as the corresponding Switch is used for the first time.



16P	12P
13P	15P
14P	11P

- **Emergency Switch.** Each time a Switch is activated, randomly draw an Objective from the emergency Switch pile.
  - Red: nothing happens. The Objective token is removed from the pile.
  - Blue: turn the Rotating Security Door a quarter turn to the left or right (you choose).



# A29 A GAME CALLED SURVIVAL

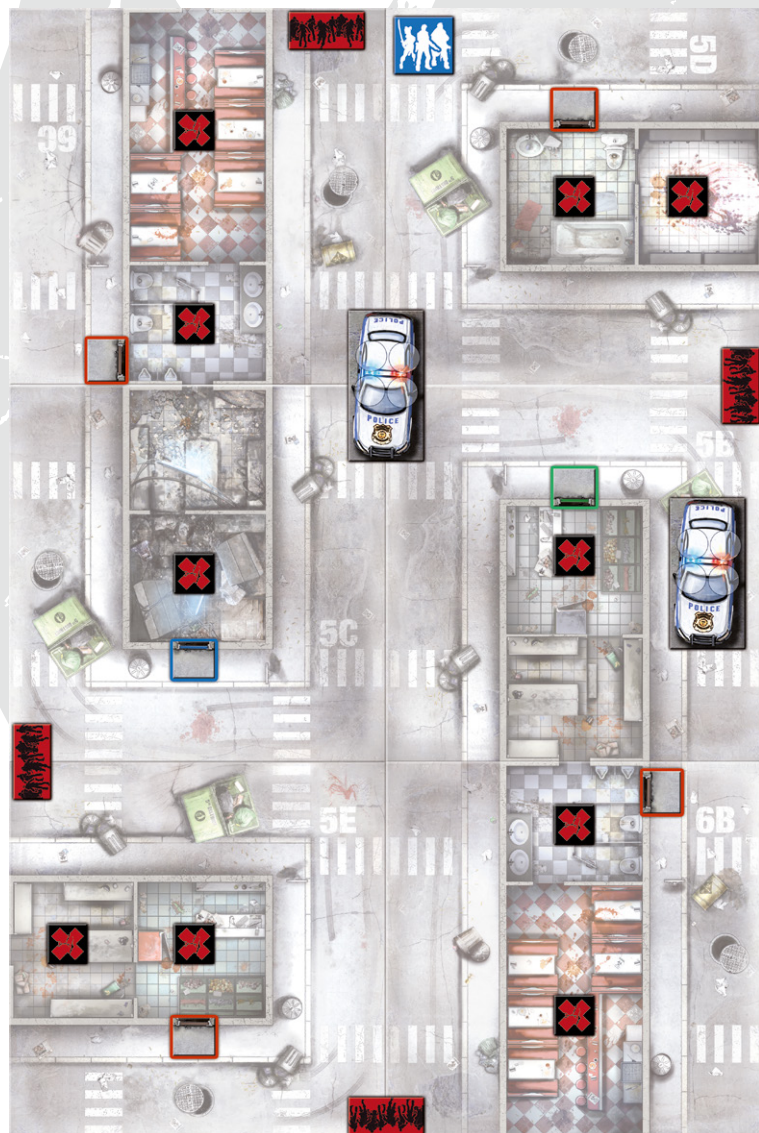
HARD / 4+ SURVIVORS / 60 MINUTES

We worked hard to fill a couple cars' tanks, and are travelling to our next destination. We're making a halt in one of these small towns sprouting along the highway, to plunder the stuff we will need in our next shelter. More often than not, these pit stops are still filled with goodies. We must keep an eye on the former inhabitants, though. They surely offered little to no resistance, and were mass-turned into zombies fairly quickly.

Don't think too much about what happened here and what you're doing. We're not here to stay, anyway.

Material needed: Season 1.

Tiles needed: 5B, 5C, 5D, 5E, 6B & 6C.



## OBJECTIVES

**Harvest like it is zombie apocalypse.** As soon as the first Game Round begins, your team has 60 minutes to take all Objectives.

## SPECIAL RULES

- **Follow your instinct.** Each Objective gives 5 experience points to the Survivor who takes it. Keep it on the Survivor's ID Card. It doesn't take a space in the Inventory. The token can be discarded whenever Zombies receives an extra Activation: the Survivor may immediately use the Zombie Link Skill (one use per discarded Objective token, several tokens can be discarded in a row).

- **Locked doors.** Put the blue and green Objectives randomly among the red Objectives, face down. Once the blue Objective has been taken, the blue door can be opened. Once the green Objective has been taken, the green door can be opened.

- **Police cars.** Police cars can be Searched more than once. Draw Equipment cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Low budget police cars.** Each police car can be used once to attack Zombies. It stops in the first Zone it attacks: the attack is performed as usual, then the car is broken. It can't be driven or Searched anymore. You can turn it to its Pimpmobile side to remember it's broken.

6C	5D
5C	5B
5E	6B





# A30 ZOMBIE BURGER

MEDIUM / 6+ SURVIVORS / 180 MINUTES

Before the zombies, Fat Joe Burger was a famous place where you could eat amazing burgers with a unique taste. Fat Joe had a "special ingredient" in his secret recipe, you see.

Well, it seems that this special ingredient has some unpleasant effects on zombies. First, it attracts them. Second, it gives them an otherworldly stink. You can smell them blocks away whenever the wind blows in the wrong direction. And finally, after eating enough of this special ingredient, some zombies mutate beyond recognition and become deadly toxic. All this means that Fat Joe Burger and the vicinity require a zombicide. We will destroy all stocks of the special ingredient that we can find!

Material needed: **Zombicide Season 1**. (Optional: **Toxic City Mall**.)

Tiles needed: 1B, 2B, 5B, 5D, 6C & 7B.

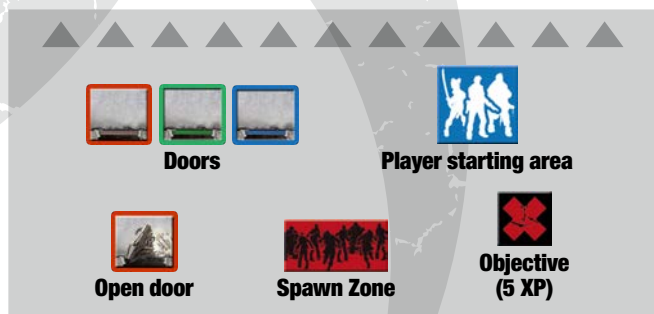
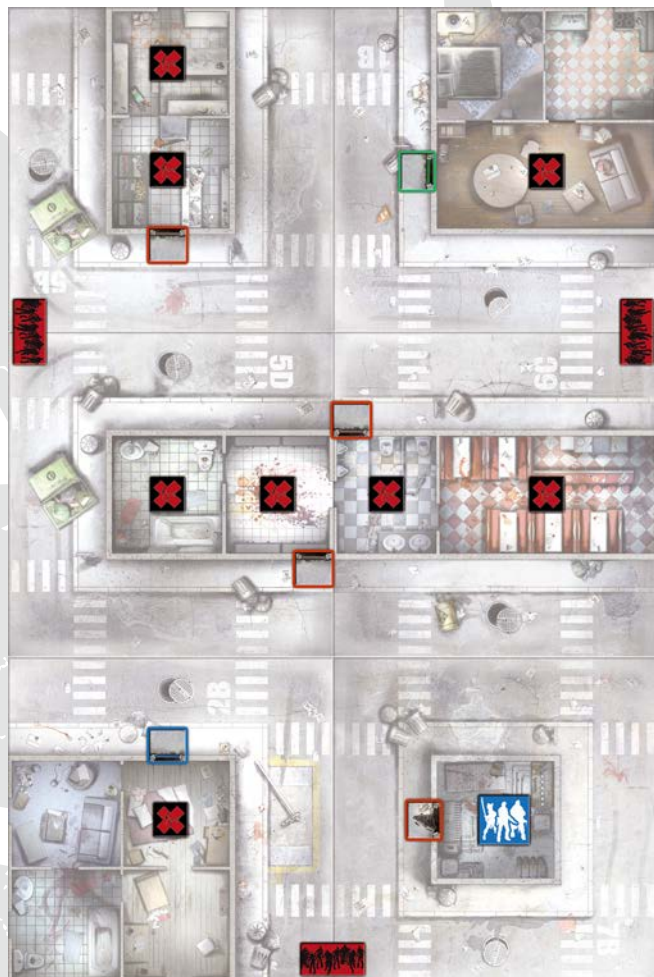
5B	1B
5D	6C
2B	7B

## OBJECTIVES

Find any stock of Fat Joe's special ingredient. Take all the Objectives.

## SPECIAL RULES

- **Setup: Fat Joe's keys and special ingredients stocks.**
  - Put two red Objectives on tiles 1B and 2B.
  - Shuffle all remaining red Objectives with the blue and the green ones. Randomly put six of them on tiles 5B, 5C, and 6C. Collect the remaining Objectives tokens in a special "Fat Joe" pile face down and near the board. Each Objective gives 5 experience points to the Survivor who takes it.
  - *Optional: If you use Toxic City Mall, place all Toxic Zombie cards in a separate pile.*
- **Empty metro station.** Nothing to loot there. The starting Zone can't be Searched.



- **Where is Fat Joe?** Eliminating a Fatty grants the Survivor one of the remaining Objectives from the Fat Joe pile (and gives an additional 5 XP).
- **Fat Joe's keys.** The blue door can't be opened until the blue Objective has been taken. The green door can't be opened until the green Objective has been taken.
- **Optional: Zombie Burger.** Use this rule if you play with *Toxic City Mall*. Taking a double-sided red Objective (either by taking it or getting it with the Fat Joe pile) means your team found a stock of Fat Joe's special ingredient. During the next Spawn Step, draw Zombie cards from the Toxic Zombie pile instead of the classic one. Taking multiple red Objectives during the same Game Turn has no additional effect.



# A31 JUST A NIGHTMARE

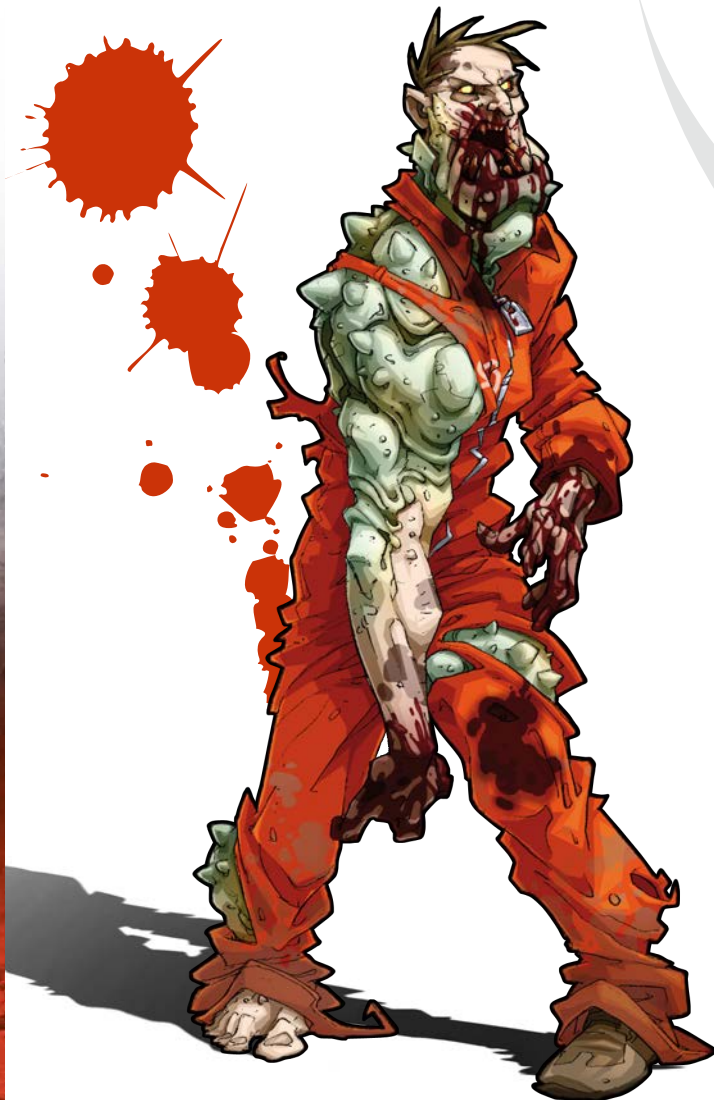
**HARD / 6 SURVIVORS / 150 MINUTES**

Night after night, I wake up from this horrible nightmare. I'm in a prison. All the doors are wide open. Zombies are coming from everywhere. I can't see an exit. No escape. I don't need to explain how it ends, right?

Last night, I woke up with an idea. I'm a survivor. I zombicide. I don't escape the zombie invasion. I face it-and it's fun! This is a zombie nightmare, so I don't have to fear it. I will go to bed, face it, and it will be fun!

Material needed: Season 2: Prison Outbreak. (Optional: Zombicide Season 1, Season 3: Rue Morgue, Angry Neighbors, Toxic City Mall.)

Tiles needed: 8P, 11P, 12P, 13P, 14P & 15P.



## OBJECTIVES

You aren't trapped with a bunch of Zombies. *They* are trapped with *you*! Complete these objectives in the indicated order to win the game.

**1 – Reach the Orange Danger Level with all Survivors.** Zombicide time!

**2 – Find the exit.** Take the Objectives until you find the Yellow one. Replace it with the Exit token.

**3 – Get out of this nightmare.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his Turn, as long as there are no Zombies in it.



## SPECIAL RULES

### • Setup: A prison for your soul.

- Place one yellow and three red Objectives randomly, face down. These Objectives can't be taken until all Survivors have reached the Orange Danger Level. Each Objective gives 5 experience points to the Survivor who takes it.
- Spawn Zombies in the building Zones of the starting tile (14P).

### • From the black depths of your imagination.

- Each Game Round, before the First Player begins, spawn Zombies in every building Zone on the starting tile (14P).
- Each time a Survivor enters a tile without another Survivor on it, Spawn Zombies in every building Zone on the tile.

• **I see rotten people!** The purple and the white Spawn Zones are inactive from the beginning. Flip the corresponding token to its active red side whenever a Zombie enters its Zone.



• **Switches of triumphant will.**

- Activate the purple Switch to flip the purple Spawn Zone token to its inactive purple side.
- Activate the white Switch to flip the white Spawn Zone token to its inactive white side.

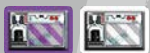
Activating a Switch gives 5 experience points to the Survivor who activates it. A Switch cannot be activated if the corresponding colored token already shows its colored side.

- **Optional: shifting memories.** If you use *Season 3: Rue Morgue*, *Angry Neighbors* and/or *Toxic City Mall*, place the corresponding Equipment cards and Zombie cards in separate piles. Start the game using the *Prison Outbreak* cards. Each time a Survivor reaches a new Danger Level, draw a card from each Zombie pile, shuffle them, and draw one at random. Until a Survivor reaches a new Danger Level, draw from the Equipment and Zombie piles of the corresponding box.

12P	13P
8P	14P
11P	15P



Spawn Zones



Switches (5XP)



Player starting area



Open door



Exit? (5 XP)





# A32 GO TO BED

**HARD / 6 SURVIVORS / 150 MINUTES**

In the old world, getting a bed was quite easy as long as you had the money. Money is not an issue anymore, but finding an appropriate bed is harder nonetheless. I don't mean just any rotten, vermin-filled mattress. The best models around, and the most resilient to zombies, are the army folding beds. These are all over the refugee camps the government set up before it became futile to host anybody. The only drawback is finding someone inside: dying in your bed is no longer the best option, especially for the poor souls who might dispose of your decaying body days or weeks after you're gone!

Material needed: **Season 3: Rue Morgue**. (Optional: **Zombicide: Season 1, Season 2: Prison Outbreak, Angry Neighbors, Toxic City Mall**.)

Tiles needed: **1R, 6V, 7V & 9V**.

1R	6V
9V	7V

## OBJECTIVES

**Find as many beds as needed for your party and escape with them.** Here is the plan.

**1 – Explore the tents until you find enough beds.** See “Finding a bed” under the Special Rules. This objective is fulfilled once your team has a bed for each Survivor.

**2 – Good night my darlings!** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his Turn, as long as there are no Zombies in it.



## SPECIAL RULES

### • Setting the scene:

- Set the tents at random.
- Set aside each Equipment pile from the Zombicide core boxes and any expansions you chose to use.
- Set aside one blue, one pink, and as many red Objective tokens as you have starting Survivors. Place all of these randomly, face down, into a Bed pile.

### • Finding a bed. Draw an Objective from the Bed pile each time a Survivor reveals a tent card.

- Red: The Survivor earns the usual 5 XP and finds an army bed. The Objective is kept in the Inventory, occupying a slot. It can be traded. If it is destroyed or lost, the Mission fails.
- Blue or pink: The Survivor earns 5 XP. Spawn a Crawler in all beds on all revealed tent cards that match the color of the bed(s) on the tent card that the Survivor has just revealed.

### • Complications. Whenever a “6” is rolled during the Spawn Step, Spawn a Zombie Crawler on each bed.

### • Optional: “sectorize” equipment distribution. If you use Season 2: Prison Outbreak, Angry Neighbors and/or Toxic City Mall, the Equipment deck from which you draw changes according to the tile the Survivor Searches:

- 1R: Season 3: Rue Morgue
- 6V: Season 2: Prison Outbreak
- 7V: Angry Neighbors
- 9V: Toxic City Mall

You can draw from either deck for the tent standing on both the 7V and 9V tiles.

You may replace any missing Equipment pile with Season 3: Rue Morgue’s Equipment pile.





The background of the entire page is a detailed comic book illustration in a dark, gritty style. It depicts a chaotic battle scene between survivors and zombies. In the upper half, several survivors are shown: a woman with long dark hair and a determined expression, a man in a hoodie, and another man with a beard. They are surrounded by various types of zombies, including standard shamblers, more aggressive mutants, and a large, multi-limbed monster on the left. The title 'ZOMBICIDE' is prominently displayed in the center, rendered in a bold, red, distressed font with a jagged, starburst-like outline. The lower half of the image shows more intense combat, with a large zombie being crushed by a survivor's weapon, and other survivors fighting off hordes of undead. The overall tone is one of intense action and horror.

# ZOMBICIDE

C - MISSIONS



# C1 APARTMENT ASSAULT

A mission by Billy Hayes

Your survivors are getting low on supplies and looking to stay alive. Wanda and Amy mentioned checking out an apartment they both lived in. The problem is that it's the largest apartment in the city. However, the risk is worth the reward. Josh and Ned think the place could be loaded with supplies. Phil and Doug believe it's crowded with zombies. Wanda remembers leaving the key to the apartment in the kitchen at her job across the street and Amy has a key to the delivery door at the back of the building.

You will need the following tiles for this scenario: **1C, 4B, 1B, 2C, 4C, 2B, 5E, 7B & 5D.**

## OBJECTIVES

Follow the plan to organize a nice party in this huge apartment:

**Retrieve the apartment key from the diner across the street.** It's marked on the map with a blue "X". Take the blue Objective token.

**Retrieve Amy's supplies and delivery door key from her apartment.** This time, it's marked on the map with a green "X". Take the green Objective token.

**Find appetizers.** Two red "X"s have been set where you can find some. Take the red Objective tokens.

**Dinner time.** Let's have a fine dinner, never mind the zombies! Collect at least one supply card per Survivor still in game. The supply cards can be either Canned Food, Rice or Water cards. You win as soon as you have at least one supply card per Survivor still in game.



HARD  
6+ SURVIVORS  
120 MINUTES

ZOMBICIDE - MISSIONS

C1



## SPECIAL RULES

**Party approaching!** Each of the four Objective tokens gives 5 experience points to the Survivor who takes it.

**Blue front door.** The blue door cannot be opened until the blue Objective has been taken. Taking the blue Objective gives 5 experience points to the Survivor who takes it.

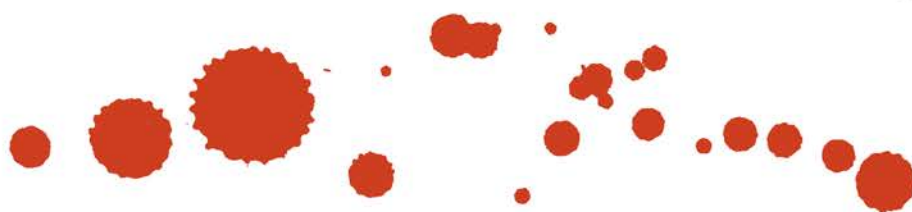
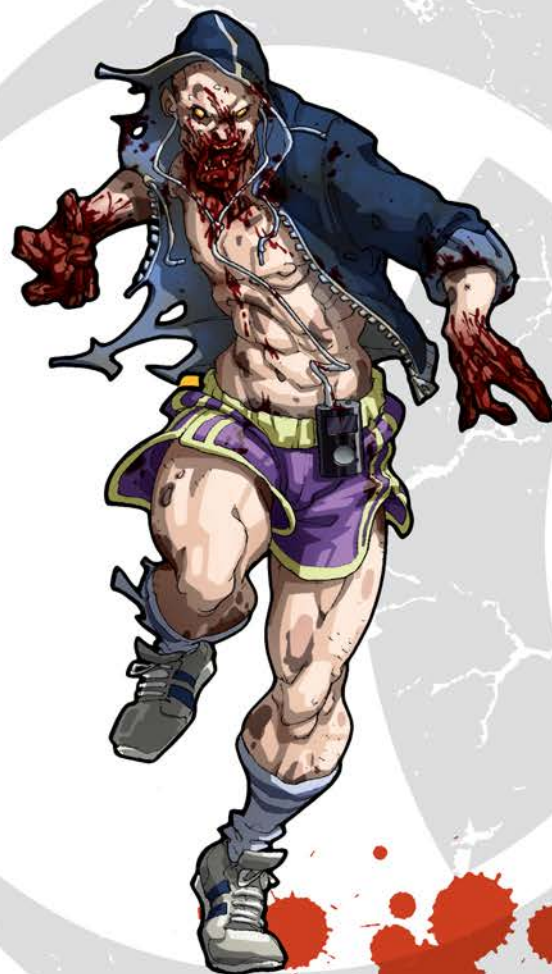
**Green rear door.** The green door cannot be opened until the green Objective has been taken. Taking the green Objective gives 5 experience points to the Survivor who takes it.













**I haven't seen a working car in months!** The cars can be driven.

**Police came and abandoned a police car.** It's a good thing, since these cars contain lots of guns! You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.

**This is a pimpmobile.** It's NOT Amy's car, it's NOT Wanda's car. Is this clear enough? You can Search a pimpmobile only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

**Oops! I forgot about the alarm!** When you retrieve Wanda's key an alarm wails. The alarm echoes out the front of the building and into the subway station across the street. In return, moans and shuffling are heard coming up from deep below. When the blue Objective is taken the blue Zombie Spawn Zone is activated for the rest of the game.



					
Player starting area	Blue Spawn Zone	Zombie Spawn Zone	5 XP. Red objectives	5 XP. Green objective	5 XP. Blue objective
					
	Police Car you can drive	Pimpmobile you can drive	Locked door	Opened door	Green door
					Blue door

HARD  
6+ SURVIVORS  
120 MINUTES

Ci

ZOMBICIDE - MISSIONS



# C2 UNDER SIEGE

A mission by Stanislas Gayot

We managed to escape the zombies, but they were still after us, so we headed for the wealthy neighbourhoods uptown. The rich folk were the first to flee, thanks to their resources. I lead the survivors to the house of a successful dentist where I'd been once or twice. I could laugh remembering how, coming here, I was afraid... of pain! I was right: the place seems empty. We quickly set up camp, but it doesn't seem like we'll have much time to settle in. Zombies are coming. We can all hear them.

We must first defeat them before we can rest, one way or another. Short rest if we succeed, eternal rest if we fail.

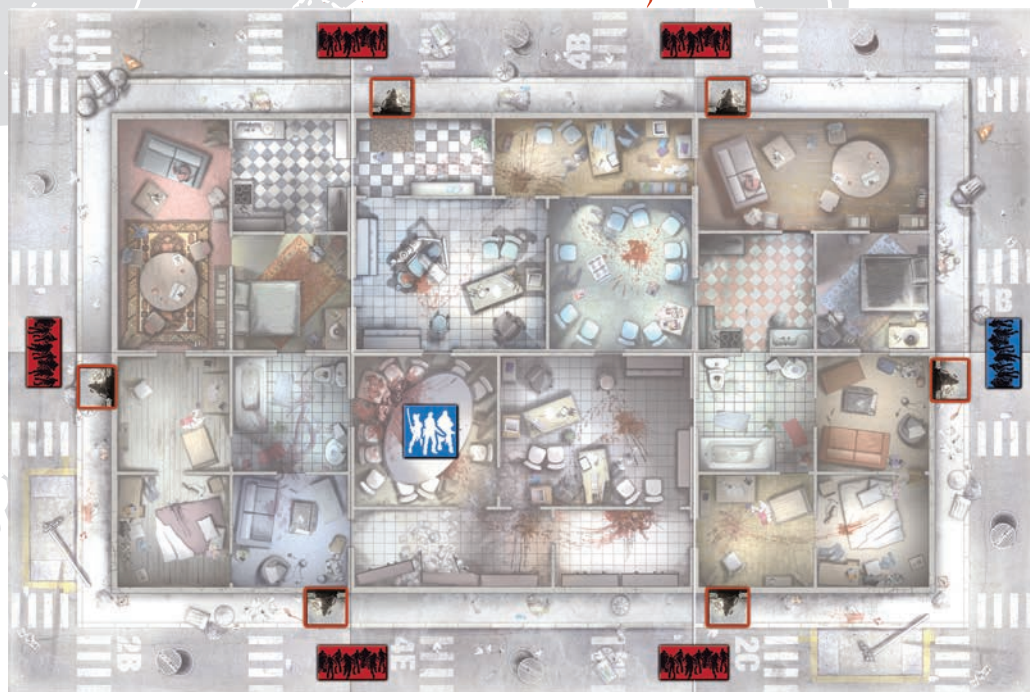
You will need the following tiles for this Mission: **1C, 4B, 1B, 2B, 4E & 2C.**

## OBJECTIVES

The map must be cleaned of all Zombies. Don't reshuffle the Zombie deck after the last Zombie card is drawn.

## SPECIAL RULES

- **That's where we come from.** You can play this Mission after having successfully completed "02 Y-Zone", from the Zombicide core game. In this case, all Survivors begin "Under Siege" with the Equipment cards and experience points they had at the end of Y-Zone (Survivors who didn't survive Y-Zone begin without equipment cards or experience point). The Survivor that was the first to reach the Exit Zone in Y-Zone also receives five more experience points.
- **We came from nowhere.** If Under Siege is played as a standalone Mission, all Survivors begin with seven experience points, at the Yellow Danger Level.
- **There is an end to this fight!** Don't shuffle the Zombie cards when you reach the end of the deck. Once the last card is drawn, the Zombie Spawn phase is ignored, but the game still goes on until there are no more Zombies in the game... Or no more Survivors.
- **Less people means less noise.** If you play with four Survivors or less, don't use the spawn cards #37, #38, #39 and #40. Set these cards apart before beginning the game.
- **More people means more Zombies.** If you play with six Survivors, use the Blue Spawn Zone in addition to the Red ones.



MEDIUM  
4+ SURVIVORS  
120 MINUTES



# C3 CAR WASH

A mission by Christophe Muller De Schongor

We were having so much fun looting the FBI office!! Josh was trying to short-circuit an electronic safe. It did open, along with all the cells on the floor below... We have no choice but to take another exit, the one from the underground parking lot. This will be fun too!

You will need the following tiles for this scenario: **5F, 5C, 2B & 2C.**

## OBJECTIVES

Here is the plan to escape the FBI office building:

- **Get the FBI master key.** Take the red Objective token on tile 2B. Once taken, treat the Objective token as an Equipment card.
- **Escape.** All Survivors, including the one with the FBI master key in one hand (occupying a "card in hand" inventory slot) must reach the Exit Zone. The Zone must contain no Zombies.

## SPECIAL RULES

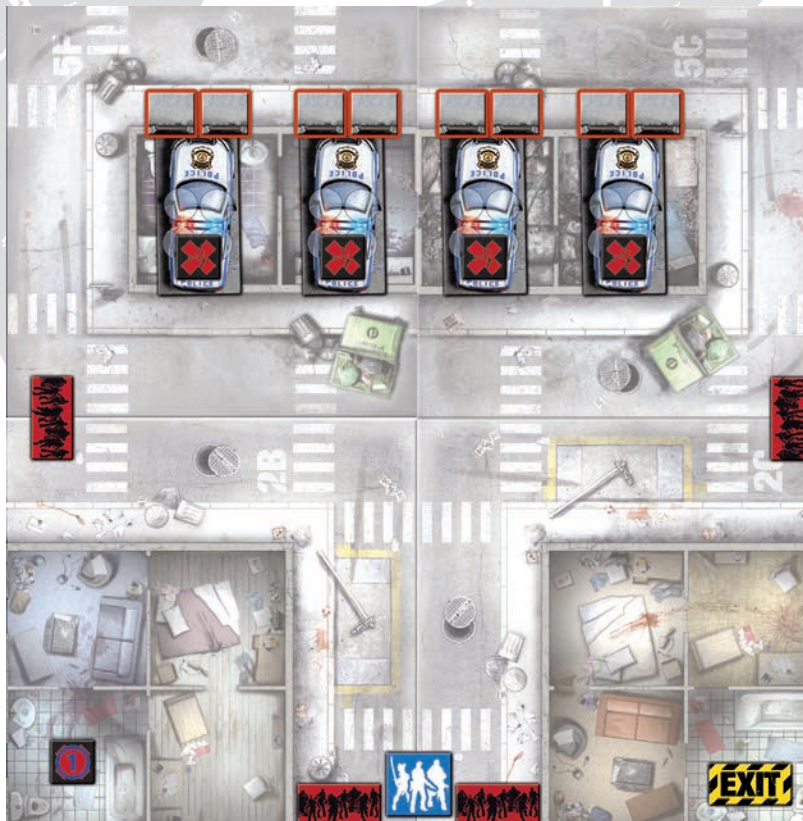
- **Satisfaction of accomplishment.** Each of the five Objective tokens gives 5 experience points to the Survivor who takes it.

- **Does this car work?** The cars **may** be driven. Put two red Objective tokens, one blue Objective token and one green Objective token, face down, randomly, on each police car. From inside the police car, the Survivor must spend one Action to try to start the car: flip the Objective token. If red, the car cannot be driven. If green or blue, the car can be driven as usual.

- **Out of the FBI car parking.** A police car can only leave its parking garage if both doors are open.

- **In the FBI building, there are only police cars.** It's a good thing, since these cars contain lots of guns! You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **There's your door!** To reach the underground rooms, crash a car through a wall. This Action counts as a two-Zones drive. Once crashed:
  - Spawn Zombies in the building as usual.
  - Perform the car attack as usual in the room you crashed into, excluding the people in the car.
  - Put the car token halfway in the street Zone it comes from, halfway in the room it crashed into. It is out of commission. From now on it counts **only** as an open door.



ZOMBICIDE - MISSIONS

MEDIUM  
6+ SURVIVORS  
90 MINUTES

C3



# C4 SAVE THE CHEERLEADER

A mission by Regis Lutter

*While your team goes to a hospital to scavenge for supplies, you hear screams and cries for help in a nearby building, coming from the second floor! You won't miss the opportunity to save a life, right?*

You will need the following tiles for this Mission: **2B, 4E, 2C & 4C / 1B, 4B, 1C & 4D.**

Save The Cheerleader has two game boards of four tiles each. No player can start the game with Wanda.

## OBJECTIVES

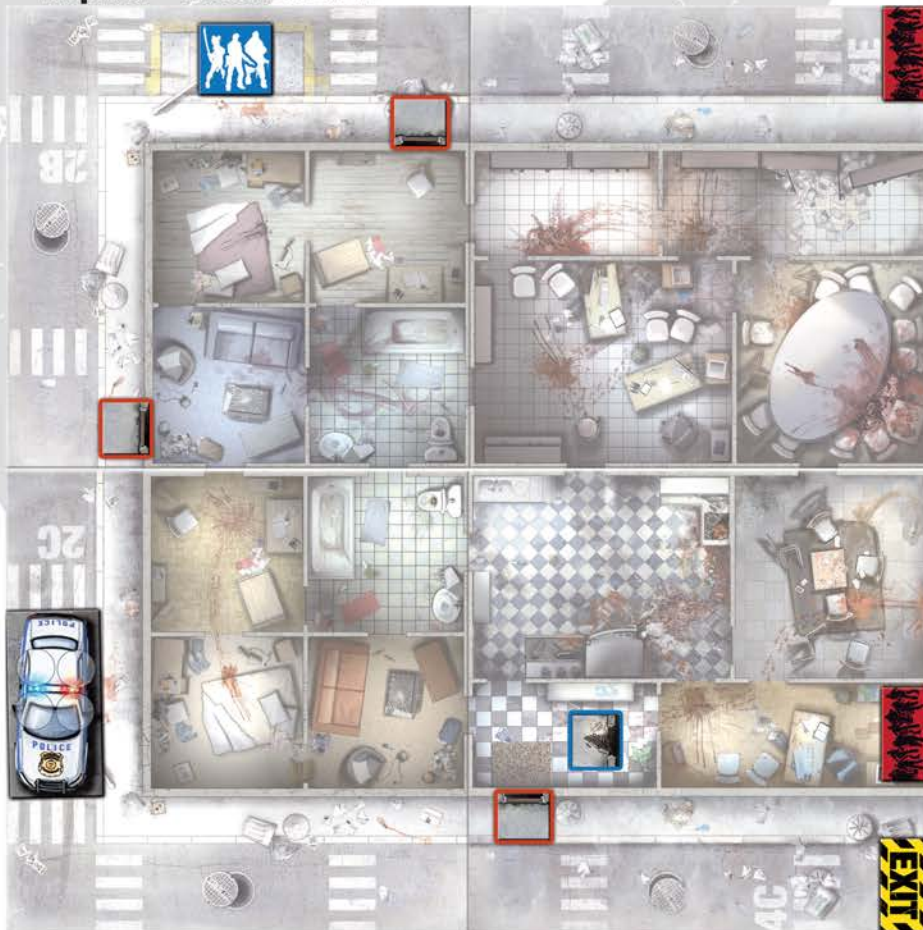
Let's do this in the right order:

- **Find the girl.** The places where she can be hidden are marked on the map with a red "X". Take the red Objective tokens until you find the blue one.
- **Save Wanda.** Once you save her, reach the Exit Zone with Wanda and at least one other Survivor.

## SPECIAL RULES

- **Wanda already has some equipment.** Put aside a Flashlight and a Pan cards from the Equipment deck.
- **Two floors building.** Each map depicts a floor of the building.
  - Map #01 is the ground floor. You can access the second floor from the room containing the open blue door (this represents a stairway and cannot be closed). By spending a Move Action there, the Survivor moves to the room with the green open door in Map #02.
  - Map #02 is the second floor. You can go back to the ground floor by using the green open door, and come in the room with the blue open door, using the rules stated above.
- **Zombies from the second floor don't mind you if you don't bother them.** When you open the first door of the building, reveal only the Zombies for the ground floor, not for the second floor. When you reach the second floor for the first time, reveal the Zombies for this floor's rooms, including the one in which the green door is. Once revealed, the Zombies can use the stairs to travel between floors. There is no line of sight between floors, and using the stairs count as a one-Zone movement.

Map #01 - GROUND FLOOR



ZOMBICIDE - MISSIONS

MEDIUM  
4-5 SURVIVORS  
120 MINUTES

C4



- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Hi, my name's Wanda!** Put the blue Objective token randomly among the red Objective tokens, face down. When this token is taken:

The Survivors who takes it gains five experience points. Wanda appears in the room where the token was taken and is controlled by the player with the fewer Survivors. In case of a tie, the player who takes the blue Objective token chooses which player gets Wanda. Wanda begins with a Flashlight, a Pan and 0 experience points.

- **Zombies want the girl!** Double red-sided Objective tokens stand for a horde of zombies attracted by Wanda's cries! Draw and resolve two Zombie cards in the room where the Objective was taken. The Survivor who revealed the Objective token receives only 1 experience point.

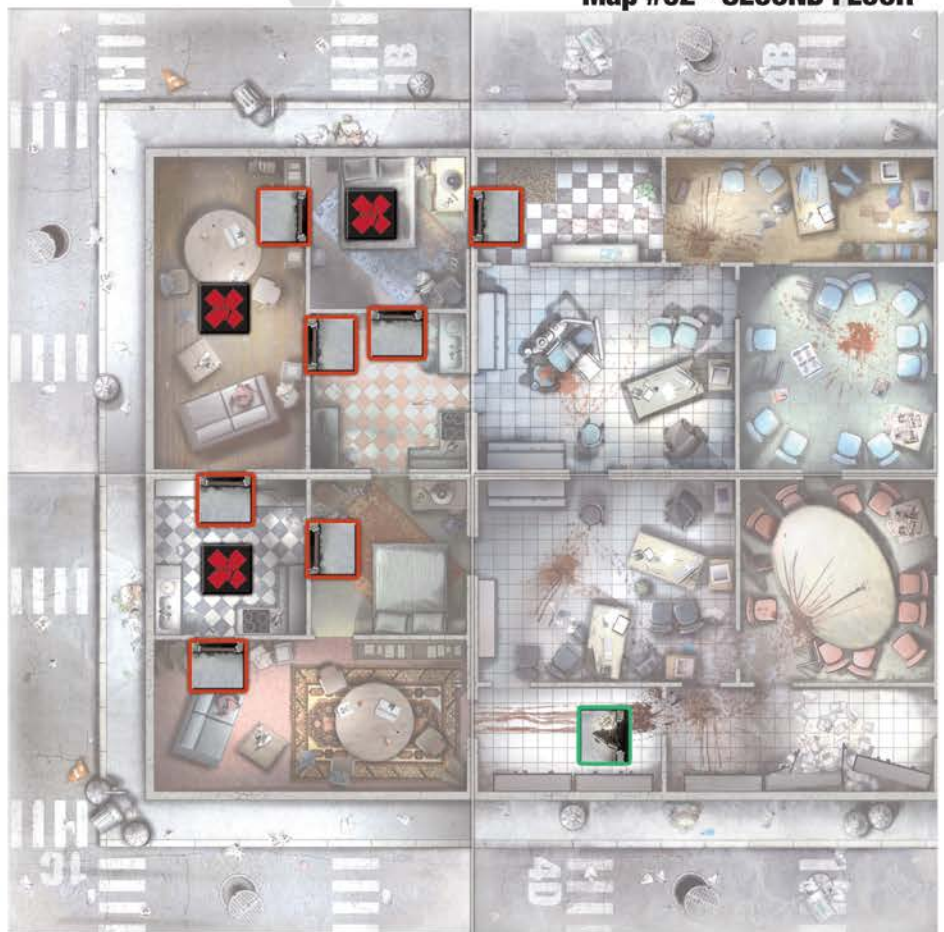
- **Why policemen are never there when we need them?** At least, they left a police car, probably full of guns. You can Search the police car more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **You can't drive the police car.**

- **Zombicide Vet'?** You may increase the difficulty by starting the game with 7 points of experience for each Survivor.



Map #02 - SECOND FLOOR



MEDIUM  
4-5 SURVIVORS  
120 MINUTES

C4

ZOMBICIDE - MISSIONS



# C5 RESCUING SAMANTHA

A mission by Marc Declais

Night falls on Los Vegas, a small dormitory town. Dull and gloomy streets are filled with unhealthy moisture. Samantha slams the door of the little technical room, gasping. She holds her right arm with a sweaty hand. She did not see what it was but that thing fell on her without warning. She inspects her bloody arm. The disgusting wound looks like a bite. Her own sweat begins to irritate the injury. She rips a sleeve of her blouse and ties it unsparingly around the wound. Her cell phone rings from the bottom of her handbag.

- Wanda? Is that you? Wanda, my God, I am so afraid!  
- Where are you, Sam?  
- In a technical room, at the corner of 5th and 7th.  
- Are you hurt? You sound out of breath...  
- Yes, I was bitten but I do not know what it was ... I'm afraid, Wanda.  
- Do not move, darling, lock the door and don't open to anyone, we are coming for you.  
- Be careful, there are strange creatures outside.

You will need the following tiles for this Mission: **1B, 6C, 5B, 5D, 1C, 5C, 5E & 7B.**

## OBJECTIVES

Save Samantha! But don't be stupid, you'll need lots of things if you hope to survive the zombie invasion. Let's follow this plan:

- **Gather useful stuff.** You know what to do in case of zombie invasion. Gather food, weapons, radio, and so on. Places where you can find them have been marked on the map with a red "X". Take all red Objective tokens.
- **Find a first aid kit.** Samantha is badly wounded, she'll need it. There is a green "X" where the medical office stands. Take the green Objective token.
- **Samantha passed out and won't be able to open the technical room door.** You will need a lockpick. Find it in the locksmith office. It's marked with a blue "X" on the map. Take the blue Objective token.
- **Reach the Exit Zone with Samantha and at least one Survivor before Samantha turns into a zombie.**



ZOMBICIDE - MISSIONS

MEDIUM  
4+ SURVIVORS  
120 MINUTES

C5



## SPECIAL RULES

- **Satisfaction of accomplishment.** Each Objective token gives 5 experience points to the Survivor who takes it.

- **Samantha!** Samantha is in the 7B tile building, as marked on the map. Use a female Zombie with a mark on its base to represent the wounded girl. Don't spawn Zombies when the door of this building is opened.

- **Samantha needs medical care.** The green Objective token represents a first aid kit and the key to the green door. Once it has been taken, treat this Objective token as an Equipment card. If it's lost, the game is over.

- **The locksmith office is closed.** You will need something to open the technical room door: Samantha has passed out. Fortunately, everybody knows that the locksmith spent his evenings playing cards with the medic. You will probably find his key with the first aid kit. When the green Objective token is taken, the green door can be opened.

- **The locksmith office is also watched by the police.** Criminals would enjoy all the tools in this workshop, so there is an alarm that sounds directly in the nearest precinct. Unfortunately, all the cops (except Phil, of course!) are now zombies... When the blue Objective token is taken, the blue Spawn Zone activates.

- **Hope you like music...** The pimpmobile radio is playing and someone has damaged it beyond repair. The three Noise tokens are permanently set and can't be removed. The car is also too damaged and cannot be driven.

- **At least, a pimpmobile is a pimpmobile.** You can Search the pimpmobile only once per game. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

- **Samantha is really badly wounded.** The first Survivor to enter the Zone where Samantha stands must have the first aid kit (the green Objective token) in his inventory. Once Samantha has been discovered, she will stay with the Survivor who discovered her. Every time the Survivor takes a Move Action, he must spend an extra Move Action to lift Samantha and carry her along (she benefits from any movement-related Skills the Survivor may have). If Samantha is left alone, the Mission is lost. You must reach the Exit Zone within 5 turns after Samantha has been discovered. If you fail to do so...

Know that Samantha enjoyed her life and made all her friends happy. You have been too slow to save this marvelous woman. Now her hunger for your flesh is growing. You will have to kill her. Hope you can live with this. The mission is lost.



MEDIUM  
4+ SURVIVORS  
120 MINUTES

C5

ZOMBICIDE - MISSIONS



# C6 SHORTCUT

A mission by Céline Egel

We were glad to use the CD sound system at full volume on our drive back "home". Phil knew the roads, because he had been patrolling them some days before, so we paid no attention. Suddenly, he stopped. Something was on the way.

You will need the following tiles for this Mission: **1B, 2B, 4D, 5B, 5E & 7B.**

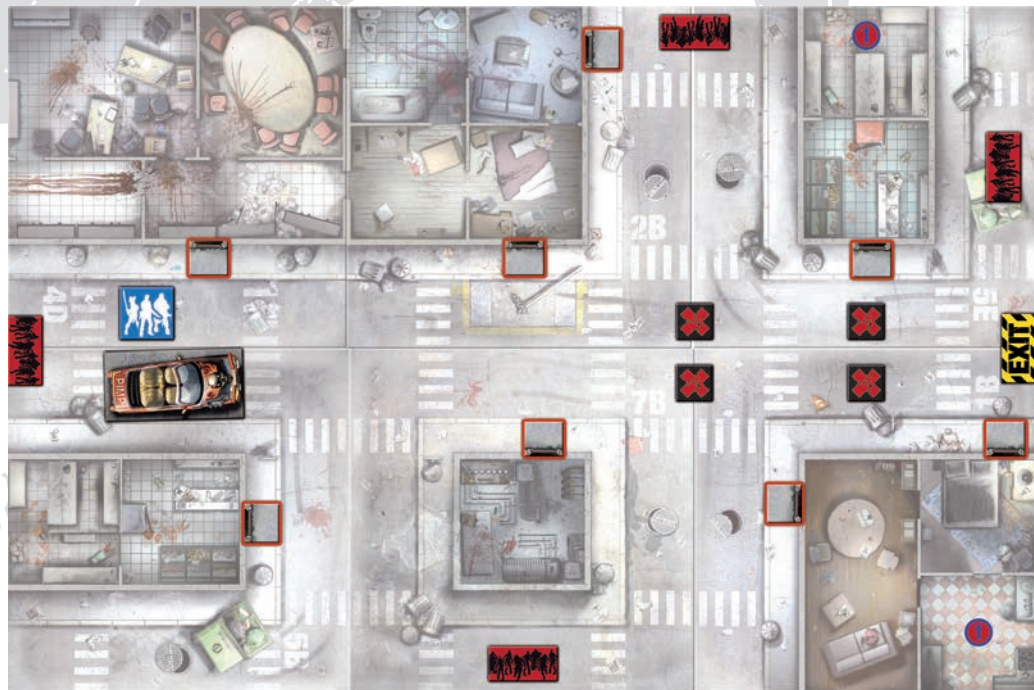
## OBJECTIVES

You must clear the way out in order to escape!

- **Find the chainsaws.** The places where you can find Chainsaw cards are marked on the map.
- **Clear the way out.** Two electric poles fell and are blocking the road. They are represented by both pairs of Objective tokens over tiles 2B/7B and 5E/1B. Use chainsaws to cut them.
- **Drive out.** Reach the Exit Zone with all Survivors and the car. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.

## SPECIAL RULES

- **Survivor's car.** The Survivors have got the pimpmobile from a previous Mission. It can be driven, but not searched. At the beginning, place the Survivors inside or outside the car as you wish. Declare who's in the driver's seat.
- **Chainsaws.** Put one "Chainsaw" card on each Zone marked on the map. The first Search on these Zones gives the matching Chainsaw card.
- **Electric poles.** They have to be cut into pieces so the car will not be damaged. A Survivor with an equipped Chainsaw can spend an Action in the same Zone as an Objective token to make a cut: remove an Objective token and gain 5XP.



MEDIUM  
4+ SURVIVORS  
90 MINUTES

ZOMBICIDE - MISSIONS

C6



# C7<sub>300</sub>

A mission by Rafael Roca

We have been cornered in a big house. The four doors are destroyed. Zombies keep on coming. We can't flee. Let's take our weapons and prepare for a real... ZOMBICIDE!

Simple as it seems, this Mission is perfect to introduce new players to core game mechanics in a fun yet tactical way.

You could even invite Santa to play it!

You will need the following tiles for this scenario: **1C, 1B, 2C & 2B.**

## OBJECTIVE

The Survivors have to kill 300 Zombies. Add together the experience points on Survivors' Identity Cards to track the body count. If a Survivor dies, his experience points still count towards this total.

## SPECIAL RULES

- **Abomination counts as 5 Zombies.** Killing an Abomination add 5 to the body count rather than just one.



Player starting area



Open door



Zombie Spawn Zone



MEDIUM  
4+ SURVIVORS  
90 MINUTES

ZOMBICIDE - MISSIONS

C7



## INTRODUCING THE ULTRARED MODE!

We think that this winning Kyoko Contest Mission is the perfect opportunity to give you a nice preview of **Toxic City Mall**, Zombicide's upcoming expansion.

The Ultrared mode allows your Survivors to gain experience points beyond the Red Danger Level and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large boards.

**Ultrared mode:** When your Survivor reaches the Red Danger Level, move the experience tracker back to "0" and add any experience points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps his Skills. Count additional experience points as usual and gain unselected Skills upon reaching Danger Levels again. When all the Survivor's Skills have been selected, choose a Skill among any Zombicide Skills (except those featuring brackets, such as Start with [Equipment], for example) upon reaching Orange and then Red Level again.

**EXAMPLE:** Wanda just earned her 43rd experience point, getting to the Red Level. She has the following Skills: 2 Zones per move Action (Blue), +1 Action (Yellow), Slippery (Orange), and +1 Zone per Move (Red). The player puts the experience tracker back to the start as the zombicide continues. Wanda is still at Red Level.

- Wanda won't get an additional Skill upon reaching the Blue and Yellow Levels for the second time. She has all available Skills for these Levels. Reaching the Orange Level again, she gains "+1 to dice roll: Melee", her second Orange Level Skill. Reaching the next Red Level again, the player chooses a new Skill among the two remaining ones for this Level and goes for "+1 free Move Action". The experience counter returns to the start.

- During her third run on the experience bar, Wanda doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "+1 die: Combat". The experience counter goes to the start again.

From now on, Wanda still earns experience points and gets a player-chosen Skill every time she reaches the Orange level, and then another upon reaching the Red Level. Who will get the highest body count?





# C8 BELLY OF THE BEAST

A mission by Marcus Polhmann

Over time you got used to the horrors that populate the streets these days. Most of those things are killed easily enough with a well-aimed bullet or the swing of an axe. But now a new menace has appeared. You paid a terrible price finding out that nothing you can throw at the creature seems to have any effect. Neither guns nor blades seem to harm this thing and there is no way to stop this Abomination coming after you. So, to get rid of this monstrous thing, you came up with a bold, some would say suicidal, plan: lure the beast inside the old bomb shelter and lock it up there for good. On the downside, you have to use some bait to get the Abomination in there and apparently it's only interested in human flesh.

You will need the following tiles for this scenario: **1B, 1C, 4C, 2B, 7B, 5E, 4B, 2C & 4D.**

## OBJECTIVES

You have to trap the Abomination inside the bunker. Here is the plan:

**Find the bunker key.** The places where you can find it are marked with a red "X". Take the red Objectives until you find the green one.

**Lure the Abomination into the bunker.** Yes, everybody will probably have to play the bait. The bunker is the player starting room, in tile 7B.

**Lock down the bunker with the Abomination inside.** You can lock the green door once you have the green Objective.

**Flee!** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



HARD  
4+ SURVIVORS  
120 MINUTES

ZOMBICIDE - MISSIONS

C8



## SPECIAL RULES

**No cocktail...** Set aside the Gasoline and Glass Bottles cards. You can't use Molotov Cocktails.

**... But an Abomination!** Before the game begins, throw a die. The result indicates on which Zombie Spawn Zone an Abomination is standing. On a "6", choose the Spawn Zone.

**A bunker key and other supplies of interest.** Each Objective gives 5 experience points to the Survivor who takes it.

**The bunker key.** Put the green Objective randomly among the red Objectives, face down. When this Objective is taken, put in on the ID card of the Survivor who found it. It can be exchanged as an Equipment but takes no space in the inventory. If the Survivor carrying this key is killed, the Mission is lost.

**The bunker door.** The Survivor carrying the green Objective can spend an Action to close the green door if he's in a Zone adjacent to the green door. His Zone must be free of zombies (except for the Abomination, in case the Survivor is crazy enough to lock himself in with it).



Player  
starting area



Exit Zone



5 XP. Red  
objectives



Locked  
door



Green  
door



Zombie  
Spawn Zone

HARD  
4+ SURVIVORS  
120 MINUTES

C8

ZOMBICIDE - MISSIONS



# C9 PART 1: GAUNTLET

A mission by Arnd Felten

We heard the broadcast two days ago, and it took us this long to get to the outskirts. There aren't so many zombies here, but as soon as we get to the generator, the noise will attract lots of them. All we need now is enough gasoline to last until the transport arrives...

This is a two-part Mission. The goals are simple: Manage to get through the first map without gaining a lot of experience, and survive the second map until you are extracted.

You will need the following tiles for this Mission: **1C, 4E, 4C, 2B, 2C, 4B, 4D, 1B.**

## OBJECTIVES

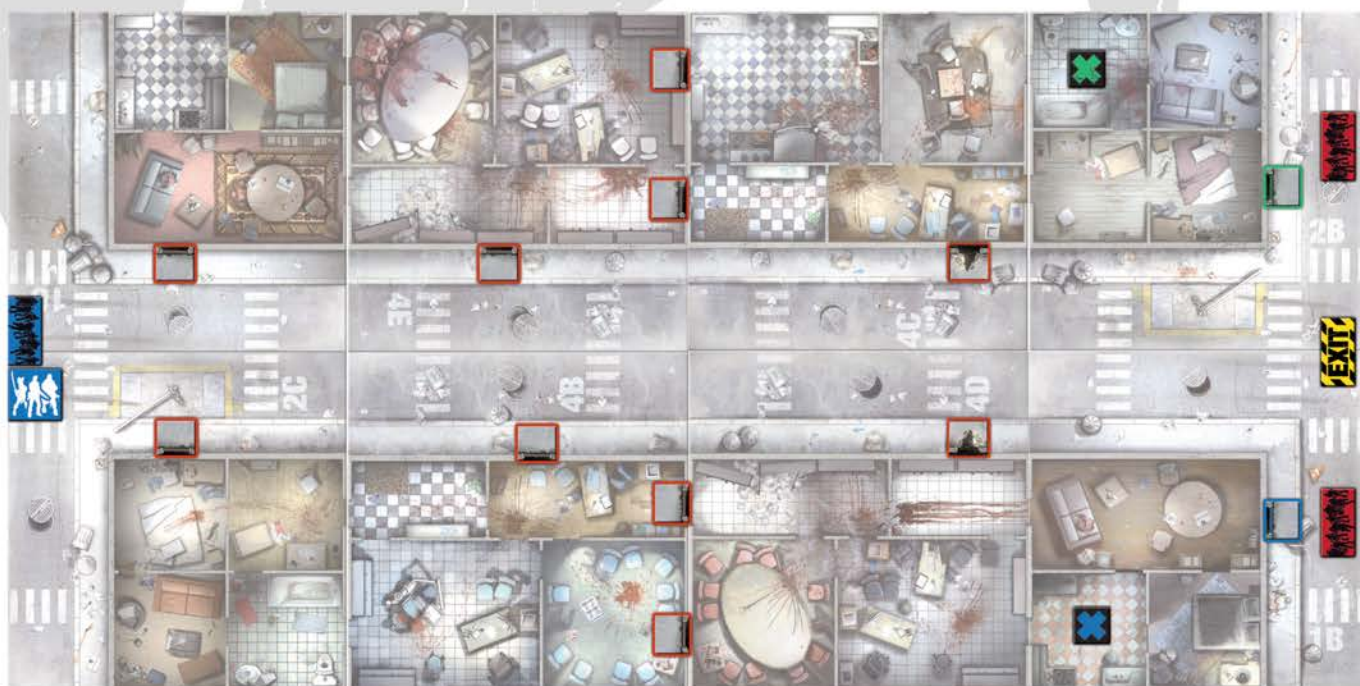
Take all the Objectives and reach the Exit Zone with at least one Gasoline card in a Survivor's inventory.

## SPECIAL RULES

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **Open buildings.** Some buildings have open doors. Don't spawn Zombies inside.

- **Colored doors.** The blue door can only be opened if the blue Objective has been taken. The green door can only be opened if the green Objective has been taken.
- **Gas! Gas! Gas!** Set aside the Gasoline cards. When a Survivor takes an Objective, he receives a Gasoline card and 5 experience points.
- **Private property.** Trespassing at your own risk. Once the first Objective is taken (whatever its color), the blue Zombie Spawn Zone activates.
- **Don't leave anything to zombies.** Keep your Survivor's experience points, Equipment cards and Wounded cards after you finished the Mission. You will begin the next Mission ("Extraction") with them. If your Survivor has been killed, he begins with nothing (no experience nor Equipment cards).

**Note:** Having Ned along for the Mission is a good idea, seeing as you can already "stock up" in order to survive the Extraction!



ZOMBICIDE - MISSIONS

EASY  
4+ SURVIVORS  
45 MINUTES

C9



# C9 PART 2: EXTRACTION

A mission by Arnd Felten

*We've made it this far, though not without attracting a little attention. The generator is in view, but we still need to get the gas there and hold out for our ride. I just hope we won't run into one of the Big Guys while we wait...*

You will need the following tiles for this Mission: **1B, 4E, 2B, 5D, 7B, 5C, 1C, 2C, 4B.**

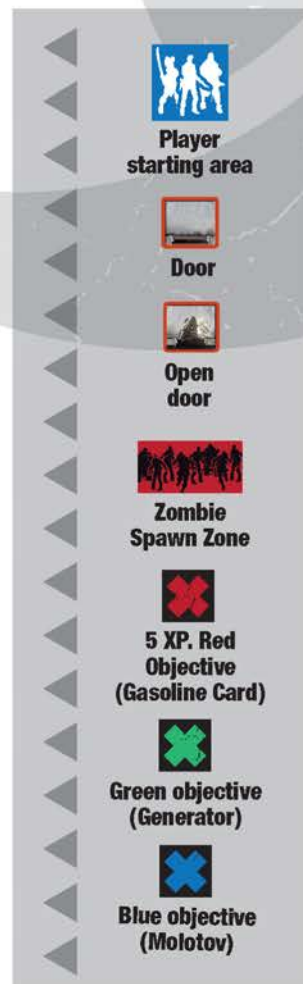
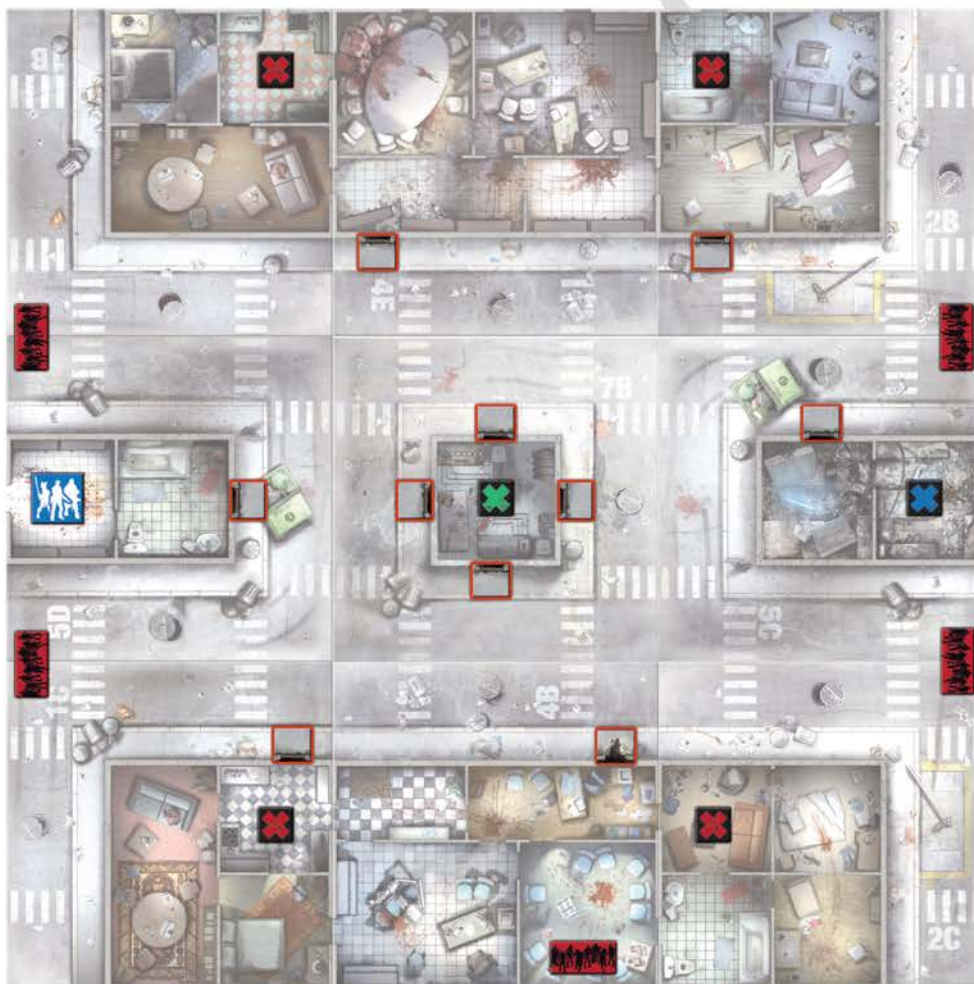
## OBJECTIVES

Let's extract everybody! You are going to be saved, one way or another. Here is the plan.

- **The generator.** Reach the generator (the green "X" on the map) and discard one Gasoline card in the Zone. There must be no Zombies in it.
- **Wait until your extraction.** Reach the Red Danger Level with at least one Survivor and have this Survivor finish his turn in the generator's Zone.

## SPECIAL RULES

- **You passed the gauntlet.** This Mission follows the previous one, "The Gauntlet". The Survivors begin with all the experience points, Equipment cards and Wounded cards they had at the end of the Gauntlet.
- **Open building.** Some southern building have an open door. Don't spawn Zombies in its building Zones. The Zombie Spawn Zone acts normally.
- **Additional gas stock.** Set aside any available Gasoline card. A Survivor taking a red Objective receives 1 Gasoline card (if available) and 5 experience points.
- **Hot stuff!** Someone used some of the generator's gas to make a Molotov cocktail! A Survivor taking the blue Objective receives 1 Molotov card (if available, 2 if Dave picks it up) but no experience point.
- **Gas-powered generator.** The green Objective can't be taken. It represents the building's generator. Once a Gasoline card is discarded in the same Zone, the generator starts (provided there's no Zombie in the Zone). It produces 4 Noise tokens at the start of each game turn.
- **Zombies hate the generator.** If there are ever any Zombies in the generator's Zone, the generator stops and requires another Gasoline card to start again (provided there are no Zombies standing in the Zone).



MEDIUM  
4+ SURVIVORS  
90 MINUTES

C9

ZOMBICIDE - MISSIONS



# C10 MOVING ON

A mission by Troy Mackaway

We have been holding out in our downtown apartment since the outbreak but now our food's run out. Time to make a move and get out of here! All was fine until we turned a corner and ran into what must have been fifty of them. We ran and we're still running... But we're tired and hungry and can't keep this up without food and water.

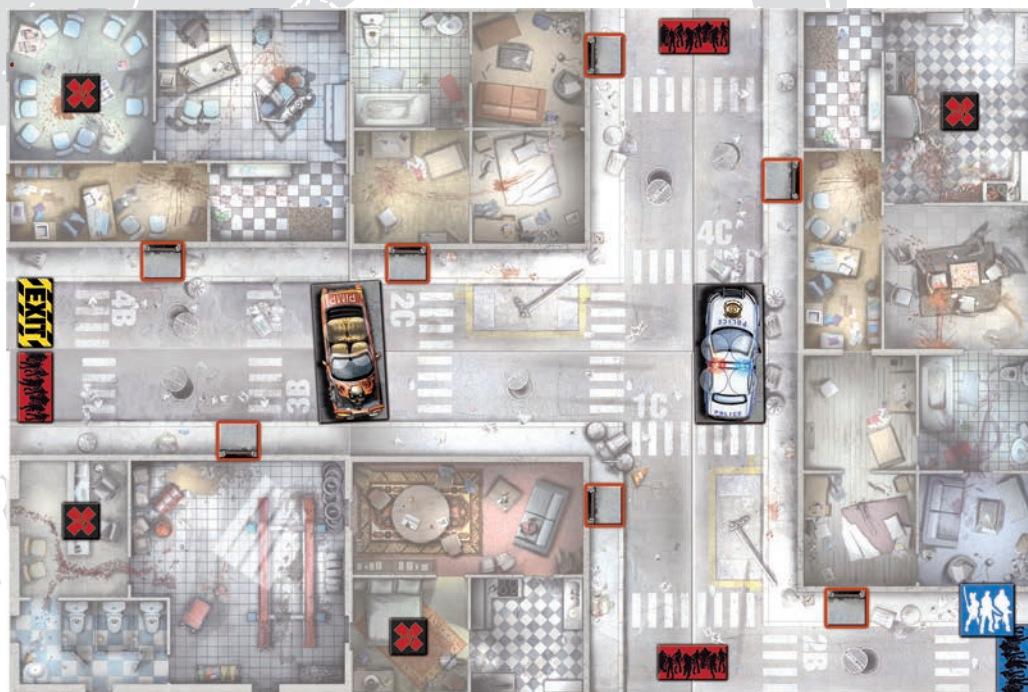
You will need the following tiles for this Mission: **4B, 2C, 4C, 3B, 1C & 2B.**

## OBJECTIVES

- **Food and water.** There is some food and water in this area! Take this opportunity to eat and drink as much as you can. Zones where you can find food and drinks are marked with a red "X". Take all the Objective.
- **Escape the horde.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **It's so good to eat and drink!** Each Objective gives 5 experience points to the Survivor who takes it.
- **The horde.** The Zombies you are trying to outrun reach the board at the second turn and keep on coming afterwards. When you spawn the Zombies for the second turn, the Zombie blue Spawn Zone activates. Read the Zombie cards drawn for this Spawn Zone at the Yellow Danger Level, no matter which Danger Level has been reached by the Survivors.
- **You can use the cars.**
- **Pimpmobile.** The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- **Police car.** You can search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



ZOMBICIDE - MISSIONS

MEDIUM  
4+ SURVIVORS  
90 MINUTES

C10



# C11 FLOODED WITH ZOMBIES

A mission by Stephen D. Forchielli

There's a major thunderstorm on the way and it looks nasty. These streets flood easily so the gang better find shelter quickly. Josh said he saw an abandoned rowboat not too far from here, and it's big enough to fit everyone. We'll have to drag it to the shelter so we can use it once the storm passes. But Amy brings up a good point, what good is a rowboat without any oars? I guess we'll have to find some along the way.

You will need the following tiles for this Mission: **5B, 6B, 5C, 2C, 1C & 3B.**

## OBJECTIVES

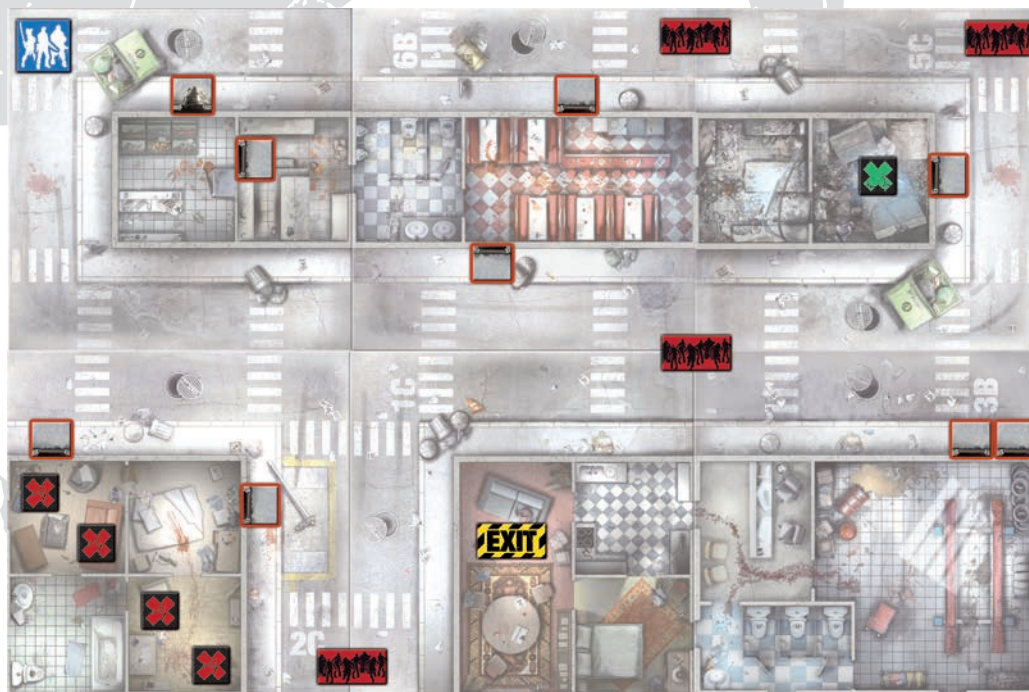
You'll survive the flood if you manage to follow this 3 steps plan:

- **S.O.S.** Lucky for the gang, someone abandoned their old rowboat when they left town. Take the green Objective (which represents this boat) and carry it to the shelter (marked by the Exit Zone).
- **Row row row your boat.** The gang can't get anywhere after the storm without the rowboat's oars! They are marked with red "X". Take each Objective from its current location on the map to the shelter (marked by the Exit Zone).

• **And now we play the waiting game.** Once the rowboat, all 4 oars, and all remaining Survivors have reached the Exit Zone, you must wait out the storm! All Survivors must last four consecutive game turns at the shelter in order for the Mission to be a success.

## SPECIAL RULES

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **Well this is oar-gasmic.** Each Objective gives 10 experience points to the Survivor who takes it for the first time.
- **It's no Titanic.** But the rowboat is pretty big. The green Objective token is considered as Equipment and occupies two inventory slots of the Survivor who picks it up. It can't be traded. The Survivor who carries it to the shelter must spend an extra Action at the beginning of his turn in order to lift and carry the rowboat. Otherwise, he can't move. Both doors in tile 3B must be open in order to fit the rowboat into the building.
- **Why couldn't it be a motorboat?** Each red Objective token is considered as Equipment and occupies one inventory slot of the Survivor who picks it up. They can be traded as any other Equipment cards.
- **My kingdom for an oar!** If a Zombie takes an oar after attacking or if a Survivor carrying one of these oars dies, the oar is taken away by the Zombies and lost. Mission failed.



ZOMBICIDE - MISSIONS

HARD  
4+ SURVIVORS  
120 MINUTES

C11



# C12 AXES & ALLEYS

A mission by Lucas McDaniel

We are getting ready to leave the city, but we are making one last sweep through the neighbourhood looking for any supplies we can bring with us. There are lots of infected here... I worry about stumbling upon a nest. We have to be careful.

You will need the following tiles for this scenario: **4E, 6B, 5C, 1C, 5B, 5D, 3B, 2C & 5F.**

## OBJECTIVES

- **One last sweep.** Areas of interest are shown on the map with a red "X". Visit each of them and take all Objectives.
- **Food stocking.** Find at least 1 Canned Food, 1 Rice and 1 Water cards.
- **Leaving the town.** Reach the Exit Zone with the remain-

ing Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies. Gather the Equipment and Survivors that escaped. You win if you have at least one Canned Food, one Rice and one Water cards.

## SPECIAL RULES

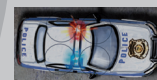
- **Looking for supplies.** Each Objective gives 5 experience points to the Survivor who takes it.
- **You've found the nest.** You're so lucky. Put the blue Objective randomly among the Objectives, face down. When this Objective is taken, replace it by the blue Spawn Zone, draw immediately a Zombie card and place the requested Zombies in the Zone. Extra activations and sewer spawning Zombie cards are ignored for this draw.
- **You can't use the car.**
- **A derelict police car.** This car doesn't work anymore, but maybe the previous owner forgot some weapons in the trunk? You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



Player  
starting area



Zombie  
Spawn Zone



Police Car



Objectives  
(5 XP)



Door



Exit Zone

ZOMBICIDE - MISSIONS

MEDIUM  
4+ SURVIVORS  
60 MINUTES

C12



# C13 SANCTUARY

A mission by Matt Hibbard

The city is being overrun and the group needs to find a safe place to lay low for a while. Ned spots a building where he thinks they can fortify and rest. However, the building will need to be cleared out and secured first. There's only one problem: this is the most infested area of the city.

You will need the following tiles for this scenario: **5D, 5B, 5C, 5E, 1C, 2C, 7B, 1B & 2B.**

## OBJECTIVES

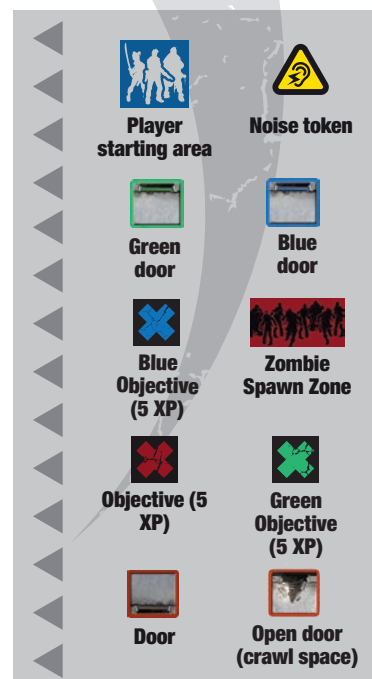
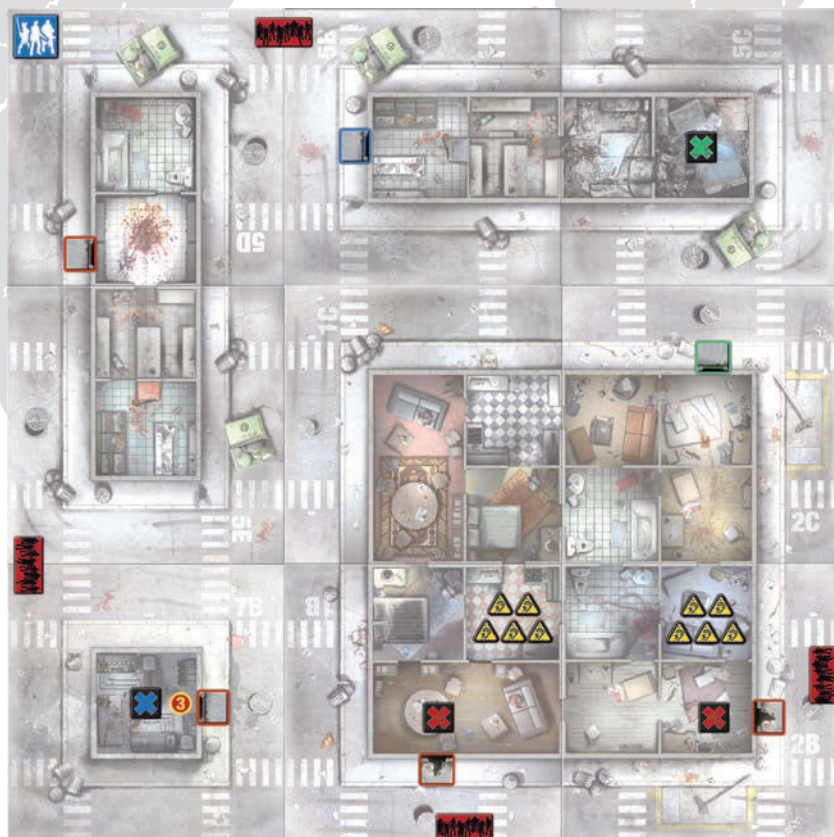
You are going to create a sanctuary against zombies. How? This way:

- **Shut down the security system.** The key to your sanctuary is stored in a secured building with an electrically closed blue door. You just have to shut down the power in the electrical room (there is a blue "X" on the map) and you will be able to open the secured blue door. Take the blue Objective.
- **Get the green key.** It opens your future sanctuary. Take the green Objective.
- **Clear it out!** The building in the lower right corner of the map must be cleared. Zombies have been entering it from

the crawl spaces that lead to the back alley. Clear out the Zombies and secure the building. Take all red Objectives to stop the Zombies infiltration. You win when they're taken and the building contains no Zombies **at the end of a Zombies' Phase.**

## SPECIAL RULES

- **Satisfaction of accomplishment.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Electrically actuated security door.** The blue door cannot be opened until the blue Objective has been taken.
- **Heavy main entry door.** The green door cannot be opened until the green Objective has been taken.
- **Zombie infiltration through the crawl spaces.** Zombies can enter the building through the crawl spaces in the back (they are represented by the open doors), but Survivors can't. Once a Zombie has entered through a crawl space, it can't go back out through it.
- **Barricading the crawl space.** Take a red Objective to close the crawl space standing next to it (represented by an open door). It can't be opened anymore.
- **Are they electric zombies?** They could also be electricians that became zombies as they were working, but it's less funny. At the beginning of the game, place three Walkers in the Zone marked on the map, on the lower left tile 7B.
- **Noisy alarm.** Two sirens have been triggered by zombies. Set 5 Noise tokens in each Zone marked on the map. They stay there until the blue Objective is taken. They are then removed as usual.





# C14 DO YOU WANT FRIES WITH THAT?

A mission by Julien Le Jeune

The old chap back at the safehouse kept repeating the fast-food joint in Charming was locked up tight since the break-out, and that there were tons of food crates remaining when he left. He also mentioned he gathered some supplies in the electrical distribution room right across the fast food place. He did remember storing a can of gasoline along with 'other stuff' (I suspect he forgot what exactly). I would rather avoid going on a trek based on that old man's ramblings, but the winter is unkind and we're running low on carbs.

You will need the following tiles for this scenario: **5B, 6C, 5C & 7B.**

## OBJECTIVES

- **Get the food crates for the winter.** You'll find them in the fast food restaurant. There's great red "X"s showing where to go. Get all the Objectives in the fast food place and take them to the Exit Zone.

## SPECIAL RULES

- **Yum!** Each Objective gives 5 experience points to the Survivor who takes it for the first time.

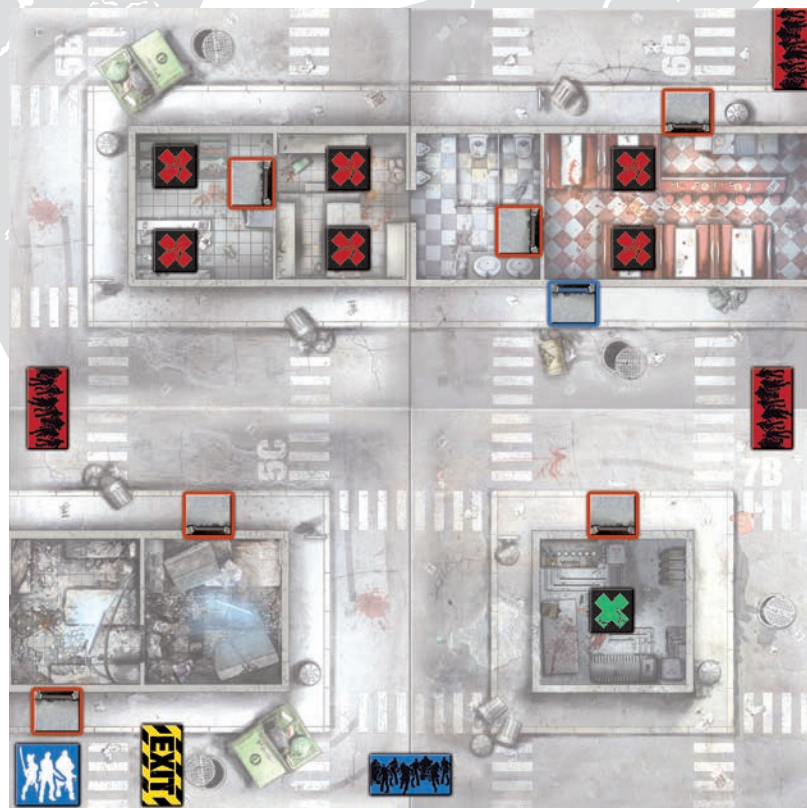
- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Enough food for the winter.** Place a number of Objective tokens equal to the number of Survivors +2. The first 6 tokens are placed following the map, any remaining tokens are put in the fast-food diner's biggest room (the one with the blue door).

- **Can crates are heavy.** When a Survivor takes an Objective from the fast food place, put the token on his ID card, equipped in hand (he can reorganize his Inventory for free). A Survivor obviously can't take more than two tokens this way. While carrying two food crates, he can't use Actions to attack. Dropping a food crate is free (watch your toes!): place the Objective token in the Survivor's Zone and this Survivor can immediately reorganize his Inventory for free.

- **The old chap spoke about "other stuff".** At the start of the game, set apart 1 Gasoline card and 3 other randomly chosen Equipment cards. Place them face down in the room marked by a green Objective. Reveal all the cards once the door is opened. If you're in the building Zone, these cards can be equipped or exchanged as if you were "trading" with the room. A Survivor may take all the cards at once. You do not need to Search because the old man told you where to look.

- **The old man said we'd better not use the main entrance.** The blue door can be opened like any other door. Opening it activates the restaurant's alarm. Immediately draw 3 Zombie cards, and place the matching Zombie miniatures on the blue Spawn Zone. Then remove the blue Spawn Zone.



ZOMBICIDE - MISSIONS

MEDIUM  
4+ SURVIVORS  
120 MINUTES

C14



# C15 ROAD CLOSED

A mission by Toma LaLiada

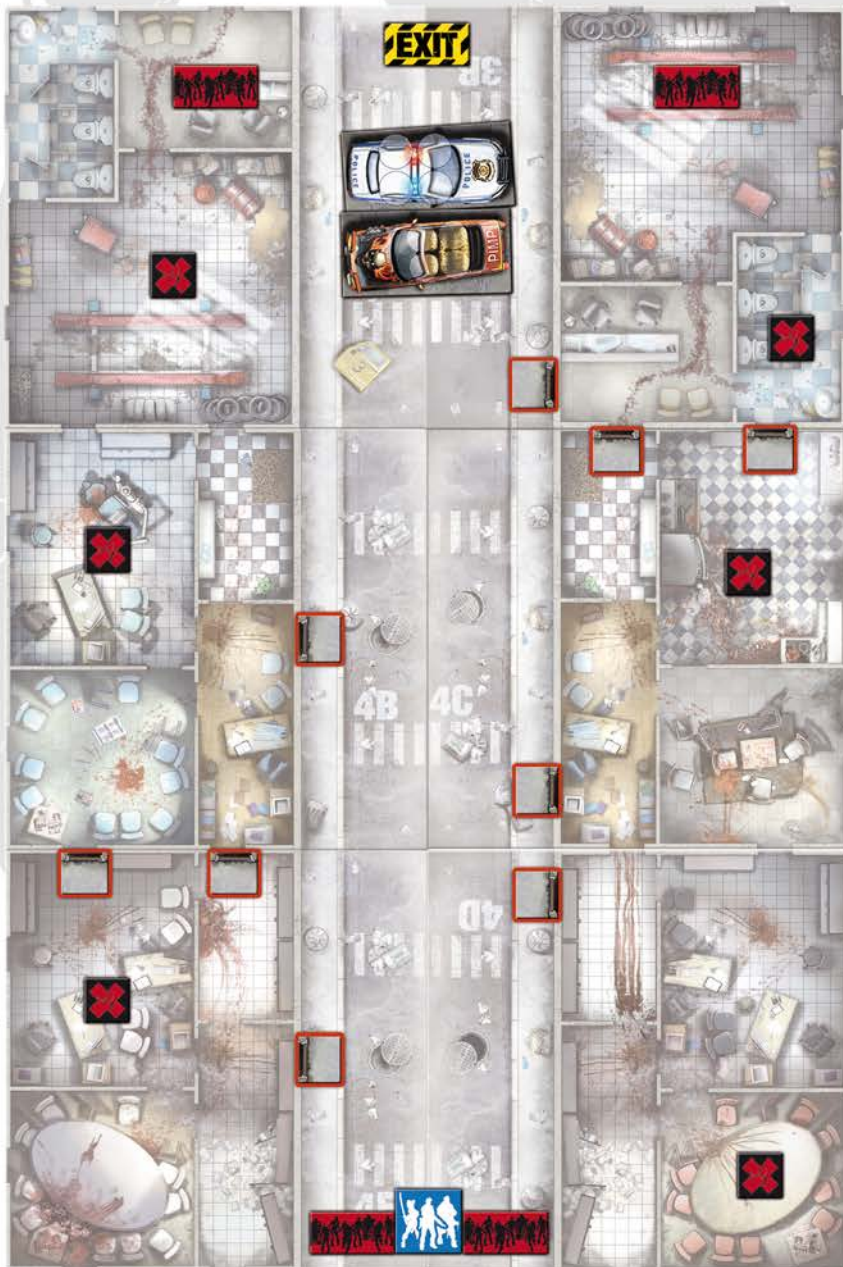
We've been running all day but have reached a dead end. With wrecked cars and rubble blocking the exit, we have to do something quickly if we want to survive. Dave has a great idea to destroy this makeshift barricade, but we're going to need some gas cylinders....

You will need the following tiles for this scenario: **3C, 3B, 4B, 4C, 4E & 4D.**

## OBJECTIVES

Just do the things in the right order if you don't want to blow yourself up:

- **Gather the gas cylinders.** There are red "X"s to show you where they are. Take all the Objectives.
- **Set the explosive device.** Place six Objective tokens in the cars' Zone.
- **Blow up the cars.**
- **Run for your life!** Reach the Exit Zone shown on the map with at least one Survivor.



ZOMBICIDE - MISSIONS

MEDIUM  
4+ SURVIVORS  
120 MINUTES

C15



## SPECIAL RULES

• **Looking for gas cylinders.** Each Objective gives 5 experience points to the Survivor who takes it for the first time.

• **Road closed!** A Survivor can't go in the Exit Zone until the cars have been destroyed.

• **Closed rooms.** Some building Zones are isolated by doors. They are considered separate buildings for Zombie spawning purpose only.

• **Heavy duty.** Gas cylinders are really heavy and have to be carried to the cars. Place the Objective tokens taken by a Survivor on his ID Card. He can't carry more than two such tokens at the same time. If a Survivor who has at least one Objective token on his ID Card dies, put the tokens in the Zone where he died.

• **Setting the explosive device.** Any Survivor standing in the cars' Zone and carrying at least one Objective token can spend one Action to place the token(s) in the Zone.

• **Blowing up the cars.** When all six Objective tokens have been placed in the cars' Zone, any Survivor on the adjacent Zone can spend one Action to make the gas cylinders explode:

- Remove the cars and the Objective tokens from the game.
- The Survivor blowing up the Zone gains 5 experience points.
- Any Zombies (including Abominations) standing in the Zone are eliminated. The Survivor blowing up the Zone gets the experience points.
- Any Survivor standing in the cars' Zone is eliminated and can't return as a Zombivor.

• **You cannot use the cars.**

• **They haven't emptied the cars!** You can Search the pimpmobile only once. It contains either Ma's Shotgun or the Evil Twins (choose randomly).

• **Not even the police car!** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



MEDIUM  
4+ SURVIVORS  
120 MINUTES

C15

ZOMBICIDE - MISSIONS



C16



## SPECIAL RULES

- **Enjoy finding useful stuff.** Each Objective gives 5 experience points to the Survivor who takes it.

- **An Abomination leads the charge.** At the beginning of the game, put an Abomination in the marked Zone.

- **A heavy metal door.** Such heavy doors only protect valuable or dangerous stuff...like explosives! Let's find the key. The blue door cannot be opened until the blue Objective has been taken.

- **So that was what was making so much noise...** The storage area has an alarm that a wandering Zombie triggered. Once you have the blue key, you can shut it down. The blue Spawn Zone starts the game activated and is removed from the board once the blue Objective has been taken.

- **Don't let zombies invade our haven!** The Exit Zone contains six permanent Noise tokens. This Zone represents an entry into the sealed town through which the Zombies might invade—and you don't want that. If a Zombie begins

its activation in this Zone, remove it from the board. Mark down that it has successfully escaped (by either using tokens or by writing it down on a piece of paper). If 10 Zombies leave the board this way, the game is immediately lost.

- **Sealing off your private town.** Once all Objectives have been taken, any Survivor can spend one Action to neutralize a Spawn Zone in the Zone he is in. The Zone must contain no Zombie. Remove the Spawn Zone from the game.

- **You cannot use the car.**

- **Hey, a police car that we haven't searched!** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



HARD  
4+ SURVIVORS  
120 MINUTES

C16

ZOMBICIDE - MISSIONS



**HARD / 6+ SURVIVORS / 90 MINUTES**

After a month trying to survive in the ruins of the old world, some of us have had enough. We've heard the military set up a headquarters nearby. Maybe they can get us out of this nightmare.

Tiles needed: **1B, 3C, 5B, 5E, 6C & 7B.**

- **Get inside the military HQ.** Find the green Objective in order to open the green door.
- **Try to establish contact with the military.** Use the radio (the blue Objective) to establish communications with the remaining military personnel in town.
- **Defend yourself!** Survive until help comes!
- **Get out!** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

- **Look what I found...** Each Objective gives 5 experience points to the Survivor who takes it.

- **It's a radio!** The blue Objective cannot be taken. You can just activate it. Doing so doesn't grant experience points.
- **The key to the HQ.** Put the green Objective randomly among the red Objectives, face down. When this token is taken, the green door can be opened.
- **How to turn it on?** A Survivor standing in the blue Objective's Zone can spend one Action to use the radio. At the first use, put a 6-sided die showing "1" near the blue Objective. This is the "Radio Die". Each time the radio is used again, add 1 to the Radio Die. This can be done only once per Players' Phase.
- **Can anyone hear us?** If the radio was used at least once, roll a die at the end of each Zombies' Phase. If the result is equal to or lower than the current Radio Die value, you establish contact with the military and must now just wait for the rescue.
- **Hold on a little longer!** Once you've established contact with the military, turn the Radio Die to "6". At each End Phase, lower the number by 1. To make things worse, from now on the blue Spawn Zone is active.
- **They're here!** After surviving 6 game turns, when you are supposed to turn the die from "1" to "0", roll it instead. Place an Exit Zone token on the Zone corresponding to the die's result.
- **Out of fuel.** You can't use cars.
- **Police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





# C18 DRY RUN

A mission by John Holt

All highways are lost highways nowadays. Freedom is the open road, a shotgun, and a can of beans. Our chariot is the next best thing to a tank: an easily repairable, heavy bit of police-issue machinery. It can crush zombies without taking a dent, unlike the shattered plastic and fiberglass wrecks littering the roadside.

Thing is, the last three gas stations were tapped out. We're watching the arrow hovering near E and wondering how much further we could have gone driving plastic and fiberglass. The next gas station is miles down the road, and we won't make it on fumes. Maybe we can siphon some gas from the cars we drove past, at least enough to make it to the next station. That hardware store should have a gas can.

Funny, you know, I didn't notice the moans until the engine cut out. Let's get a move on!

You will need the following tiles for this Mission: **5B, 5C, 5D, 5E, 5F & 6B.**

## OBJECTIVES

Refuelling on a highway by siphoning from wrecked cars. Never thought you would do something like that, did you?

- **Get the cans.** The green "X" shows where they are.
- **Siphon the pimpmobiles.** The pimpmobiles stopped here because their drivers were dead or zombified, so their tanks must still contain some fuel.
- **Fill your own tank.** You'll need a can full of fuel to do this!
- **Continue your journey.** At least one Survivor must reach the Exit Zone with the police car. The car may escape through this Zone at the end of its driver's turn, as long as the Zone is free of Zombies. An escaped car is removed from the board, with its passengers and their Equipment, upon reaching the empty Exit Zone.

## SPECIAL RULES

- **Setting up the game.** Put aside all Glass Bottles cards and all Gasoline cards before the game begins.
- **Where are the cans?** The green Objective can't be taken, but a Survivor can spend one Action to Search the Zone where it is. He receives 5 experience points and one Glass Bottles card, which represents an empty can. When all the Glass Bottles are taken, ignore this special rule.
- **Here is the fuel!** A Survivor with a Glass Bottles card in his Inventory can spend one Action to Search the Zone where a pimpmobile stands. He receives a Gasoline card, which represents a can full of fuel. Each pimpmobile can only be searched once this way.
- **Refuelling.** A Survivor with a Gasoline card in his Inventory can spend one Action in the Zone where the police car stands to fill it, discarding the Gasoline card. Once two Actions have been spent this way, the police car can be driven.
- **Don't waste the fuel!** You can't create Molotov cocktails in this Mission.
- **We said, don't waste the fuel!** Pimpmobiles can't be driven.





## SPECIAL RULES (CONTINUED)

- **Out of gas.** The police car can't be driven until its tank has been filled (see "Refuelling").
- **Hey, it's your car!** Of course, you have already taken anything useful from your car. The police car can't be searched.
- **What's in the trunk?** Each pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

## ADDITIONAL SKILLS (FROM TOXIC CITY MALL)

Add these Skills to the Core Game's Skills list. Feel free to use them with your custom Survivors!

**+1 Damage with [Equipment]** – The Survivor gets a +1 Damage bonus with the specified Equipment.

**+1 Damage: [Type]** – The Survivor gets a +1 Damage bonus with the specified type of Action (Combat, Melee or Ranged).

**+1 free Melee Action** – The Survivor has one extra, free Melee Combat Action. This Action can only be used for Melee Combat.

**+1 free Ranged Action** – The Survivor has one extra, free Ranged Combat Action. This Action can only be used for Ranged Combat.

**2 cocktails are better than 1** – The Survivor gets two Molotov cards instead of one when he creates a Molotov.

**Break-in** – The Survivor doesn't need any Equipment to open doors. He doesn't make Noise while using this Skill. However, other prerequisites are still mandatory (such as taking a designated Objective). Moreover, the Survivor has one extra, free Door opening Action. This Action can only be used to open doors.

Please note the Break-in Skill doesn't apply to removing barricades (See P. 10).

**Can start at [Danger Level]** – The Survivor can begin the game at the indicated Danger Level (first experience point of the indicated Danger Level). All players have to agree.

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

**Death grasp** – Don't discard an Equipment card when the Survivor receives a Wounded card. This Skill is ignored if there's no space left in the Inventory to receive the Wounded card.

**Low profile** – The Survivor can't be targeted by allied Ranged Attacks and can't be hit by car attacks. Ignore him when shooting in or driving through the Zone he stands in. Weapons that kill everything in the targeted Zone, like the Molotov, still kill him.

**Regeneration** – At the end of each game round, discard all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

**Roll 6: +1 die Combat** – You may roll an additional die for each "6" rolled on any attack, Melee or Ranged. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the "1 re-roll per turn" Skill or the "Plenty of ammo" Equipment card, for example) must be used before rolling any additional dice for this Skill.

**Roll 6: +1 die Melee** – You may roll an additional die for each "6" rolled on a Melee attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the "1 re-roll per turn" Skill, for example) must be used before rolling any additional dice for this Skill.

**Roll 6: +1 die Ranged** – You may roll an additional die for each "6" rolled on a Ranged attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the "1 re-roll per turn" Skill or the "Plenty of ammo" 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 taken a Combat Action, driven a car, and has 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 any and all types of Zombies (except Zombivors) 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 takes any Combat Action 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.

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

**Toxic immunity** – The Survivor is immune to Toxic Blood Spray.

**Webbing** – All equipment in the Survivor's inventory is considered equipped in hand.

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

MEDIUM  
2-4 SURVIVORS  
120 MINUTES

Ci8

ZOMBICIDE - MISSIONS



# C19 A LITTLE SETBACK

A mission by Andrea Marcone

We had the key. We were close to the generator. Why did I have to use the damn toilet? Splitting up is rarely a good choice, especially when there are only two of you, but it was a relatively safe part of town...

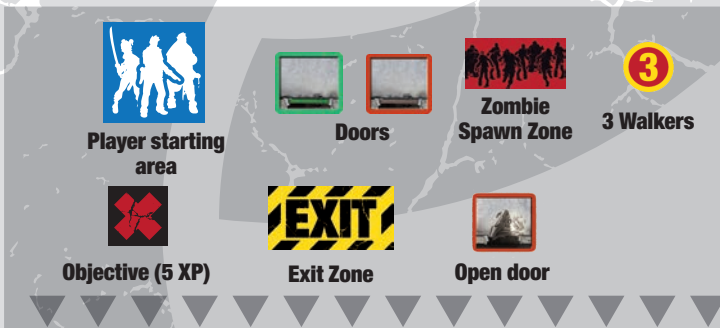
Now, one of us is trapped and cornered with the only key to the generator room, which was the whole point of coming out here. We need that generator. Better solve this quickly before the others learn about our stupid mistake, or they are going to laugh at us for years!

You will need the following tiles for this mission: **5B, 6B & 7B.**

## OBJECTIVES

This is a quick mission, suitable for one or two players. There are only two Survivors in play.

- 1 - Reunion.** Have both Survivors stand together in the same Zone. You can't take the red Objective until this is done.
- 2 - Reactivate the generator.** The generator room is marked with a red "X". Take the red Objective.
- 3 - Reach the Exit Zone.** Reach the Exit Zone shown on the map with both Survivors. If one of them dies, the mission fails.



## SPECIAL RULES

- **The generator.** The Objective gives 5 experience points to the Survivor who takes it.
- **It's quiet, for the moment at least.** Use only Zombie Cards #1 to #24 from Zombicide Season 1.
- **Wandering threat.** At the beginning of the game, place three Walkers in the Zone marked on the map with a "3".
- **Split without enough weapons.** Survivors start in different locations and with specific Equipment. The one on tile 6B starts with a Crowbar. The one on tile 7B starts with a Fire Axe.
- **Where is the key?** Only the Survivor starting on tile 6B can open the green door. He has already taken the key (*that's why I have to rescue the dum@&%s*), so he starts with 5 experience points.



ZOMBICIDE - MISSIONS

EASY  
2 SURVIVORS  
45 MINUTES

C19



# C20 THE SECRET PRISON

MEDIUM / 6+ SURVIVORS / 120 MINUTES

A Mission by Sven Christian Plangger

"Survivors, you are not alone! The CIA is still operating. Come join us in Atlanta. We have built a bastion against the zombie hordes. Together we can all survive!" We thought it sounded too good to be true. It was. We weren't the only survivors to follow this radio message, and we weren't the first to arrive. Good thing, too. The "bastion" was a secret underground prison, and it was clearly better at keeping people in than keeping zombies out. We haven't found anyone else alive in here, but that doesn't mean we're alone.

Tiles needed: 1B, 2C, 3C, 4C, 4D, 5B, 5E, 6B & 7B.



## OBJECTIVES

You need to access the CIA secret shelter, but it won't be easy. Try to follow this plan:

**1- Search the office for a clue.** The green Objective marks a map and a secret key code for the green door, behind which you will find the elevator to the secret prison.

**2- Reach the shelter, but don't forget to gather some supplies.** Who knows what awaits in this shelter? Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. Gather the Equipment cards and Survivors that escaped. You win if you have all nine supply cards (Canned Food, Rice, and Water).

## SPECIAL RULES

- **Successful search.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Searching for supplies.** When you take a red Objective, draw cards until you find a supply card (Canned Food, Rice, or Water). Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the drawing of cards.

- **The local CIA director had a company pimpmobile!** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

- **Yeah! A police car!** You can Search police cars more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **You can use the cars.**

- **The CIA garage.** You have to open both doors in tile 3C to get out with the police car. Note that through the garage you can get into the building unnoticed by the zombies (i.e. without activating the blue Spawn Zone, see "Zombies floors" below).

- **Zombies floors.** If you open the blue door, the Zombies in the upper floors hear you, and the blue Spawn Zone becomes active. No key is needed to open the blue door, and the Survivor who opens it receives 5 experience points.

- **Stopping the invasion.** The blue Objective represents a heavy cabinet that can be used to barricade the stairway door. Remove the blue Spawn Zone when you take the blue Objective.

- **Not to worry, you've got the key!** The green door can only be opened once the green Objective has been taken.







# C21 LET'S WALK THE BLOCK

HARD / 6 TO 12 SURVIVORS / 150 MINUTES

A Mission by Billy Hayes

We've been through here before but never stopped. This neighborhood always had a lot of zombies in it, but not today. Wanda noticed far fewer zombies when she came through the area on a supply sweep. Probably has something to do with the cold weather. She mentioned it might be a great opportunity to explore this previously inaccessible area. Phil and Ned agreed and gathered everyone together to go over the game plan. The cold is a new element in this zombie fight, and they want to make sure everyone can handle it.

Tiles needed: 1B, 2B, 2C, 3C, 5B, 5C, 5D, 5E & 7B.



## OBJECTIVES

Method is the key. Just follow this plan:

- 1- **Explore the block methodically.** Take all the Objectives.
- 2- **Go back home—with cars, it's too cold to walk.** Reach the Exit Zone with all Survivors aboard as many cars as needed. Any car may escape through this Zone at the end of its driver's turn, as long as the Zone is free of Zombies. An escaped car is removed from the board, with its passengers and their Equipment, upon reaching the Exit Zone.
- 3- **Nobody wants to freeze to death!** If there's at least one Survivor left on the board with no means to reach the Exit in a car, the game is lost.

## SPECIAL RULES

- **I found something!** Each Objective gives 5 experience points to the Survivor who takes it.
- **The blue metal door.** Once the blue Objective is taken, the blue door can be opened.
- **The green main entrance.** Once the green Objective is taken, the green door can be opened. Note that you can access the building by a side door that doesn't require a key.
- **What is this? A blizzard?!** The temperature is dropping, and the Survivors must get to safety. For every third consecutive turn a Survivor is outside (in street Zones), put a Noise token on his ID card. A Survivor loses 1 Action for each Noise token he receives this way. Free actions cannot be lost. A Survivor cannot have less than 1 Action. Remove all Noise tokens from a Survivor that enters a building Zone or a car.
- **Police came and abandoned a car.** It's a good thing, since these cars contain lots of guns! You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.
- **Pimpmobile.** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).





• You can use the cars.

• **Finicky cars! The cold is affecting the wiring!** The wiring in the cars is frozen over, and this causes the car alarms to randomly go off. Whenever a car is Searched or moved, roll a single die. On a roll of 1, place six temporary Noise tokens on the car. Each car alarm can only be activated once per turn.

• **Activating this alarm is a really bad thing.** The first time a car alarm is sounded, activate the blue Spawn Zone for the remainder of the game.





# G22 TUNNEL RATS

MEDIUM / 2-4 SURVIVORS / 120 MINUTES

A Mission by Jeffrey Alley

We are running low on supplies. Again. We have to push our search further and further out from the hideout. We've never been to this area before. Something's got us on edge though; we keep hearing things but can't see them. Sometimes it's like it's coming from...the ground. On top of that, the infected are getting extra active. Maybe they're running out of food, too. We need to grab what we can and get back home, fast. Look out for creepers.

Tiles needed: 1B, 2B, 3C, 4B, 4C, 4E, 5D, 6C & 5F.

## OBJECTIVES

This plan is very simple:

- **Find the supplies.** Take all the Objectives.



## SPECIAL RULES

- **We crave sustenance.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Order up.** The Survivor who takes the green or blue Objectives from the diner (tile 6C) may discard one Wounded card.
- **Bad drivers.** The cars on the board are wreckage. No Actor can move into a Zone containing a car. They obviously can't be driven or searched.
- **What lies beneath...** The green door and the blue door represent the entrances to a connected series of maintenance tunnels. They can be opened like any other door, except that when one is opened the other opens as well. This will trigger a Zombie Spawn if it's the first door opened in a building.



- **Navigating in the dark.** Once the green and blue doors are opened, a Survivor may use one Action to quickly travel from the green door Zone to the blue door Zone and vice versa, as long as there are no Zombies in the Zone in which he begins this Action. Each time a Survivor does so, the player must roll a die.

**Roll a 1: Something's down here...** Move the Survivor to the other door and draw the top card from the Zombie deck. Place the indicated Zombies in the Zone the Survivor just arrived in.

**Roll a 2: Something's squishy...** The Survivor touches something gross and screams like a little girl. He gets laughed at and feels embarrassed. Move the Survivor to the other door, and place a Noise token in that Zone. A Survivor with a Flashlight may ignore this effect and simply move to the new Zone.

**Roll a 3, 4, or 5:** Move to the other Zone. Nothing else happens.

**Roll a 6: Something's shiny...** Draw the top card of the Equipment deck and place it in the Survivor's inventory. If an Aaahh! card is drawn, spawn a Walker in the Zone the Survivor just arrived in. This does not count as a Search.









# C23 DAY ZERO

HARD / 6+ SURVIVORS / 150 MINUTES

A Mission by Jeffrey Alley

The day it all began. It started like any other— an office worker at his desk, a Goth girl making breakfast, a cop taking down a thug, a nut job tugging feverishly on a locked door, and a waitress serving burgers. Even when every radio and television in sight began blaring out the news, it still almost didn't penetrate the mundane routine. Only the first distant sounds of gunfire and screams gave us a precious few minutes of warning. We gathered, we prepared, still disbelieving even as the first few trickled in. We killed them, refusing to yield our homes, but soon the trickle became a flood. We couldn't defend. There was no resisting anymore, only survival and zombicide. I should have grabbed my toothbrush...

Tiles needed: 1B, 1C, 4E, 5B, 5C, 5D, 6B & 7B.

## OBJECTIVES

Escape through the Exit Zone with at least one Survivor at the Red Danger Level. Any Survivor at the Red Danger Level may escape through this Zone at the end of his turn, as long as it's free of Zombies. How many will survive to continue the Zombicide?

## SPECIAL RULES

### • Place the Survivors where they were when it all began.

The following numbers indicate each Survivor's starting location:

- (1) Place Doug at his desk.
- (2) Place Amy in her kitchen.
- (3 & 4) Place Phil and Josh on the street.
- (5) Place Ned outside his bunker.
- (6) Place Wanda in the diner.

This Mission is intended for the 6 Survivors in *Zombicide: Season 1*. If the players choose to use different or additional Survivors, place them in the diner (number 6) as patrons. Don't spawn Zombies in buildings the Survivors start in. Some of them may not have Equipment to open doors. Wait for your friends, or Search for door-opening stuff!

### • You are doing just fine.

Each Objective gives 5 experience points to the Survivor who takes it.





• **A pimpmobile!** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

• **A police car!** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

• **You can use the cars.**

• **Ned's bunker!** The blue and green Objectives are inside Ned's bunker, behind the blue door, which only opens with Ned's key. The blue Objective is his arsenal, and the green one is a reusable medkit! Too bad Ned lost the key, and you have no way to get in. No, the key isn't located anywhere on the board either. What a sad day.



Cars you can drive



Exit



Objectives (5 XP)



Spawn Zones



Doors



Open Door



Doug



Amy



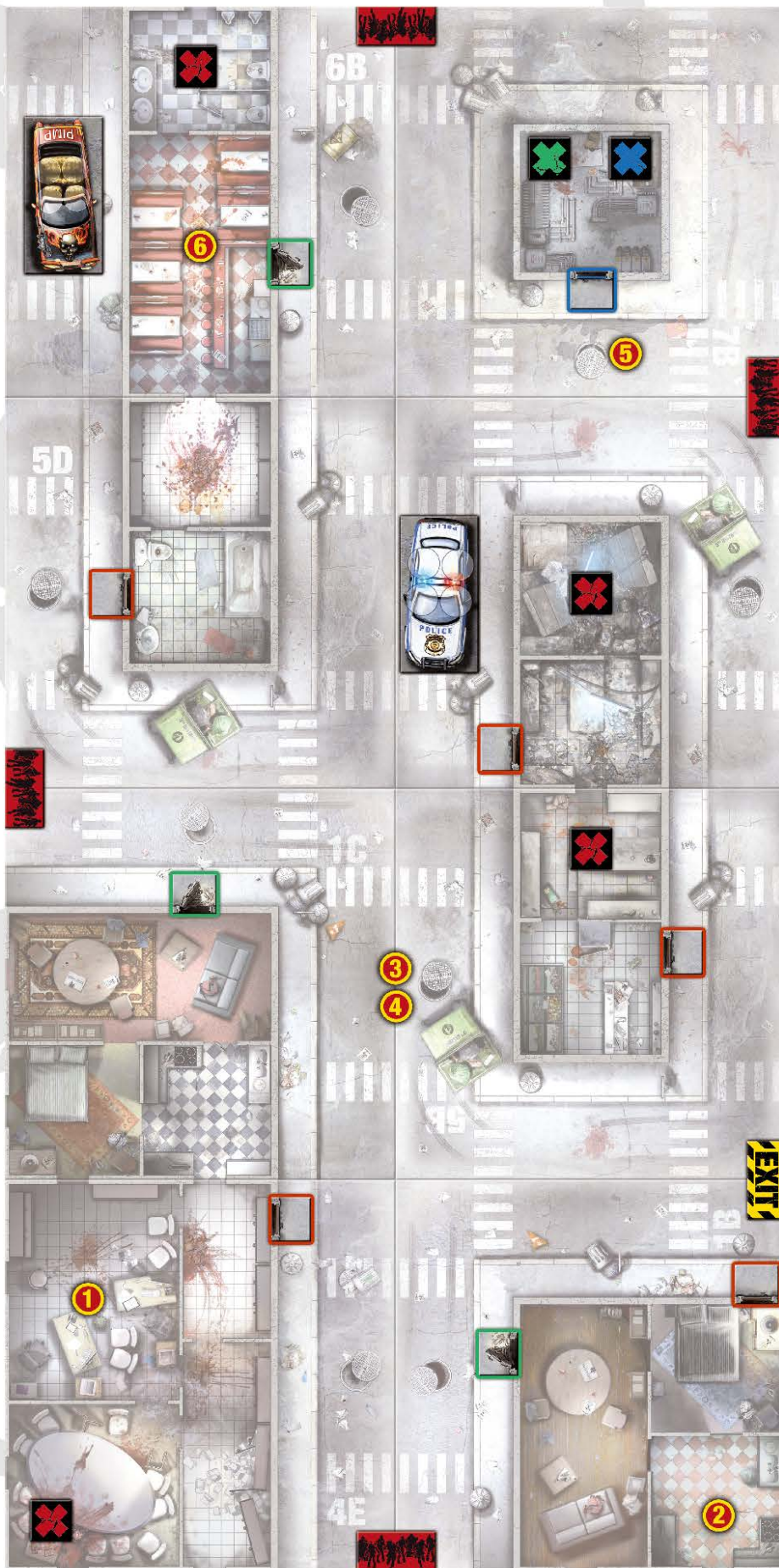
Phil and Josh



Ned



Wanda





# C24 WANT A MINI FOR XMAS

MEDIUM / 6+ SURVIVORS / 180 MINUTES

## A Mission by Céline Mathieu

*\*Sigh\** The cylinder head is about to give out. AGAIN. This time we really need to replace it. A few days ago, we passed a huge street, and Josh saw a sign labelled, "Pete's Garage". The odds of finding a cylinder head there are thin, but we need to take the risk. The sewers are crawling with walkers, though. Luckily, the military had an HQ nearby, and they left a minigun mounted at the street's entrance. I have no idea how to fire that thing; I guess we'll have to find out. I bet it can tear an Abomination apart.

Tiles needed: 1C, 2B, 2C, 3B, 4B & 4C.



## OBJECTIVES

Repairing the car is the main objective, but it would be a crime not to use this machine gun, wouldn't it?

**1- Find the cylinder head.** Take the blue Objective.

**2- Escape the horde.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Army weapon stock.** The red Objectives represent stashed weapons. When one is picked up, draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker, but keep drawing cards until you find a weapon.

- **Pete was working on a pimpmobile.** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

- **A derelict police car.** It won't go anywhere, but who knows what's in it? You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.







- Range: 1-3  
Dice: 5  
Accuracy: 4  
Damage: 3





# C25 A STAR IS FALLING

HARD / 4+ SURVIVORS / 180 MINUTES

## A Mission by Paul Cooper

"Hold on, Cholo," whispered Dave as he readied another Molotov.

"Are you sure the antidote is here?" El Cholo asked through the pain. "I don't know how much longer I can hold out."

El Cholo had been irritable for the past couple of days. Now he was flat out sick-pale, retching, and shaking. Dave figured out it wasn't the zombie infection. Apparently, someone or something had poisoned him.

"It looks quiet, but we don't know what's in that building," Dave said after taking a quick peek around the corner. "You say you want to clear both apartments?"

"That's right," replied Nick. "That's where the Chemist lives... or lived. If anyone has an antidote for the poison, he does. Relax. We'll find it."

Tiles needed: 1B, 1C, 2B & 2C.

## OBJECTIVES

This poison must have a cure, and the Chemist is the only guy that could have it. So, here is what you'll have to do...

**1- It's a binary compound.** The Chemist must have what you need in one of the Zones marked with a red "X". Search these Zones until you find the blue and the green Objectives.

**2- Cure the poison.** The poisoned Survivor must be cured!

**3- So long, zombies.** Reach the Exit Zone with the poisoned Survivor. He may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

A Star Is Falling has a very Hollywood tone. Use this to generate a great ambiance. Prepare your best action movie quotes!

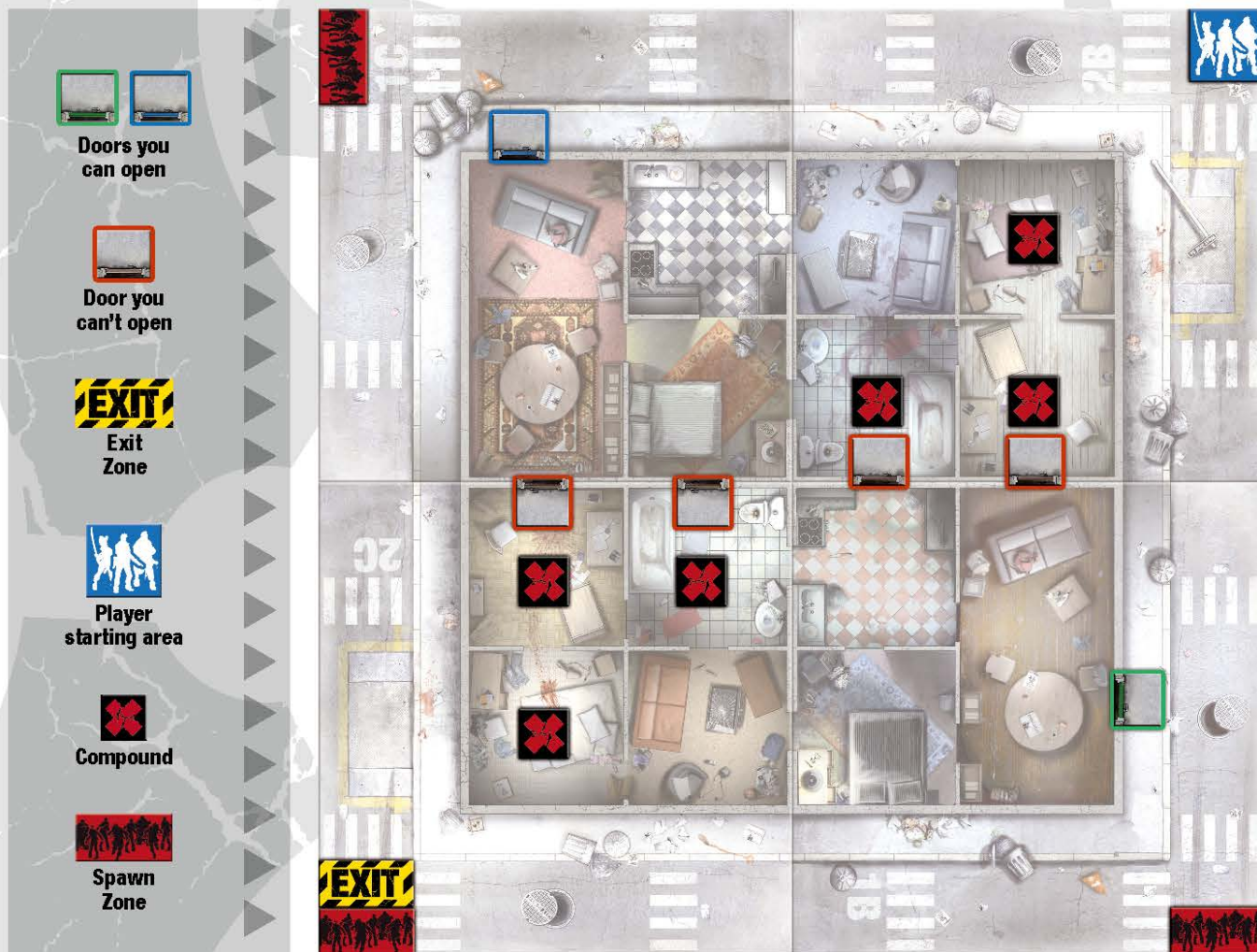
## SPECIAL RULES

• **American Eagle Power!** All Survivors start at the beginning of the Yellow Danger Level. By mutual agreement, players can choose to start at a higher Danger Level (including Ultrared). The poisoned Survivor starts at the beginning of the next lower Danger Level (if the team starts at Yellow, he'll start at Blue, for example).

• **Final vengeance!** Select a Survivor at random. That Survivor's arch-nemesis from his past has slipped him a slow acting poison. The Mission fails if the poisoned Survivor dies. The poisoned Survivor must roll a single die at the start of each of his turns. On a 1 or 2, he loses 2 Actions and can't use his Skills for that entire turn. The following Skills are not affected: Starts with [Equipment], Can start at [Danger Level], and Rotten.







• **What's wrong with these doors?** The blue and the green door can be opened normally. However, the red doors are permanently locked and divide the building in two.

• **Anything in this building is pretty hungry.** All Zombies spawned in the building are Walkers. Keep turning over Zombie cards until you get a card displaying Walkers for the current Danger Level. Manhole and Extra Activation cards are ignored.

**TIP: If you own it, you can use the Walk Of The Dead #1 Zombie deck instead.**

• **The plot twist.** The antidote is a binary compound! Put the blue and the green Objectives randomly among the red Objectives, face down. Flip over the Objective token when it's taken.

- If it's red, the Survivor who takes it earns 5 experience points and resolves a free Search (this does not count as the Survivor's Search action for the turn).

- If it is blue or green, the Survivor earns 10 experience points and has found half the antidote. Put the Objective token on the Survivor's ID card. It doesn't take a slot in the Inventory and can be traded. If a Survivor dies before giving the token to the poisoned Survivor, place the token in the Zone where he died. Any other Survivor can pick this token up with an Action.

• **This should get you back on your feet.** The poisoned Survivor is cured if he owns both antidote tokens and spends three Actions in a row. Then he no longer suffers from the "Final vengeance!" effect.



# C26 MILITARY BASE

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Tim Thorson

After being in the city for so long, our team is running short on ammo. We decided to head to a military base on the outskirts of town. Upon arriving, we only saw a few walkers and empty buildings. It seems too easy, but that base is the only place that might have the supplies and ammo we need. One way or the other, we're going in.

Tiles needed: 1B, 1C, 2B, 2C, 5C, 5D, 5E & 5F.



## OBJECTIVES

Take the ammunition and return to town.

**1- Take all the ammunition and search the barracks until you have found all the weapons!** Take all the Objectives and the three "ammo cache" cards.

**2- Back to town.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



## SPECIAL RULES

- **Dead soldiers don't need ammo.** They died where red "X"s have been set. Each Objective gives 5 experience points to the Survivor who takes it.
- **Dead officers don't need keys.** Put the green Objective randomly among the red Objectives, face down. Once the green Objective has been taken, the green and the blue doors can be opened.
- **Special ammo cache in the barracks.** Remove one Shotgun, one Sub MG, one Rifle, two Plenty of Ammo (one of each type), and two Aaahh! cards from the Equipment deck. Shuffle these cards and draw three of them, face down. These are the ammo cache. Place them near the blue Objective. Shuffle the other cards back into the Equipment deck. When a Survivor takes the blue Objective, he receives the 3 ammo cache cards. Any Aaahh! cards revealed when the cache is taken triggers the appearance of a Walker as usual.
- **Stop this noise!** When the blue Objective is taken, the blue Spawn Zone activates.



• **What is this police car doing here?** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

• **I said, "Stop this noise!"** When the police car is Searched, its alarm goes off. Place two Noise tokens on the police car. They stay there until the alarm is turned off. This is not cumulative if the police car is Searched again while its alarm is on. A Survivor in the Police car's Zone can spend one Action to turn off the alarm—remove both Noise tokens.

• **You can't use the cars.**



Ammo cache



Doors



Exit  
Zone



Player  
starting area



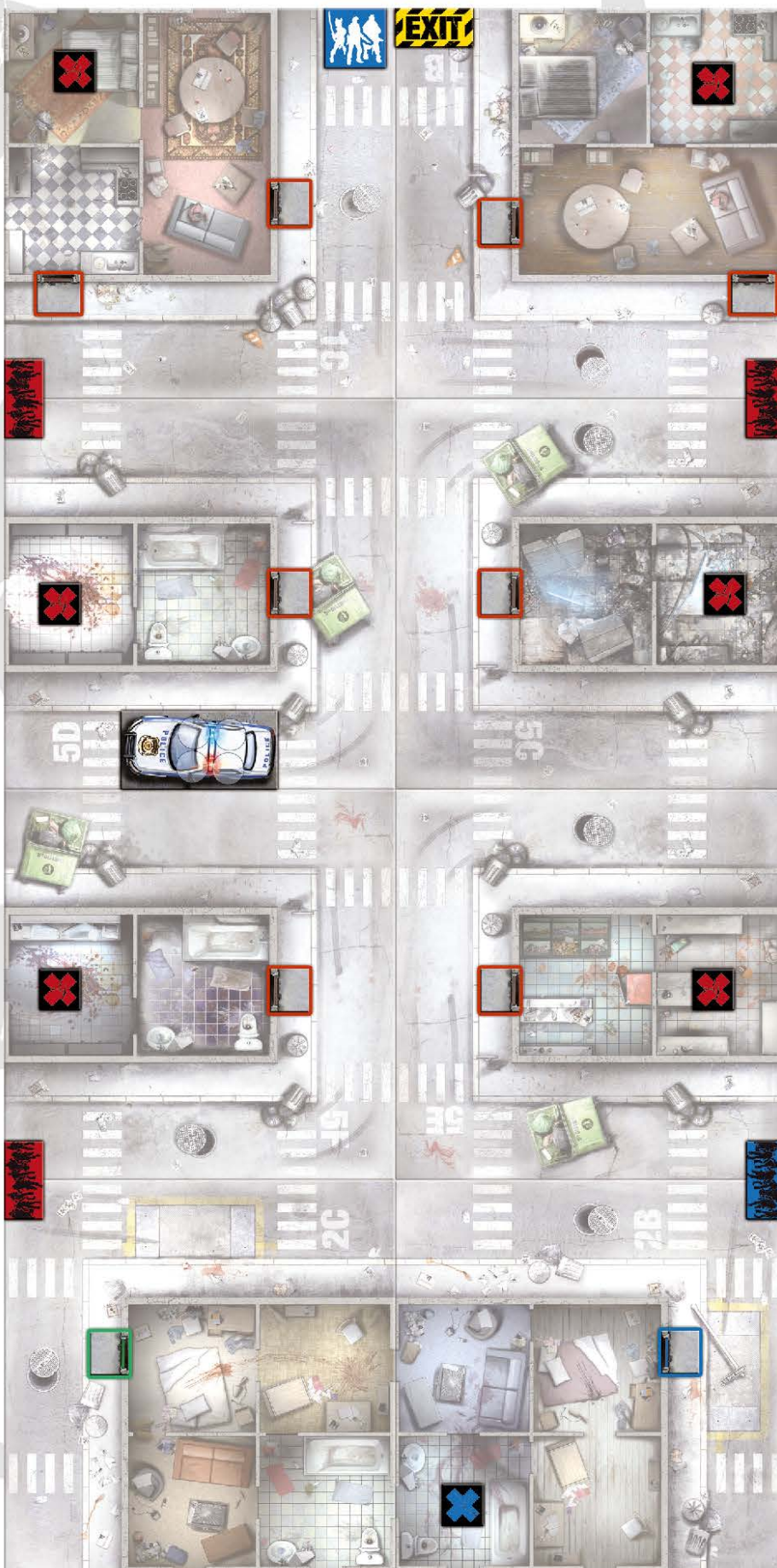
Police car  
you can't drive



Dead soldier



Spawn Zones





# C27 BREAKING DOWN

HARD / 6+ SURVIVORS / 180 MINUTES

## A Mission by James Cachia-Garrett

A wandering horde has chased us out of house and home. We packed our weapons and supplies into the car and headed out, but the horde was too big. Our car hit too many zombies. There's smoke coming out of both ends, and I'm pretty sure the transmission is totaled. Thankfully, I know where we are. One of the less fortunate survivors we encountered mentioned that his family's minivan was in the garage right in front of us when the outbreak happened. It's got a broken driveshaft and no gas, but it's fine otherwise. Oh, and the garage door is locked down tight. We need to fix the driveshaft, fill the tank, and get out of here. On the bright side, I also heard that a gun collector had stashed his prize weapons around here somewhere. We could really use them, and he's not going to need them anymore.

Tiles needed: 2B, 2C, 3B, 3C, 4B, 4C, 4D & 4E.

## OBJECTIVES

We need a new car!

**1- A driveshaft and some fuel.** Take the driveshaft from the police car and find two Gasoline cards.

**2- Repair and refuel the minivan.** It's represented by the pimpmobile on tile 3B.

**3- Open the roller door.** You'll need to find the green Objective to do this. It's represented by the blue and green doors on tile 3B.

**4- Flee the horde!** Escape through the Exit Zone with the minivan. The car may escape through this Zone at the end of the driver's turn, as long as it's free of Zombies.

## SPECIAL RULES

- **This is exactly what we need.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Closed rooms.** Some building Zones are isolated by doors. They are considered separate buildings for Zombie Spawning only.

- **On the run.** Each Survivor starts the mission with 7 experience points, at the Yellow Danger Level, and packing a bonus weapon in addition to the standard starting Equipment. Before the game begins, starting with the first player, draw from the Equipment deck until each Survivor gets a weapon. Ignore non-weapon Equipment cards.

- **The gun collector lived near here.** Place Ma's Shotgun and the Evil Twins in the Equipment deck AFTER each Survivor receives his bonus weapon. These weapons can be found by Searching around town.

- **Mechanics have Gasoline.** Before the game begins, remove both Gasoline cards from the Equipment deck, and place one in each mechanic Zone (marked as such on the map). The first Search in these Zones gives the matching Gasoline card. If used, place the Gasoline cards in the discard pile.

- **Where can we find a driveshaft?** The Survivor who takes the blue Objective receives the driveshaft. The blue Objective token counts as an Equipment card. The driveshaft is very heavy and cumbersome: it can only be placed in one of the hand slots. Losing the driveshaft ends the game.

- **The roller door.** Put the green Objective randomly among the red Objectives, face down. Once the green Objective has been found, the roller door can be opened. It is represented by both the green and the blue door on tile 3B. Both doors open simultaneously. Opening the roller door is very loud. Treat the Survivor who opens it as having used the Loud Skill.

- **Repairing the minivan.** A Survivor can spend one Action with either a Gasoline card or the driveshaft to put them in the minivan. Once two Gasoline cards and the driveshaft have been stashed this way, the minivan can be driven. It can be driven through the roller door of tile 3B.



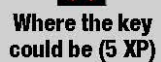
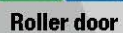
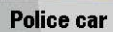
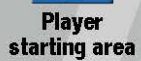


- **It's FIXED! Let's try not to break it again.** Once repaired, the minivan can only be driven a maximum of 2 Zones per game round.



**Door**

**Mechanic Zone  
(Gasoline)**





# C28 KING ROTBELLY

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Ron Price

'We were getting the hang of this whole "battling tooth and nail for survival" thing 'til that festering tub of pus showed up. Everywhere he goes, the zombies flock to him. We'd call him a leader if he had, you know, a brain.'

Material needed: Season 1.

Tiles needed: 1B, 1C, 2B, 2C, 4B, 4C, 5E & 7B.



## OBJECTIVES

Kill Rotbelly and escape with your life.

**1- Kill Rotbelly.** It's an Abomination, so this won't be easy.

**2- Back home.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.







## SPECIAL RULES

- **Rotbelly is here!** At the start of the game, place an Abomination in the Zone marked on the map. This is Rotbelly!
- **We'll have to head out.** Survivors cannot Search the Zone they start in.
- **King Rotbelly's Zombie Court.** The Abomination acts like a mobile Spawn Zone. During the Spawn phase, draw an additional Zombie card and place the indicated Zombies in Rotbelly's Zone.
- **No hurry for Rotbelly.** When Rotbelly has to move, roll a die. On a result of 4 or more, it stays where it is. On a result of 3 or less, it moves normally.





# C29 LET'S SEE MORE C4

HARD / 4+ SURVIVORS / 90 MINUTES

## A Mission by Erik Yaple

I've been in those buildings. I can hear them underneath, ready to come through the floor. There must be some sort of nest down there. I say we blow that building sky high and send those things to Hell! Skeeter, an old buddy from the war, had some C4 stashed in his storage unit and probably had a remote detonator in his hovel. Skeeter loved things that went boom! This is our plan: We get in there, get the C4, plant it, blow the building to dust, and get back to camp in time for dinner. Easy as that!

Material needed: **Season 1.**

Tiles needed: **1C, 2B, 5B, 5C, 5D & 7B.**

## OBJECTIVES

Detonate this building. Red on red and so on. Just do everything in the right order, because explosives don't like it when you mess with them.

**1- Where are my detonators?** Take the blue Objective.

**2- Place the C4.** Place a red Objective in each of the locations on the map marked with a (1). You'll need to get them from the storage room first!

**3- 2, 4, 6, 8. Now it's time to detonate!** After you have placed a C4 pack in each Zone marked with a (1), the Survivor with the detonator must spend an Action to detonate them. All marked locations must detonate at least once.

**4- Yippie Ki Yay, Bullet Sucker!** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

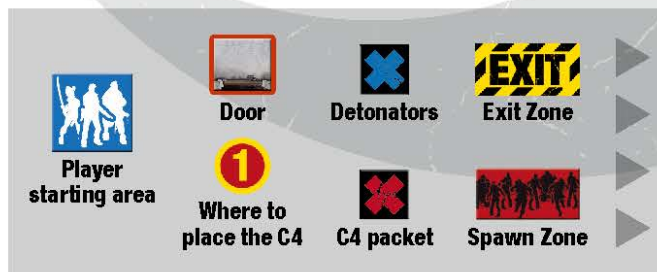
## SPECIAL RULES

- **These are selective frequency detonators (and their remote control).** The blue Objective represents the detonators and their remote control. Place this Objective token on the inventory of the Survivor who took it. The detonators can be exchanged like an Equipment card and take up one space in the Survivor's inventory. If the blue Objective is lost, the Mission fails. Taking this Objective doesn't grant experience points.

- **There's a lotta boom in this room!** The nine red Objectives on the map represent C4 packets. When a C4 packet is taken with an Action, place the red Objective token on the inventory of the Survivor who took it. The C4 token can be exchanged like an Equipment card and takes up one space in the Survivor's inventory. If a Survivor carrying a Red Objective is killed, the C4 packet is lost. Taking a red Objective doesn't grant experience points.

- **Planting C4.** C4 packets may be placed in any Zone as an Action, but to fulfil this Mission's objective, one of them must be placed in each of the five Zones marked on the map. If there aren't enough C4 packet tokens left to detonate all the marked Zones, the Mission fails.

- **Selective frequency detonation.** As an Action, the Survivor with the blue Objective (the detonator) may detonate one or more planted red C4 tokens. Treat the Zone where the selected C4 is detonated as if it was hit with a Molotov Cocktail.









# C30 ZOMBIES AT THE DOOR

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Sergio Bac

One door, two doors—how many doors until we get out of here? How many zombies are waiting behind each of them?

Material needed: **Season 1.**

Tiles needed: **3B, 4B, 6C, 6B, 5E, 5F, 5C & 5D.**

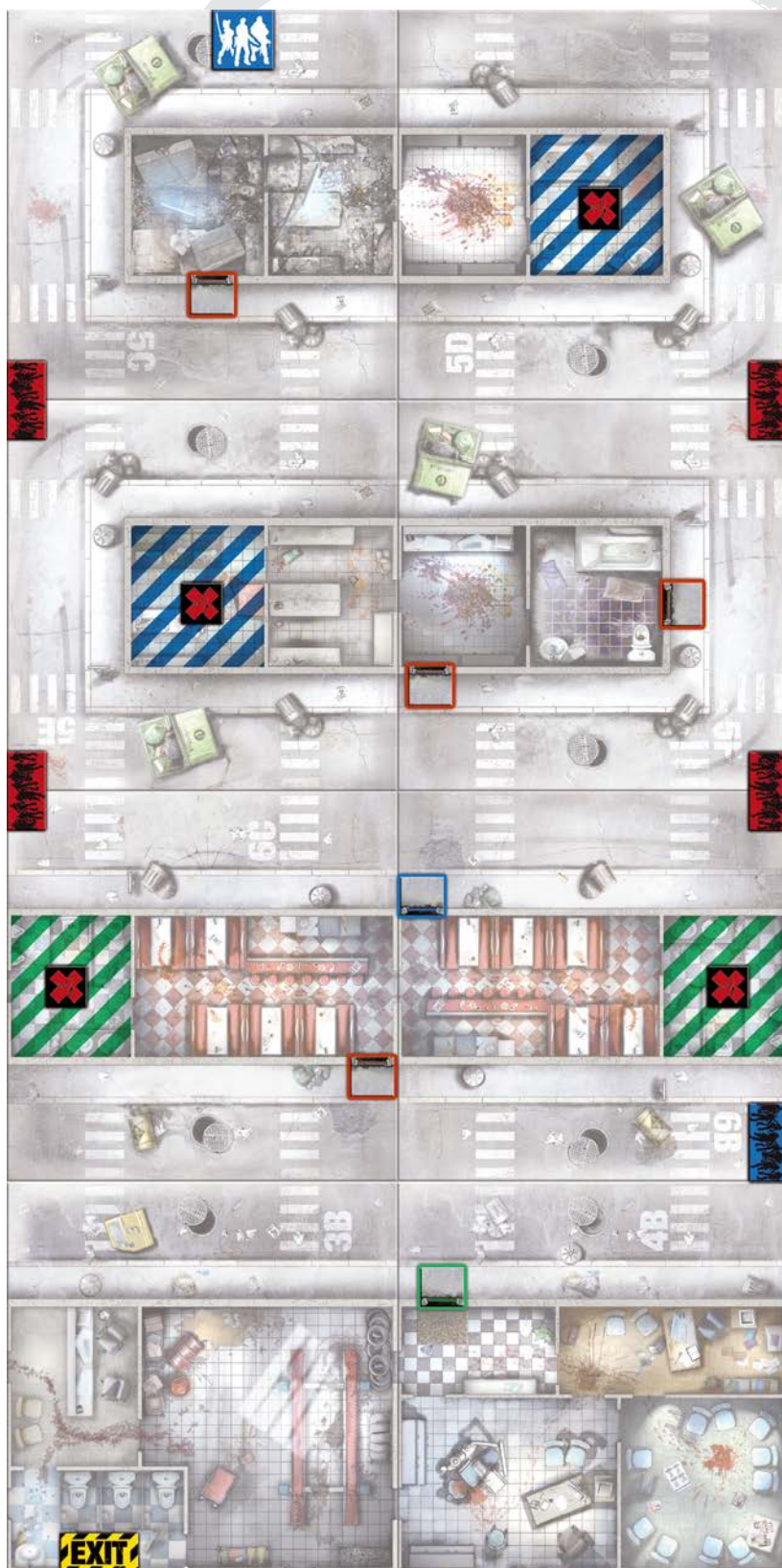
## OBJECTIVES

**Get out!** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **The blue door.** Randomly place a red Objective and the blue Objective, face down, in each blue Zone. Once the blue Objective has been taken, the blue door can be opened.
- **Uh-oh. An alarm.** Once the blue Objective has been taken, the blue Spawn Zone activates.
- **Will you dare open the blue door?** The blue door can only be opened by a Survivor who has reached the Yellow Danger Level or above.
- **The green door.** Randomly place a red Objective and the green Objective, face down, in each green Zone. Once the green Objective has been taken, the green door can be opened.

- **You don't dare open the green door, do you?** The green door can only be opened by a Survivor who has reached the Orange Danger Level or above.





# C31 ZOMBIE FACTORY

HARD / 6+ SURVIVORS / 120 MINUTES

## A Mission by Jason Wilkins

We'd been on the road forever, but we finally found a small community that's somehow kept out the undead. Naturally, they don't trust newcomers, but they'll let us rest for a few days if we help them with a small problem. Early in the outbreak, some lunatic built a factory nearby using zombies to generate power. You can guess how well that turned out. Now the place is spewing hordes of zombies. They asked us to shut it down permanently.

Material needed: Season 1.

Tiles needed: 5B, 5C, 5D, 5E, 5F & 6C.



## OBJECTIVES

Guys, it won't be easy, but it has to be done. Let's see the plan.

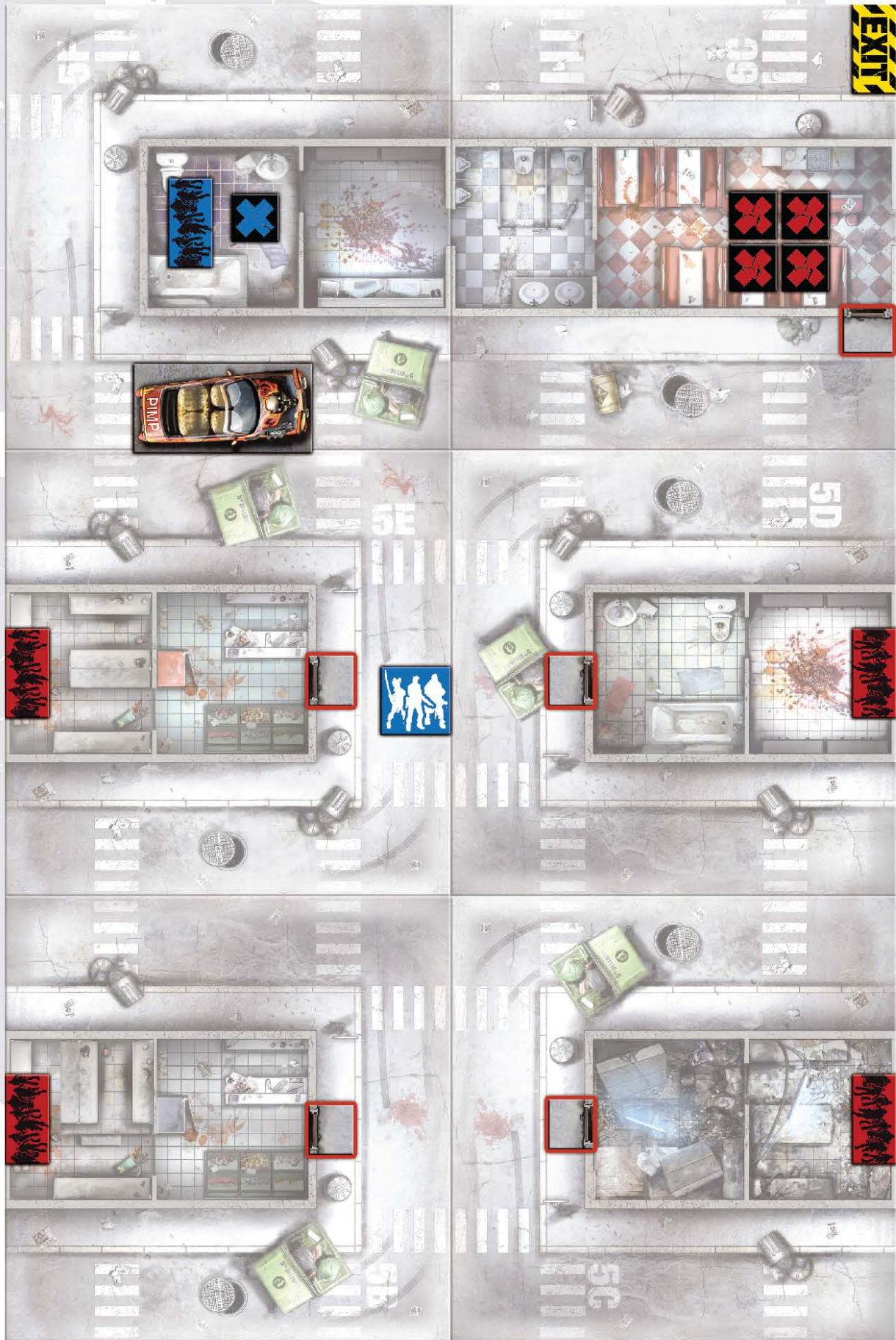
- 1- **Get the explosives from the warehouse.** Take all red Objectives.
- 2- **Set them inside each of the four zombie power plants.** Place one red Objective on each red Spawn Zone.
- 3- **Get the detonator from the Abomination.** Kill the Abomination to get the blue Objective.
- 4- **Get away before blowing the place apart.** Reach the Exit Zone with all remaining Survivors and the blue Objective. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Let's get this job done, and well done.** Each Objective gives 5 experience points to the first Survivor who takes it. Place each taken Objective on the ID Card of the Survivor who took it. The explosives (red) and the detonator (blue) can be exchanged as Equipment cards and occupy one space in the Survivor's inventory. If any Objective is lost, the Mission fails. To place a red Objective on a Spawn Zone, the Survivor carrying it simply needs to spend an Action while in that Zone.
- **Give the detonators to daddy if you don't want a serious spanking.** The blue Objective can only be taken once the Abomination carrying it has been killed. It follows the Abomination when it moves.
- **It was so quiet before we opened the doors...** Each Spawn Zone only activates once the door of the building in which it stands is opened.
- **What did this one eat to become like this?** The blue Spawn Zone spawns only once, when its building is opened, producing a single Abomination.
- **Pimpmobile!** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).
- **Out of gas!** The car can't be driven.
- **Watch your feet.** The factory continues below ground, and there are Runners running in the pipes! At the End Phase of each turn after the first one, roll one die. On an odd result, place one Runner on each manhole on a tile occupied by Survivors, as if you just drew a "manhole" card. On an even result, nothing happens.









# C32 RUN FOR IT!

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Sean McDonald

We thought we could get in, get the riot gear, and get out. With all we've gone through to get this far, we thought that gear would make us safer. The place was quiet. We didn't see or hear anything. We thought it would be a walk in the park. We were wrong!

Everything seemed fine until we stumbled into the wrong rooms. Even with all the infected we've seen, nothing prepared us for these two. Our only chance now is to RUN!

Material needed: Season2: Prison Outbreak.

Tiles needed: 8P, 11P, 12P, 14P, 15P & 16P.



## OBJECTIVES

**Escape! Reach the Exit Zone with all remaining Survivors.** Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

- *Superior Escape:* All Survivors reach the Exit Zone.
- *Acceptable Losses:* No more than 1 Survivor dies.
- *This Could Mean the End:* More than 1 Survivor dies.
- *Complete Failure:* All Survivors die.

## SPECIAL RULES

- **The violet Switch.** Activating the violet Switch opens the violet cell doors and activates the violet Spawn Zone. The violet Spawn Zone only activates after the violet Switch is activated. The Switch can't be set back into its original position.
- **The white Switch.** Activating the white Switch opens the white cell doors and activates the white Spawn Zone. The white Spawn Zone only activates after the white Switch is activated. The Switch can't be set back into its original position.
- **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used).
- **How do we kill these beasts?** When an Abomination is killed, place his miniature on the Player starting area.









# C33 MEDICAL MUMBO JUMBO

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Tim White

We've been running for days or maybe weeks. I don't know, and I don't care. My gut hurts, and the vomiting won't stop. Doug says I have appendicitis. Amy found a medical textbook at the local library and says she's willing to cut me. Imagine, a goth cutting someone else.

Phil knows where we can get some "anesthetic" and where there's a dental surgery we can use. We just need the keys to the surgery cabinet. Ned says the keys are probably where the poor doctor died, and he claims to know all this dentist's favorite haunts. Ned scares me sometimes. Why would he stalk a dentist?

This might be the last update. If I don't die in the dentist chair, I'll likely be consumed by zombies. As always, they're right behind us.

Material needed: **Season 1.**

Tiles needed: **1C, 3B, 4B, 4D, 4E, 5C, 6B & 6C.**

## OBJECTIVES

Modern surgery requires following the prescribed methodology. That's what Amy said, anyway.

**1- Find the anesthetic and the keys to the surgery cabinet.** The anesthetic is on the bedside table in the location with the green "X". The keys could be in any location marked with a red "X".

**2- Perform surgery.** Don't be afraid. You are a Survivor. Everything will be okay.

**3- Find a place to rest.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it contains no Zombies.

## SPECIAL RULES

- **The patient.** Before the game begins, roll a die for each Survivor. The lowest result designates the patient (re-roll ties).

- **On the road.** The Survivors have been running since they lost their shelter, but they had time to equip themselves. In addition to the normal starting Equipment, distribute a Shotgun, a Sawed-off, a Sub MG, an extra Pistol, and a Rifle.



- **This is not exactly what we were searching for, but...** Each Objective gives 5 experience points to the Survivor who takes it.

- **Closed rooms.** Some building Zones are isolated by doors. Consider these separate buildings when spawning Zombies.

- **Where is the dentist's body?** Put the blue Objective randomly among the red Objectives, face down. Put the Objective token on the ID Card of the Survivor that finds it. It can be traded as an Equipment card but doesn't take an Inventory slot. If the Survivor carrying it is eliminated, the game is lost.

- **I've found the sleeping p...the anesthetic.** The anesthetic is represented by the green Objective. Put the Objective token on the ID Card of the Survivor that finds it. It can be traded as an Equipment card but doesn't take an Inventory slot. If the Survivor carrying it is eliminated, the game is lost.







# C34 STORAGE WAR

HARD / 4+ SURVIVORS / 60 MINUTES

A Mission by Matt Turnbull

Apparently being crazy runs in Ned's family. He told us his uncle rented a bunch of storage containers down by the docks and kept his "valuables" there, including his defective coin collection, his civil war miniatures, and the keys to his boat. I'm sure the miniatures are nice, but that boat's our ticket out of the city. I wonder why Ned's uncle didn't use it...

Material needed: Season 1.

Tiles needed: 1C, 2B, 2C, 3B, 5B, 5C, 5D, 5E & 7B.

## OBJECTIVES

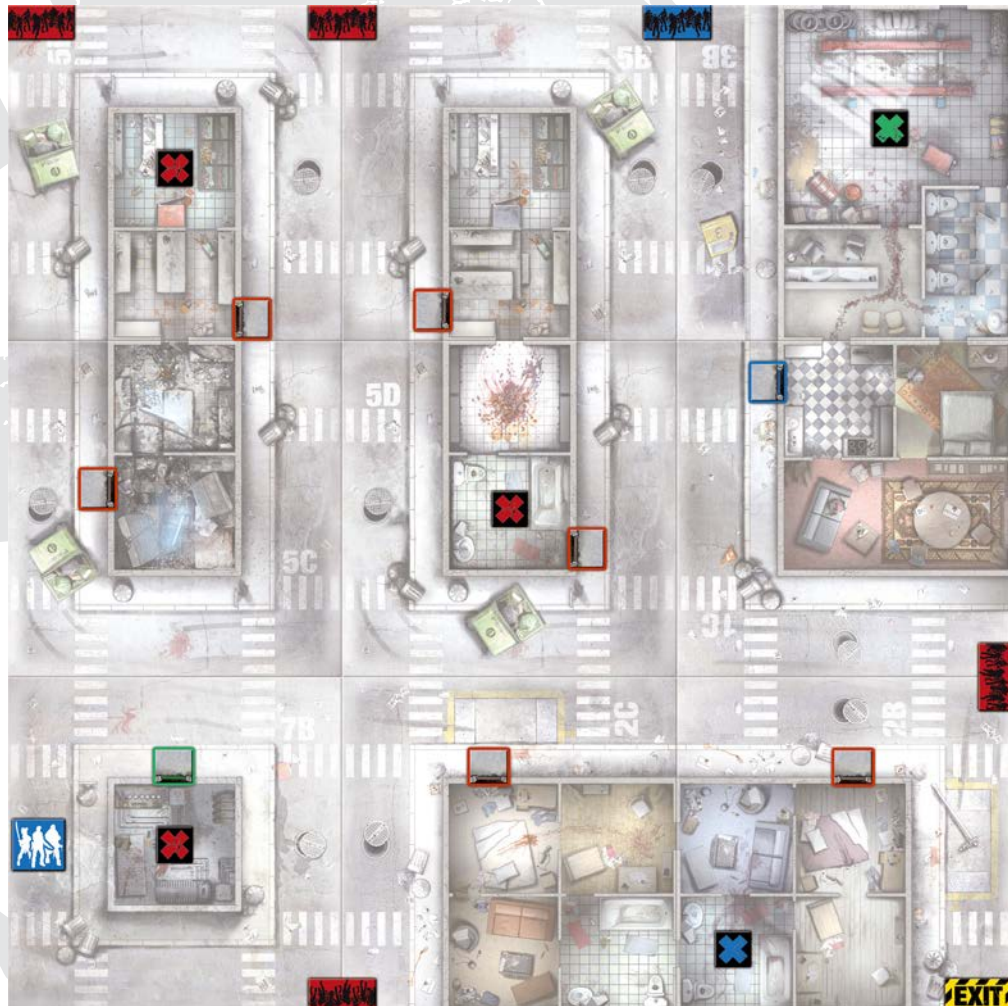
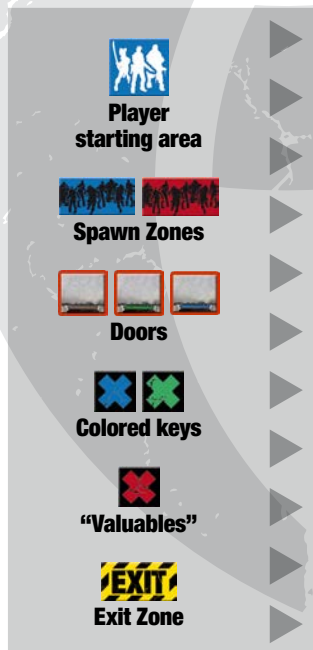
Here is the plan:

**1 – Family heirlooms.** Take all the red Objectives.

**2 – Row your boat.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **"Valuables".** Each Objective gives 5 experience points to the Survivor who takes it.
- **Green key.** The green door cannot be opened until the green Objective has been taken.
- **Blue key.** The blue door cannot be opened until the blue Objective has been taken. Taking the blue Objective also activates the blue Spawn Zone.
- **Ned's Uncle.** Looks like Ned's uncle had the same idea but didn't make it. Now he's out to stop you from getting on his boat. Once you obtain all three red Objectives, immediately spawn an Abomination (Ned's uncle) on the Exit Zone.
- **The return of Ned's Uncle.** Ned's Uncle has eaten all local Abominations. Don't spawn an Abomination when a Zombie card says so. Instead, spawn a Fatty and its two Walker escorts.





# C35 WAKE-UP CALL

EASY / 4+ SURVIVORS / 60 MINUTES

A Mission by Paul Murray

*It was our own damn fault, really. We'd been holed up in that old style, built-to-last brownstone for days. We learned to trust that the doors would hold, though we still slept well away from them just in case. Got real cozy. We even stopped posting watches through the night, because we knew they couldn't get through the doors. We got careless. We never figured that the dividing wall to the new-build condos next door was so damn fragile...*

Material needed: Season 1.

Tiles needed: 1B, 1C, 2B, 2C, 4B, 4C, 4D & 4E.

## OBJECTIVES

**Get off the board through the Exit Zone.** That's it. Good luck... Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

• **Who gets the top bunk?** Don't spawn Zombies in the building at the beginning of the game or when the first door is opened. The Survivors begin the Mission sleeping in the

rooms they deemed safest (i.e. the ones furthest from the external doors). Roll a die for each Survivor before the game begins, and place their miniature in the room on the map corresponding to that number.

• **Surprise!** In this Mission, the Zombies take the first turn. Begin the game with a Spawn step before any Survivors play. Better get moving, sleepyheads!

• **Rude awakening.** It takes Survivors one Action to wake up and leap off their makeshift bedrolls, so each Survivor has one less Action than normal in their first turn. They also begin the game with no Equipment whatsoever (not even a Pan!), due to the suddenness of their scramble out of bed. Survivors that have the Starts with [Equipment] Skill are exceptions to this—they begin with their appropriate Equipment (it turns out Phil really *does* sleep with that Pistol under his pillow).

• **Where are the keys?** Put the green and the blue Objectives randomly among the red Objectives, face down. Objectives represent the keys for the three doors, carelessly discarded by the last person to use them. But have they been left next to the right door? Each Objective gives 5 experience points to the Survivor who takes it.

• **Reinforced main door with three locks and three keys.** Once the three red Objectives have been taken, the red door can be opened.

• **Green Emergency Exit.** Once the green Objective has been taken, the green door can be opened.

• **Blue Emergency Exit.** Once the blue Objective has been taken, the blue door can be opened, and the blue Spawn Zone activates.





# C36 ZOMBIE MUSICAL

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Hervé Fortin

Let's look at this mission like a musical, all right? Because killing zombies over and over could drive us nuts if we are not careful. We need to figure out new ways of looking at what we are doing. Or maybe we've already gone insane, and this is how it shows.

Material needed: Season 1, Toxic City Mall, Season 2: Prison Outbreak.

Tiles needed: 1M, 1P, 2B, 2M, 3B, 4M, 5E, 6C, 6M, 8P, 9P & 18P.

## OBJECTIVES

Here is the music. I mean, the plan.

**1 – Overture: the storage key.** There is a white "X" where it's located. Take the white Objective.

**2 – First Opus (pianissimo):** get the Ultrared stuff. Take all Ultrared weapons.

**3 – Second Opus (fortissimo):** use the Ultrared stuff. Reach the Red Danger Level with all Survivors.

**4 – The Grand Finale!** Reach the Exit Zone with all remaining Survivors. At least one of them must be driving the taxi. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.





## SPECIAL RULES

- **You have found an entrance ticket.** Each Objective gives 5 experience points to the Survivor who takes it.
- **A zombie spectator is already seated in his special box.** When setting up the game, put a Toxic Abomination in the indicated Zone.



• **Stage setting.** Place all Ultrared weapons in the indicated Zone. When a Survivor Searches the Zone, he receives the Ultrared weapon of his choice from among those remaining and 5 experience points.

Please note the left building on tile 18P has no door and cannot be entered. This is intentional.

• **First Opus (pianissimo).** Taking the white Objective opens all white cell doors. Once this Objective has been taken, the white door leading to the Ultrared weapons can be opened, and the white Spawn Zone activates.

• **The Grand Finale (Taxi-ssimo).** Once the blue Objective has been taken, both blue doors can be opened, and the blue Spawn Zone activates. The taxi can be driven out if both garage doors are opened.

• **You can use cars.**

• **Things forgotten in a Taxi.** You can Search taxis more than once. They are Searched just like a building Zone but Flashlight cards have no effect. The Aaahh! card triggers the appearance of a Walker as usual.





# C37 DEFEND THE MALL - SAVE THE BABY

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Scott Hill

"I told you this was a bad idea. I told you! We need to leave. NOW!"

"We're not leaving her like this! She's in LABOR. for heaven's sake! She wouldn't stand a chance."

\*sigh\* "Great. Two more months to feed..."

"Ah, quit complaining. Get everyone on barricades. Do whatever it takes! Just don't let THEM get in here!"

Material needed: Toxic City Mall.

Tiles needed: 1M, 2M, 3M & 5M.

## OBJECTIVES

**1 – Protect the baby and his mother.** Prevent any Zombies from entering the Player Starting Area (marked in green). If a Zombie enters the Player Starting Area, the Mission is lost.

**2 – The best defense is a good offense.** Once the baby is **born** and **asleep** (see special rules), clear the board of all remaining Zombies. If at any time there are no Zombies on the board, you win.

## SPECIAL RULES

• **We need better weapons...** Do not distribute starting equipment as normal. Instead randomly deal a Baseball Bat, a Chainsaw, a Fire Axe, a Katana, and enough Pans and/or Nightsticks so that each Survivor has one card.

• **...and this place is full of them!** Remove all supply cards (Canned Food, Bag of Rice, and Water) from the Equipment deck. They should not be used in this Mission.

• **Look what I found!** Remove a Sub MG, a Shotgun, an Assault Rifle, and a .44 Magnum from the Equipment deck. Shuffle these cards and place them face down at the side of the map. Whenever a Survivor collects a red Objective, he gains 5 experience points and one random card from this pile. If a Survivor with the Matching Set Skill receives either the Sub MG or .44 Magnum, he should also receive a second Sub MG or .44 Magnum from the Equipment deck, if available. The Survivor may then rearrange his Inventory for free.

• **Collector weapons!** When a Survivor takes the blue Objective, he gains 5 experience points and Pa's Gun. When a Survivor takes the green Objective, he gains 5 experience points and one other random pimpmobile weapon.

• **They must be stopped.** The barricades shown on the map are Permanent Defensive Structures. They may not be removed, either by Survivors or Zombie activations. They block movement and line of sight for both Survivors and Zombies. Survivors may make Ranged Attacks through Permanent Defensive Structures from any adjacent Zone. Ranged Attacks from further away, however, are blocked.

• **This shop has been looted.** The starting Zone (marked in green) may not be Searched.



• **Childbirth is noisy...** Before the baby is **born**:

**1 –** At the start of the Players' Phase of every game turn until the baby is **born**, add one Permanent Noise token to the starting Zone (marked in green). Permanent Noise tokens aren't removed at the end of the turn.

**2 –** Then, roll two dice and add the results. If the total is greater than or equal to the number of Permanent Noise tokens present in the starting Zone (marked in green), add one more Permanent Noise token to that Zone.

• **...and almost unpredictable!** The baby is **born** when the number of Permanent Noise tokens in the starting Zone (marked in green) reaches 13.

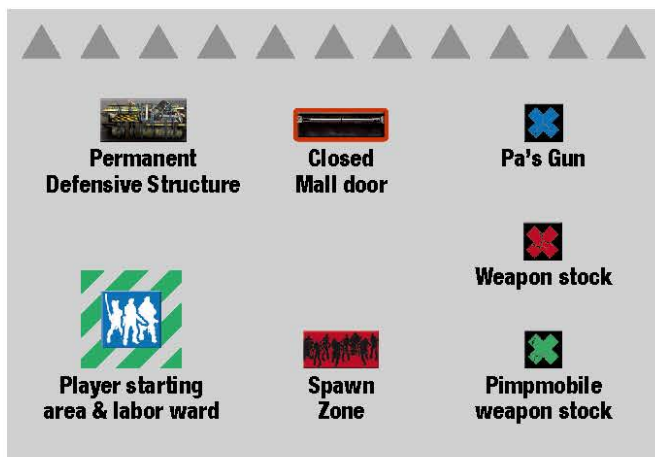
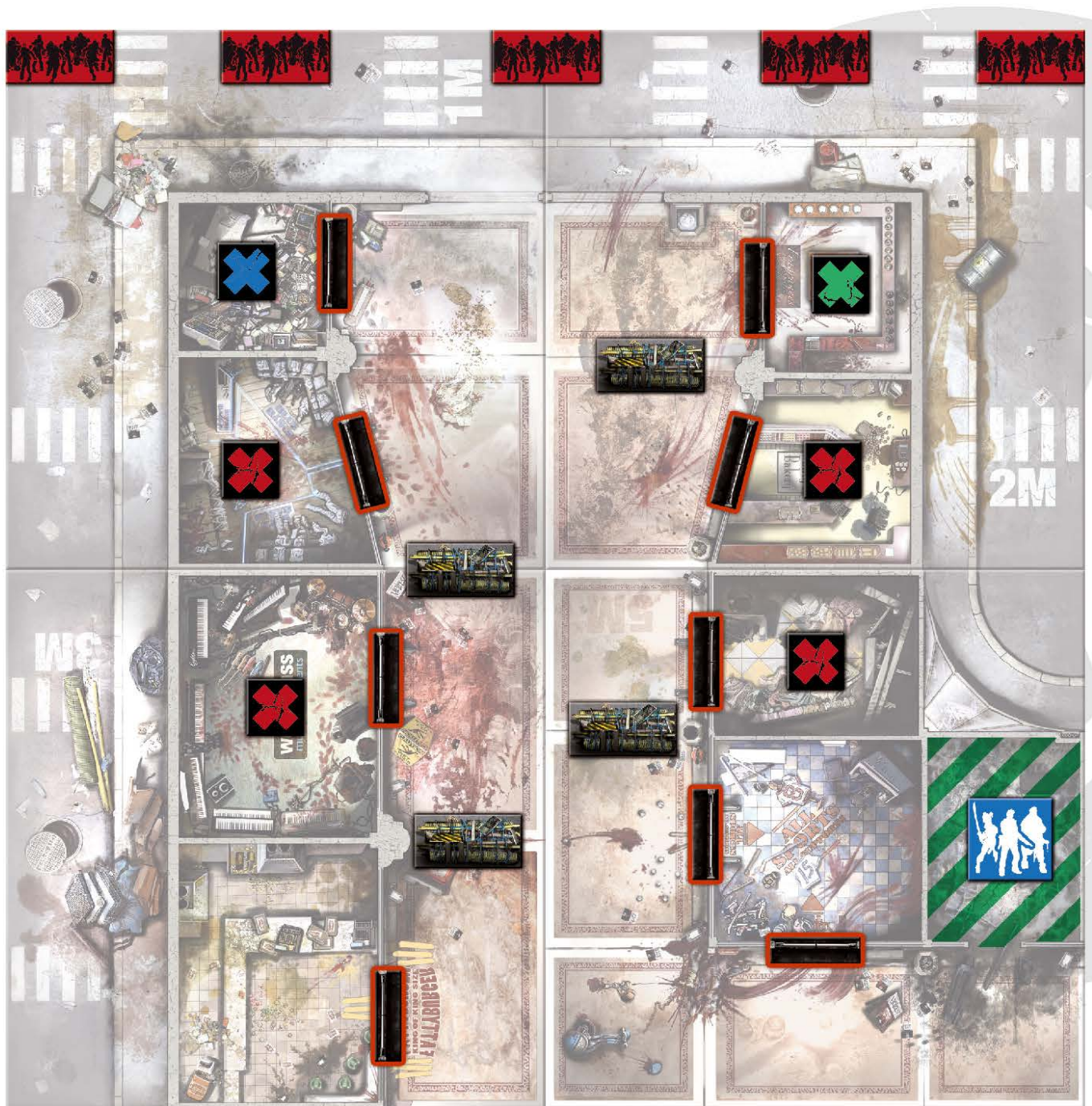
• **Sleep tight...** After the baby is **born**:

**1 –** At the start of the Players' Phase of every game turn until the baby is **asleep**, remove one Permanent Noise token from the starting Zone (marked in green).

**2 –** Then, roll two dice and add the results. If the total is less than or equal to the number of Permanent Noise tokens present in the starting Zone (marked in green), remove one more Permanent Noise token from that Zone.

• **...don't let the bedbugs bite.** The baby is **asleep** when the number of Permanent Noise tokens in the starting Zone (marked in green) reaches 0. Remove all Spawn Zone tokens from the board.







# C38 TEAM TESLA

HARD / 6+ SURVIVORS / 120 MIN

A mission by Simone Burgio

So, the army apparently set up a defensive position with electricity, probably in the old prison beyond this observation tower. We're hoping it's full of useful stuff, but we're sure it's full of ex-military zombies. We've got a plan, though, and I've chosen a code name. We're going to be Team Tesla, because step one is getting the power on in the four nearby houses. Then we can open the door and get into the prison. That's a tall order, but it gets worse. There's a pair of abominations in front of the prison, two zombie basketball teams and a crowd of zombie supporters. This is not going to be easy.

Material needed: Season 2: Prison Outbreak.

Tiles needed: 1P, 2P, 3P, 4P, 5P, 7P, 17P & 18P.

## OBJECTIVES

There's a plan, but... Never mind. Just get this done, no matter how you do it.

**1 – Get the power back.** Take all red Objectives.

**2 – Open the prison main door.** The Switch is in the observation tower.

**3 – Go deeper into the prison.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **A zombie basketball match, with zombie teams and zombie supporters!** As happens occasionally, some of the zombies have returned to old habits. And two of them were superstars! While setting up the game, put a Berserker Abomination and a Standard Abomination in the indicated Zones. Both red Spawn Zones represent the teams and their supporters.

- **Unlimited power.** Each Objective gives 5 experience points to the Survivor who takes it. Once the four red Objectives have been taken, the white Switch can be activated.





- **One Switch to open ALL doors.** Activating the white Switch opens all white doors: the prison main entry door and the white cells doors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points.

- **The price of power.** Once the four red Objectives have been taken, the blue and the green Spawn Zones activate.

- **Did you just say “a light machine gun”?** The army put a light machine gun in the observation tower (represented by the green Objective). It can't be picked up or moved, but a Survivor standing in the same Zone as the green Objective can use it to shoot at nearby Zombies. The light machine gun has the following characteristics:

Range: 1-3 (including the bonus from the observation tower.)

Dice: 6

Accuracy: 5+

Damage: 2

Only one Survivor per turn may fire the machine gun, but that Survivor can spend as many Actions shooting as he wants. Then the gun overheats and can't be used until the next game turn.

- **A derelict police car.** You definitely can't drive it, but it can be Searched. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Yippee, a hippiemobile!** This car can be driven. You can Search a hippiemobile only once per game. It contains a Gunblade. You can add any pimpmobile weapon you might own from other *Zombicide* games or expansions (the Evil Twins, Ma's Shotgun, etc.) and draw one of them randomly.





# C39 WHO LET THE DOGS OUT?

HARD / 4+ SURVIVORS / 120 MINUTES

A Mission by Daniel Winterhalter

We really need some meds. We've gotten good at staying away from zombies, but we're suffering the dings, dents, and pains of our new active lifestyle—and the stomach issues of eating scavenged food. The drugstores were cleaned out early. Hospitals are far too dangerous and don't have much of a supply of drugs anyway. So, we're going to try a kennel and a clinic that advertised having its own pharmacy. They're softer targets and fewer people thought about raiding them. Or so we hope.

Material needed: Season 2: Prison Outbreak, Zombie Dogz.

Tiles needed: 1P, 5P, 6P, 8P, 10P & 13P.

## OBJECTIVES

Just follow the plan and nothing bad will happen. Trust me.

**1 – Find the key to the clinic door.** Find the blue Objective.

**2 – Find the medical supplies.** Great red “X”s mark where they could be. Take all 3 red Objectives. Once you have found the third one, picking any additional Objectives is optional.

**3 – No one gets left behind, but don't let them see which way we're going!** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as no Zombies have line of sight to it.

## SPECIAL RULES

- **The key must be around here somewhere.** Shuffle together (face down) one green, purple, yellow, and three red Objectives. Place four of them randomly in the Zones marked with a “1”. Then add a blue and a white Objective (face down) to the remaining Objectives, mix them in, and place them randomly in the Zones marked with a “2”.

- **Things just got interesting...** When a Survivor picks up an Objective, flip it over to reveal its effect. Each Objective gives 5 experience points to the Survivor who takes it.

**Red: Medical supplies.** This is what you came for.

**Blue: The key to the clinic door.** Once the blue Objective has been taken, the blue door can be opened, and the blue Spawn Zone activates.

**Green:** Once the green Objective has been taken, the green Spawn Zone activates.



**Yellow:** Once the yellow Objective has been taken, the yellow Spawn Zone activates.

**Purple:** Once the purple Objective has been taken, the purple doors open, releasing the Zombie Dogz from the kennels.

**White:** Once the white Objective has been taken, the white doors open, releasing the Zombie Dogz from the kennels.

- **It's a kennel. What did you expect?** While setting up the game, put a Zombie Dog in each of the indicated Zones. Do not spawn additional Zombies when the cells' doors open.



# C40 BROTHERLY LOVE

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Samuel Udd

Sledge was Grindlock's brother-in-metal. Apparently, he was too metal for the rest of the world to handle, though, and got locked up just weeks before the outbreak. Never one to leave a friend, Grindlock saw this new world as the perfect setting to find Sledge and become brothers-in-blood. Well, we found the prison, but it had been overrun long ago. If Grindlock's old friend is anything like him, Sledge has probably become the biggest, baddest, most metal infected out there. Grindlock can be very convincing, though. Somehow, he talked us into doing the respectful thing: namely, releasing Sledge from his imprisonment and letting him go to whatever hell he had promised to meet Grindlock in. So here we are, breaking into prison to find Sledge and put him out of his misery. Easy, right?

"Hey Grindlock. What did you mean when you said Sledge probably hasn't changed much from when he was alive?"

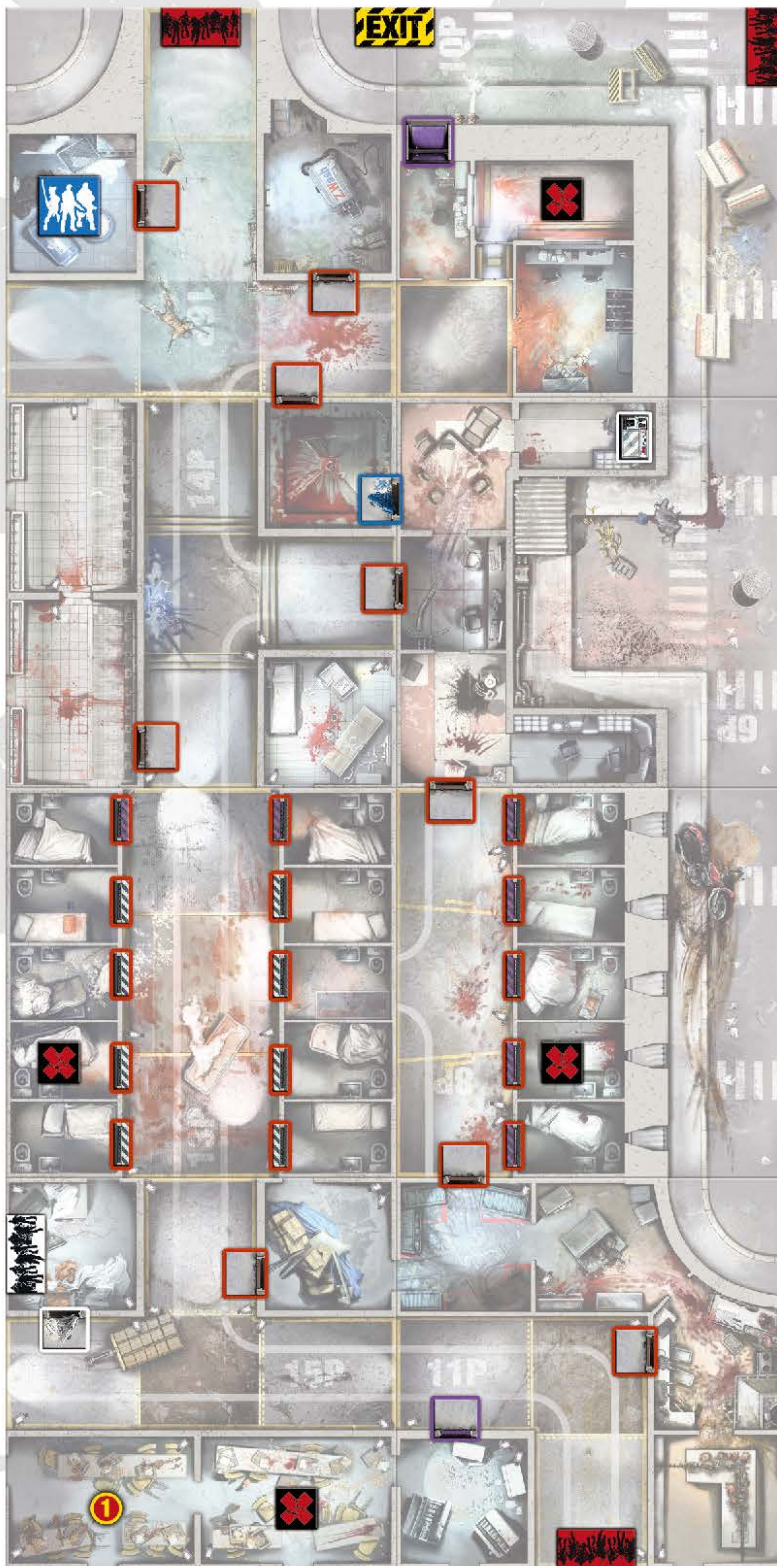
"You'll see."

Material needed: Season 2: Prison Outbreak.  
 Tiles needed: 6P, 8P, 10P, 11P, 13P, 14P, 15P & 16P.



## OBJECTIVES

**Duties of a brother.** Kill Sledge and escape with **all** Survivors through the Exit. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.





## SPECIAL RULES

- **We've already searched there.** The starting room Zone cannot be Searched.

- **Accomplishing a sacred duty.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The Sledge!** While setting up the game, put a Berserker Abomination in the designated Zone. This is Sledge. Sledge is a Berserker Abomination on a completely different scale and can only be killed by a Survivor at the Orange Danger Level or higher (in addition to using a suitable weapon). Otherwise, it behaves as a normal Berserker Abomination. When Sledge is defeated for the first time, lay down his miniature instead of removing it. During the next Zombies' Phase, he spends an entire activation getting back up on his feet. This only happens once per game. Experience for killing an Abomination is awarded as normal, once for the first time he is killed and again for the second time.

- **The great berserker.** Whenever an Abomination would spawn and Sledge is still alive, instead, open all closed doors in the same Zone as Sledge! If there are no closed doors in that Zone, Sledge gets an additional activation. If Sledge is dead, spawn an Abomination as normal.

- **Sledge containment: purple doors.** *Sledge was sealed off in the dining hall. But if he's even half as difficult to contain as a zombie as he was in life, he won't stay there long once we start stirring up the homets' nest.* None of the purple doors can be opened by normal means. When Sledge eventually breaks open the purple door containing him, he causes the system to malfunction. All purple doors of all types are opened.

- **Containing the flow.** The white Spawn Zone starts activated. Activating the white Switch opens all white cell doors and deactivates the white Spawn Zone (remove it from the game). The white door stays open. The Switch doesn't grant any experience gain and can't be set back in its original position.





# C41 BEANS, BULLETS, AND BAND-AIDS

HARD / 4+ SURVIVORS / 120 MINUTES

A Mission by Jerry Biolchini

We are running low on food, bandages, and other supplies. I have this wicked itch, so some cream would be nice. Ned says he knows of a place, called Pinewoods Outlet Mall. He also says that there is a gun shop there with better hardware than what we're currently packing. What Ned didn't say was that the zombies were coming out of the sewers! There had better be some cream for this rash... or maybe I should just wash my underwear.

Material needed: Season 1, Toxic City Mall.

Tiles needed: 1C, 2C, 3M, 4D, 4E, 4M, 5B, 7M & 8M.

## OBJECTIVES

It's more a shopping list than a plan, but let's follow it anyway.

**1 – Beans, Bullets, and Band-Aids.** Collect one card of each type of ammunition (Hollow Points, Plenty of Ammo light and heavy). Also collect a Cookies card, a Rice card, a Canned food card, and a Water card. Each of these cards grants 5 experience points when found. Survivors also need **two** of the five red Objectives. Each represents medical supplies and grant 5 experience points.

**2 – Gear Up!** Collect the six weapons from the Gun Shop.

**3 – One For All.** All Survivors must make it out with all the required Equipment cards. Escape with **all** Survivors through the Exit. Any Survivor may escape through this Zone at the end of his turn, as long as it contains no Zombies.

## SPECIAL RULES

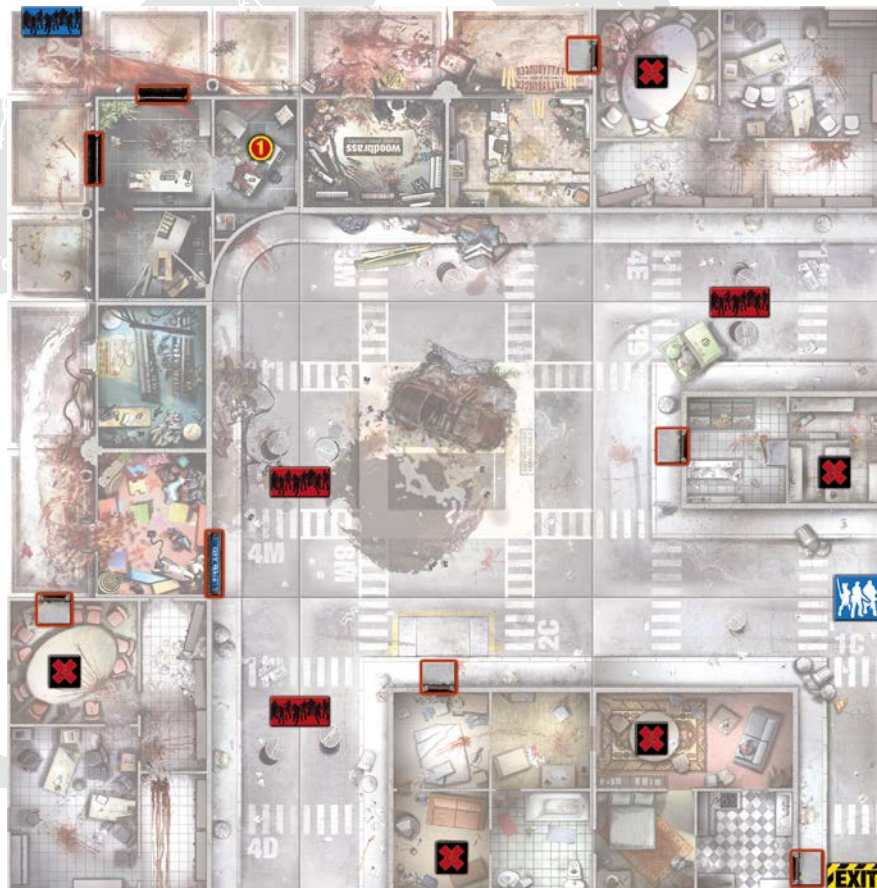
• **The Gun Shop.** It's not the North Pole, but it feels like Christmas there. When setting up the game, form a deck in the Gun Shop with the following cards:

- .44 Magnum (x1)
- Assault Rifle (x1)
- Evil Twins
- Ma's Shotgun
- Pa's Gun
- Sub MG (x1)

When Searching in the shop, randomly draw a card from this deck. Once all cards have been drawn, the Gun Shop can be Searched normally.

• **Badly needed.** Each Objective gives 5 experience points to the Survivor who takes it. A Survivor also gains 5 experience points when he finds a food card (Cookies, Canned food, Rice, or Water), a Plenty of Ammo card (light or heavy), or when he takes one of the six Equipment cards from the Gun Shop.

• **%\*£\$^ alarm!** When the blue Mall door is opened, the blue Spawn Zone activates.





# C42 SPRING CLEANING

HARD / 6+ SURVIVORS / 120 MINUTES

A Mission by Lachlan Abrahams

Spring is here. Flies are everywhere. The groaning from the next block is keeping us all awake. It's time to clean it out. Then maybe I can sleep.

Material needed: **Season2: Prison Outbreak.**

Tiles needed: 6P, 7P, 8P, 10P, 12P, 13P, 14P, 15P & 16P.

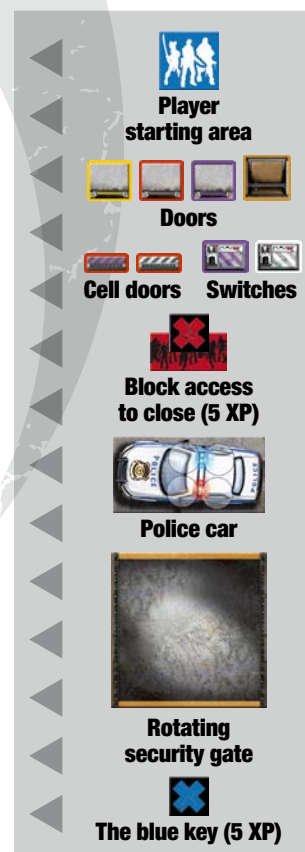
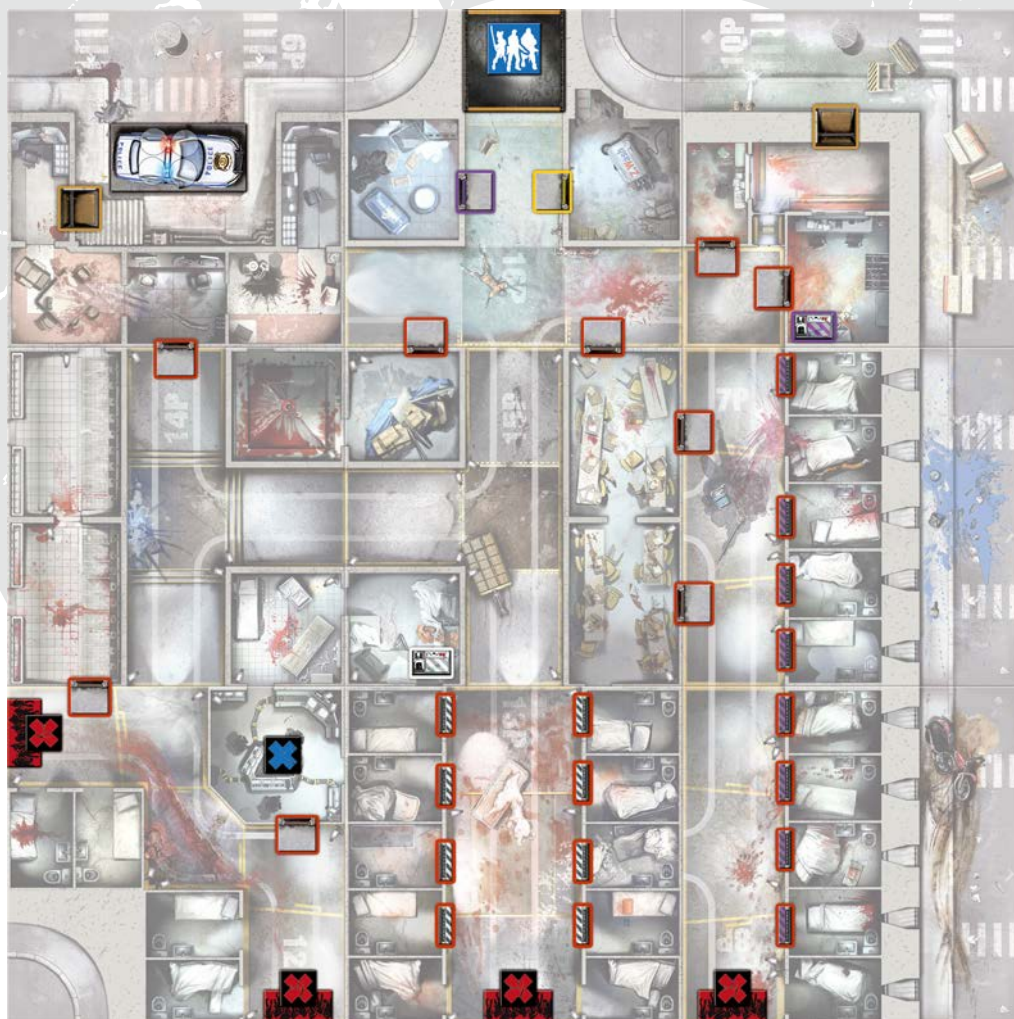
## OBJECTIVES

- 1 – **Get the block's key.** There is a great blue "X" marking the spot. Take the blue Objective.
- 2 – **Lock the block down.** Remove all Spawn Zones.
- 3 – **Clean it out.** Open all doors, and kill all Zombies that appear. You win when all doors are open and there are no Zombies on the board.

## SPECIAL RULES

- **No key required for these colored doors.** The purple and yellow doors can be opened just like standard doors. If you own other *Zombicide* boxes, you can replace them with standard doors.
- **Cleaning the place is a real satisfaction.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Closing the blocks.** The red Objectives can't be taken until the blue Objective has been taken. Taking a red Objective removes the Spawn Zone on which it is set.
- **Don't forget the cells.** Activating the violet Switch opens the violet cell doors (but doesn't grant any experience). Activating the white Switch opens the white cell doors (but doesn't grant any experience).
- **Police car.** This Police car can't be driven. You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Security access.** The Rotating Security Door token figures an access. It can't rotate at all.

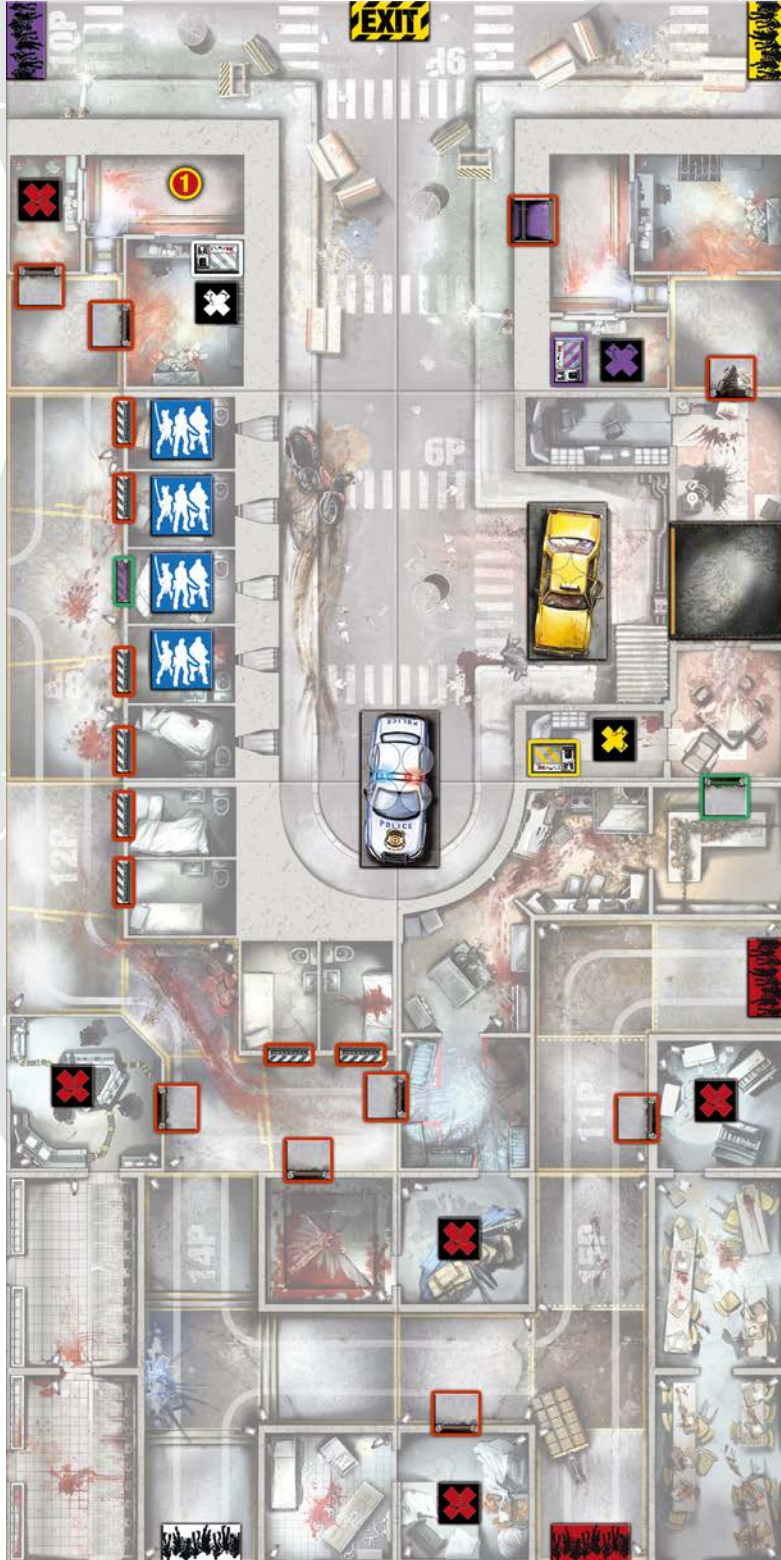




# C43 THE GREAT ESCAPE

MEDIUM / 4-8 SURVIVORS / 120 MINUTES

A Mission by Stanislas Gayot



We used to hear stories about a "sickness", something that made people more "aggressive". "Fortunately, the government controls the situation," they said. Yeah, right!

I can see the prison guards panicking. They keep talking about "zombies", but they never say anything to us. They want us to stay quiet, but too many things have gone weird. Fewer guards. Patrols at unusual hours. Strange noises, even for a prison. Nobody's gone to the yard in two days. They even forgot to feed us yesterday. It's time to get out and discover what is happening outside.

That's it! I managed to pick my lock. But I hear footsteps and screaming in the distance. I have to release the other prisoners. Together, we will be more likely to get out alive...

Material needed: Season 2: Prison Outbreak.

Tiles needed: 6P, 8P, 9P, 10P, 11P, 12P, 14P & 15P.

## OBJECTIVES

Escape before it's too late! Here is the plan:

**1 – Find weapons.** There is an armory just next to your cells. Search the marked Zone until all weapons have been found.

**2 – Find the green access card.** The green door stands between you and the exit. You'll have to Search the Zones marked with a red "X" until you find the green Objective.

**3 – Go through the Rotating Security Gate.** You'll have to activate the correct Switch in order to get through it.

**4 – Open the Prison Main Entry Door.** It opens with the Violet Switch.





**5 – You need a car to escape the jail.** Reach the Exit Zone with **all** Survivors aboard as many cars as needed. Any car and its passengers may escape through this Zone at the end of its driver's turn, as long as there are no Zombies in the Zone.

## SPECIAL RULES

• **Go directly to jail.** All Survivors begin the game in one of the marked cell Zones. Set Survivors randomly in the cells. Each one must contain up to two Survivors. *NOTE: One of them is opened, as you just destroyed its lock!*

• **Do not collect \$200.** Survivors begin the game without any Equipment cards. Set apart one Claw Hammer, one Fire Axe, one Pistol, and three Nightsticks to form a reserve pile. When a Survivor searches the marked Zone, he receives one of these Equipment cards at random. When this reserve is exhausted, the Zone can be Searched normally. Survivors with a Start with [Equipment] Skill set their starting weapon apart and receive it for free (along with a weapon from the reserve, if any) the first time they Search the marked Zone.

• **Rescuing some reinforcements...and some more problems.** Activating the white Switch opens the white cell doors and activates the white Spawn Zone. Don't Spawn in cells containing Survivors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. This Switch can only be activated once.

• **Damn green access card.** Put the green Objective randomly among the red Objectives, face down. This is the green access card. The other red Objectives represent useless stuff: toothpaste, clean socks, sausages, and so on (but you'll regret leaving them, trust me). They don't grant any experience points; discard them when they are found. The green Objective grants 5 experience points. Once the green Objective has been found, the green door can be opened.

• **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction each time the Switch is used). The Survivor activating the yellow Switch for the first time also takes the yellow Objective, gains 5 experience points, and activates the yellow Spawn Zone. The Spawn Zone remains active even if the Switch is used more than once.

• **The violet Switch opens the Prison main entry violet door.** The Survivor activating the violet Switch for the first time also takes the violet Objective, gains 5 experience points, and activates the violet Spawn Zone. This Switch can only be activated once.

• **No time to lose!** Cars can be driven but not Searched.





# C44 WALK IN THE DOG PARK

MEDIUM / 4-8 SURVIVORS / 120 MINUTES

A Mission by Justin Graves

When the zombies invaded, stray dogs were some of the last creatures infected. Some dogs, however, were protected inside the city pound's barbed wire fence. Recovering such resilient dogs would prove beneficial, and we've cleared our way to a building nearby. To keep these dogs healthy and alive, though, we need to give them canned food and water. We also need to hurry. They're already chewing their way through the fence!

Material needed: **Dog Companions, Season2: Prison Outbreak, Zombie Dogz.**

Tiles needed: **1P, 2P, 4P, 5P, 7P & 17P.**

## OBJECTIVES

Save the dogs!

**1 – Here doggy, doggy!** Collect at least one Canned Food card and one Water card.

**2 – Man's best friend.** Collect at least 3 Dog Companions. There is a great white "X" in the Zone where you can find 6 of them.

**3 – Back home with your new friends.** Reach the Exit Zone with at least three Survivors, three Dog Companions, one Canned Food card, and one Water card. Any Survivor or Dog Companion may escape through this Zone at the end of his

turn, as long as there are no Zombies in it. Gather the Equipment cards and Survivors that escaped. You win if you have at least one Canned Food card, one Water card, and three Dog Companion figures and cards.

## SPECIAL RULES

• **Dogs and Dogz.** Before the game begins, place 6 Dog Companions in the indicated Zone. Also place one Standard Walker and one Zombie Dog in each indicated Zone. They were walking their dogs!

• **Dog food.** Set aside one Canned Food card and one Water card. Place the first one under the blue Objective and the second one under the green Objective. When you collect the Objective, collect the attached card as well (no Searching required). Each of these Objectives gives 5 experience points to the Survivor who takes it.

• **Food drives them crazy.** As soon as you collect a Water and a Canned Food card (through a regular Search or by taking the blue/green Objectives), the Dog Companions go mad and chew a hole through the fence. Place a torn barbwire token on the indicated place.

To get a Dog Companion, a Survivor must get to the white Objective token and use an Action to collect a dog. Choose a Dog Companion card at random. The white Objective token is removed when the 6 Dog Companions have been taken. You only need 3 of them, however, to win the game.

• **Police car.** The police car can't be driven. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





# C45 ESCAPE FROM LA SANTÉ

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Duncan Callander

La Santé prison. In a vain attempt to find a safe place to shelter and ride out the apocalypse, we decided to break into a prison. Predictably, this turned out to be a very bad idea. Some of the locals are trapped behind bars and need rescued, since most of the other inmates have turned into zombies.

We are outnumbered, surrounded, and running low on ammunition. It's time to make our escape.

Material needed: Season 2: Prison Outbreak.

Tiles needed: 1P, 2P, 5P, 6P, 7P, 12P, 13P & 16P.

## OBJECTIVES

Rescue, resupply, and escape in that order.

**1 – Rescue.** Some prisoners are trapped in their cells. Recue those who are still alive. Red “X”s mark the cells containing someone—or a dead body, you can’t know for sure until you open the door. Find the blue and green Objectives. You can still take other Objectives after finding them.



**2 – Resupply.** A great white “X” indicates the prison’s storage area. Take the white Objective. You’ll need to activate the rotating security gate to do so.

**3 – Escape.** Reach the Exit Zone with **all** Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.





## SPECIAL RULES

- **Zombies everywhere.** At the beginning of the game, place all indicated Zombies (Standard and Berserkers of all kinds except Fatty) in the marked Zones.

- **Doing what has to be done.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Only two have survived.** Put the blue and the green Objectives randomly among the red Objectives, face down. The player who finds either of these Objectives may replace the token with a new Survivor of his choice that he controls from then on. The new Survivor begins without Equipment and experience. If no additional Survivor is available, ignore this rule.

- **A switch for the cells...** Activating the violet Switch opens the violet cells' doors. Don't spawn Zombies in these cells. The Survivor activating the Switch for the first time also takes the matching Objective and gains 5 experience points. The Switch can only be activated once.

- **...And a switch for lots of problems.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right. Spawn Zombies in both Zones with open doors, behind the rotating security gate, as if a door leading to this part of the prison had just been opened. The yellow Spawn Zone also activates. The Survivor switching the Switch for the first time also takes the matching Objective and gains 5 experience points. The Switch can only be activated once.

- **A police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **You can use the car.**





# C46 SUBWAY CLEANOUT

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Jason Mac Dougall

We have secured a city block from the surface hordes-even an Abomination couldn't get through these barricades. Unfortunately, we forgot about the subway. The zombies didn't. Twice we tried to get there, and twice we were forced to retreat.

A former inmate says there is a nerve gas canister locked in a jail cell. Someone, he says, had a crazy idea about the end of the world. Well, maybe he was not so crazy after all. If we can get the canister to the subway ventilation system, we could use the vents to flush the subway with the brain destroying gas, making the place safe. Hopefully we can avoid killing ourselves in the process.

Material needed: **Season 2: Prison Outbreak, Toxic City Mall.**

Tiles needed: **1M, 2M, 3M, 3P, 5M, 5P, 6P, 10P & 13P.**

## OBJECTIVES

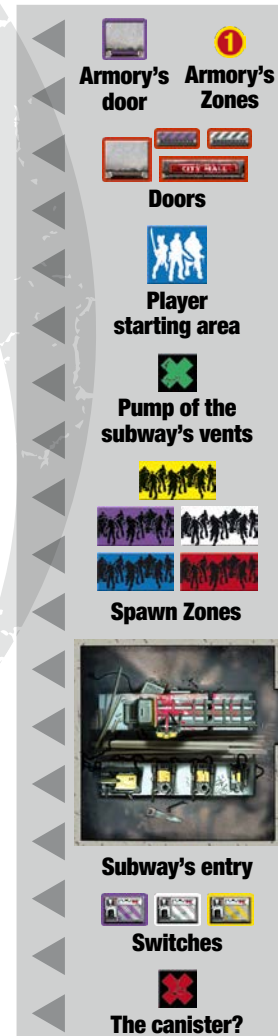
So, here is the plan. Follow it carefully; this gas is unforgiving. The first and second Mission objectives can be done in any order.

**1 – Get the nerve gas.** Check each cell (there are great red "X"s on them) until you find the right one. Open all cell doors until you find the blue Objective.

**2 – Override the subway vents and activate them.** The white Switch controls the override. The yellow Switch controls the power. Activate both.

**3 – Connect the gas canister to the subway's vents.** The green Objective represents the emergency pump. Take it. Don't let any Zombie reach the Zone where the green Objective was, or the Mission is lost.

**4 – Kill all zombies.** The Mission succeeds when the *Toxic City Mall* Zombie deck (see special rules) runs out of card and all Zombies on the board are eliminated.





## SPECIAL RULES

- **Mission settings.**

- Set aside all *Toxic City Mall* Equipment and Zombie cards. Don't mix these cards as usual. Make two additional decks.
- Put aside all pimpmobile weapons you own, as well as the Flamethrower card.
- The Extra Zone token indicates the subway entrance.

- **The canister is in a cell.** It was probably the safest place before the invasion. Put the blue Objective randomly among the red Objectives, face down.

- **Old fashioned cells.** The cell doors open as ordinary doors (no Switch needed, a door opening weapon is enough). When a cell door is open, reveal the Objective first. If it's red, spawn Zombies as usual. If it's blue, spawn by drawing a card from the *Toxic City Mall* Zombie deck. The Survivor opening the cell door then takes the Objective, whatever its color, and gains 5 experience points (no Action needed to take it).



- **They know we're coming.** The Blue Spawn Zone activates when the blue Objective is taken.

- **Switch issues.** When a Switch is activated, the matching Spawn Zone also activates. The Survivor activating the Switch for the first time also takes the matching Objective and gains 5 experience points. Each Switch can only be activated once.

- **"Armory" is written on this purple door. Oh yeah.** Activating the violet Switch opens the violet door (but not the violet cell doors). Searching in the marked Zones allows you to draw a card from the *Toxic City Mall* Equipment deck OR choose any pimpmobile weapon OR take the Flamethrower card.

- **They are all Toxic now!** Once the green Objective has been taken, draw cards from the *Toxic City Mall* Zombie deck when spawning Zombies. Don't reshuffle this deck when it runs out of cards. You win the game as soon as this deck is depleted and all Zombies are eliminated.

- **Pumps are delicate and noisy!** Once the green Objective is taken, its previous Zone (marked with a green "X") is considered the noisiest Zone on the board. The Mission fails if a Zombie enters this Zone.



# C47 COUP DE GRÂCE

MEDIUM / 6 ZOMBIVORS / 150 MINUTES

A Mission by Michael Baxter

This is a raid gone bad. Really bad. Can't blame the zombies this time, though. Maybe pressure? Post-apocalyptic stress? Whatever. One of them broke down, went mad, and climbed up an observation tower to shoot everyone, zombie or not. Now, his former fellows are wounded and locked in a building nearby. They need rescued before zombies, thirst, or the madman kills them. I'm sure they don't expect zombivors to be the rescue squad!

Material needed: **Season2: Prison Outbreak, Toxic City Mall.**  
 Tiles needed: **1P, 2M, 5P, 8M, 9P & 12P.**

## OBJECTIVES

Just be zombie heroes. Here is how.

- 1 – Rescue the poor guys (the wounded ones).** They are indicated by great red "X"s. Take both red Objectives.
- 2 – End the pain of the other poor guy (the mad one).** Remove the four Noise tokens in the Observation Tower's Zone.
- 3 – Back to civilization. Or what's left of it.** Reach the Exit Zone with all Zombivors. Any Zombivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Undead saviors.** For this Mission, it is recommended that all players use Zombivors from the very beginning.
- **The guys to rescue.** Place a blue, a green, a yellow, and two red Objectives randomly, face down, in the Zones indicated on the map. Find both red Objectives to fulfill the first part of this Mission. Each Objective gives 5 experience points to the Survivor who takes it.



ZOMBICIDE - MISSIONS

C47



- **Kill the mad man.** He is in the Observation tower, represented by the four Noise tokens. These tokens count as Wound tokens for the madman and aren't removed as usual. The Observation tower's Zone can be targeted by attacks. Each Damage inflicted removes one Noise token (a Molotov attack removes them all at once). The madman is eliminated when the last Noise token is removed, and the second part of the mission is fulfilled.

- **Or be killed by him.** At the end of each Zombies' Phase, until he's eliminated, the madman makes simultaneous Ranged attacks against all indicated Zones on the map. Each of the four attacks is considered silent and has the following characteristics:



- **Switches.** Activate the purple Switch to open the purple prison main entry door. Activate the white Switch to open all white cell doors. Activating a Switch for the first time gives 5 experience points to the Survivor who activates it.



- **Alarms. Everywhere!** When the blue, green or yellow Objective is taken, the corresponding Spawn Zone activates.

- **Out of fuel.** The Hippie-mobile can't be driven but can be Searched once. It contains either Pa's Gun or a pair of Gunblades.





# C48 HUNGRY, THIRSTY, AND DANGEROUS

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Stéphane Blanc-Santelli

We are hungry. And thirsty. The good news is we have a huge load of weapons, and the county jail nearby is humming with zombie moans. That means no one has cleaned the place and plundered its food reserve. These zombies are the only things between me and a full stomach. Seems they don't just want to eat me, they also want to prevent me from eating. I'll show them!

Material needed: Season 2: Prison Outbreak.

Tiles needed: 5P, 6P, 11P, 12P, 16P & 18P.

## OBJECTIVES

The plan is simple, which mean it will probably derail as soon as you start. This is how it must be done, so here it is:

**1 – Find the chow.** Find at least one supply card (Canned Food, Rice, or Water) per Survivor. Eliminated Survivors don't count toward the amount needed.

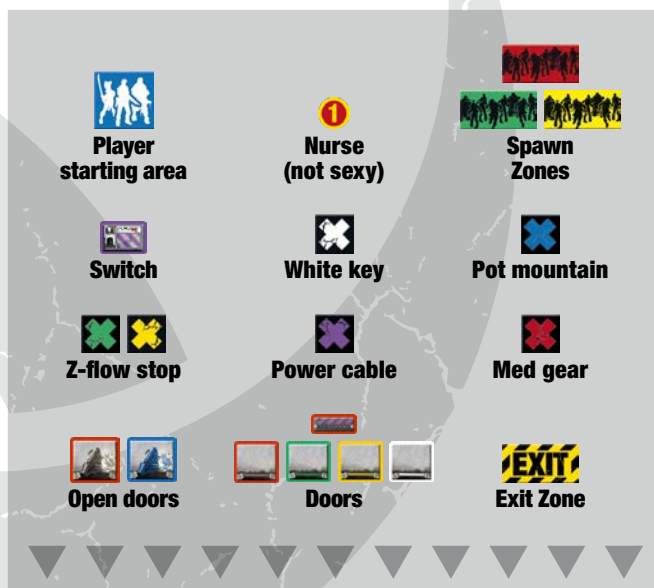
**2 – Get the med gear.** You'll probably have to deal with the nurse first. Be warned: she is definitely not the sexy type. Take the three red Objectives on the 11P tile.

**3 – Find a peaceful place to enjoy your next meal.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. You win if you have one supply card (Canned Food, Rice, and Water) per remaining Survivor.

## SPECIAL RULES

- **The nurse isn't sexy.** Before the game begins, place a female fatty in the infirmary. The injection will hurt a bit at first, but then, you won't feel anything.

- **Hoping for a good meal.** Each Objective gives 5 experience points to the Survivor who takes it.





- **Remake of death row.** A power cable is lying on the floor, in the flooded corridor of tile 16P (marked with a violet Objective). Any Actor immediately suffers 2 Damage upon entering any indoor alley Zone of tile 16P, then at each subsequent End Phase as long as he stays in such a Zone.

- **Key to the control room.** The power control room is behind a locked door. The white door can only be opened once a Survivor has taken the white Objective.



- **Cut the power.** The violet Switch controls the green, violet (standard and cells), and yellow doors, as well as the power running through the power cable of tile 16P. These doors can only be opened using the Switch. The Switch can be activated or set back to its original position, and doesn't grant experience points in either case.

- Activating the Switch opens all associated doors and disables the "Remake of death row" special rule. Turn the violet Objective face down as a reminder.

- Setting the Switch back to its original position doesn't close the doors, but it re-activates the "Remake of death row" special rule. Zombies killed in this manner don't grant experience points. Turn the violet Objective back to its violet side as a reminder.

- **Repair the cable.** A Survivor can take the violet Objective when it's turned on its red side (gaining 5 experience points) to remove the fallen cable from the flooded corridor. Once it is done, the "Remake of death row" rule doesn't apply anymore.

- **Stop the Z-flow.** The accesses used by Zombies appearing on the green and yellow Spawn Zones can be closed. A Survivor can take the green or yellow Objectives to remove the corresponding Spawn Zone, as long as there are no Zombies in the Zone.

- **A pot mountain.** The Survivor taking the blue Objective draws Equipment cards until he finds two supply cards (Canned Food, Rice, or Water). The drawing immediately ends if an Aaahh! card is drawn. Discard all other cards.

- **Med gear.** Taking a red Objective from tile 11P allows the Survivor to discard all of his Wounded cards.



# C49 SHOPPING FOR A NEW HOME

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Scott LeBlanc

Our safe house was destroyed by the growing horde a few days ago. We have been wandering around the city for days. We just entered one of the first areas that got overrun. The buildings seem mostly intact. I guess people were too surprised to think about looting.

One of these buildings is an abandoned shopping mall. It could serve well as a refuge, if we can secure it first. We can't pass up a temporary roof over our heads and enough food to last us a while. It is worth the risk...it has to be. We need to bar the doors and clear out the infected. It even has a taco place. I miss tacos.

Material needed: **Season 1, Toxic City Mall.**

Tiles needed: **1M, 2M, 3B, 3C, 3M, 4E, 5B, 5C & 7B.**

## OBJECTIVES

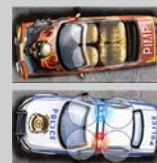
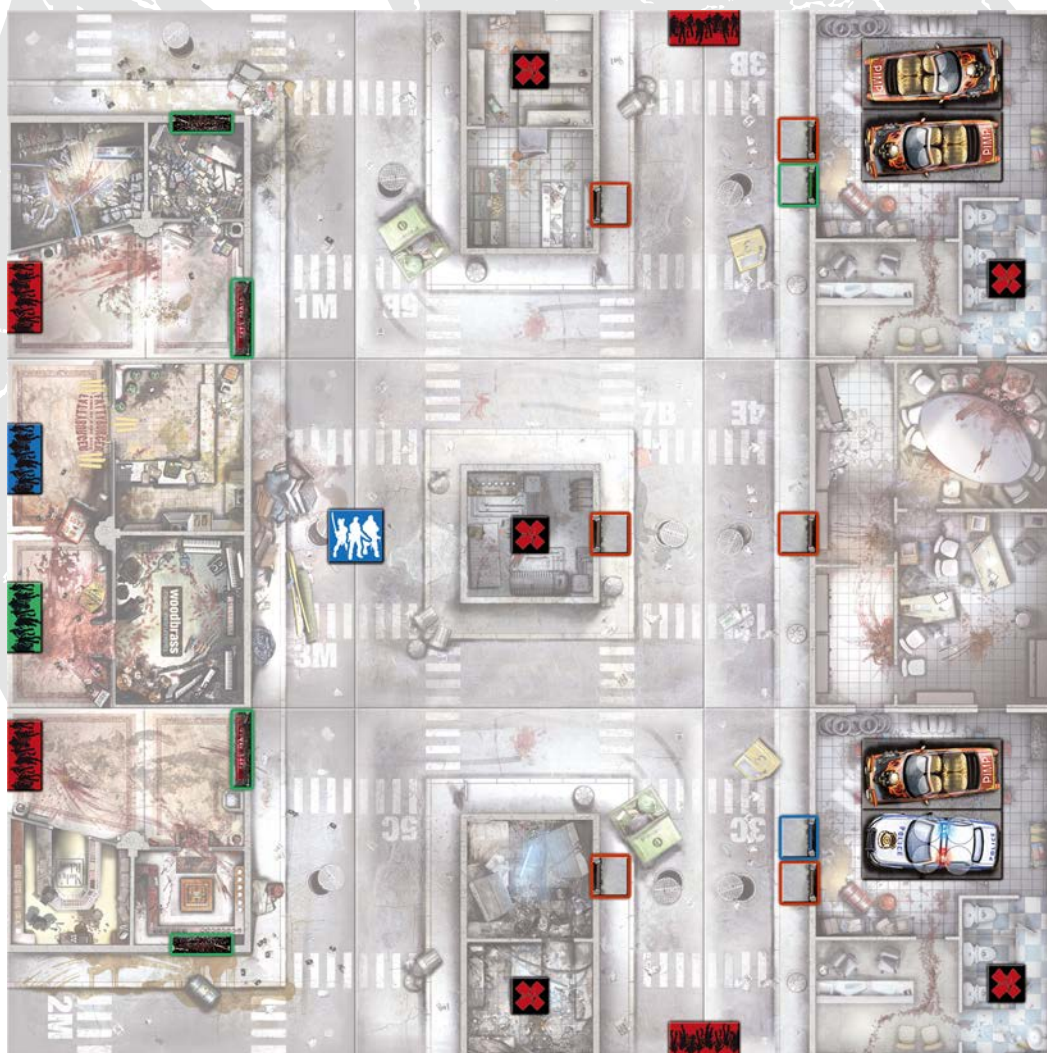
This trip to the mall won't be as easy as buying new shoes. You will have to work hard to meet the objectives in this order to succeed.

**1 – Cut the roll-down door to make an exit for the cars.**

Both garage bays have high security locks on the roll-down doors that must be cut with a torch. Find the acetylene gas tank (blue Objective) and the blow torch (green Objective) to cut the locks.

**2 – Find gas for the cars.** One can of gas should move all four cars down the street. You need at least one Gasoline card in any Survivor's inventory to move the four cars in front of the four smashed doors of the Mall.

**3 – Clear the Mall.** Destroy the four Spawn Zones in the building, and kill any remaining Zombies in the Mall.



Cars



Doors



Open Mall door



Player starting area



Spawn Zones



You'll need that (5 XP)



## SPECIAL RULES

- **Useful things.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The acetylene tank and the cutting torch.** Put the blue and green Objectives randomly among the red Objectives, face down. Once both Objectives have been taken, the blue and the green doors can be opened. All garage doors have to be opened to let the cars out.

- **Roll-down doors are noisy.** When the blue door is opened, the blue Spawn Zone activates. When the green door is opened, the green Spawn Zone activates.

- **Car repaired!** You can use cars.

- **Police car servicing.** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **What's in this pimpmobile?** You can search each pimpmobile only once. Each one contains The Evil Twins, Ma's Shotgun, or Pa's Gun (draw randomly).

- **Blocking car.** Any empty car (no Survivors, no stashed Equipment) parked in the street Zone in front of an open Mall door becomes an obstacle as soon as there is no Survivor in its Zone. Place the car token next to the door to block it. Actors can't go through the door, but they can draw Lines of Sight through it.

- **Neutralizing Spawn Zones.** Any Survivor can spend an Action to remove a Mall Spawn Zone he stands in, as long as there are no Zombies in the Zone.





# C50 HOT PROPERTY

HARD / 4+ SURVIVORS / 120 MINUTES

A Mission by Caroline and Gareth Brough

So Kim has been talking about a lock-up her old "business associates" used to store "various specialty goods". Apparently her boss had a taste for exotic weaponry and used to keep some of his collection there. It's quite close, too, and could be worth checking out. There could be something useful!

One thing, though. Kim also said the lock-ups were used as safe-houses for "acquaintances and business partners" who wanted to avoid "official entanglements" on their "holidays". I think we all know Kim well enough by now to hope that none of these people are still hiding out there.

Material needed: Season 2: Prison Outbreak, Dog Companions, Zombie Dogz.

Tiles needed: 3P, 4P, 17P & 18P.

## OBJECTIVES

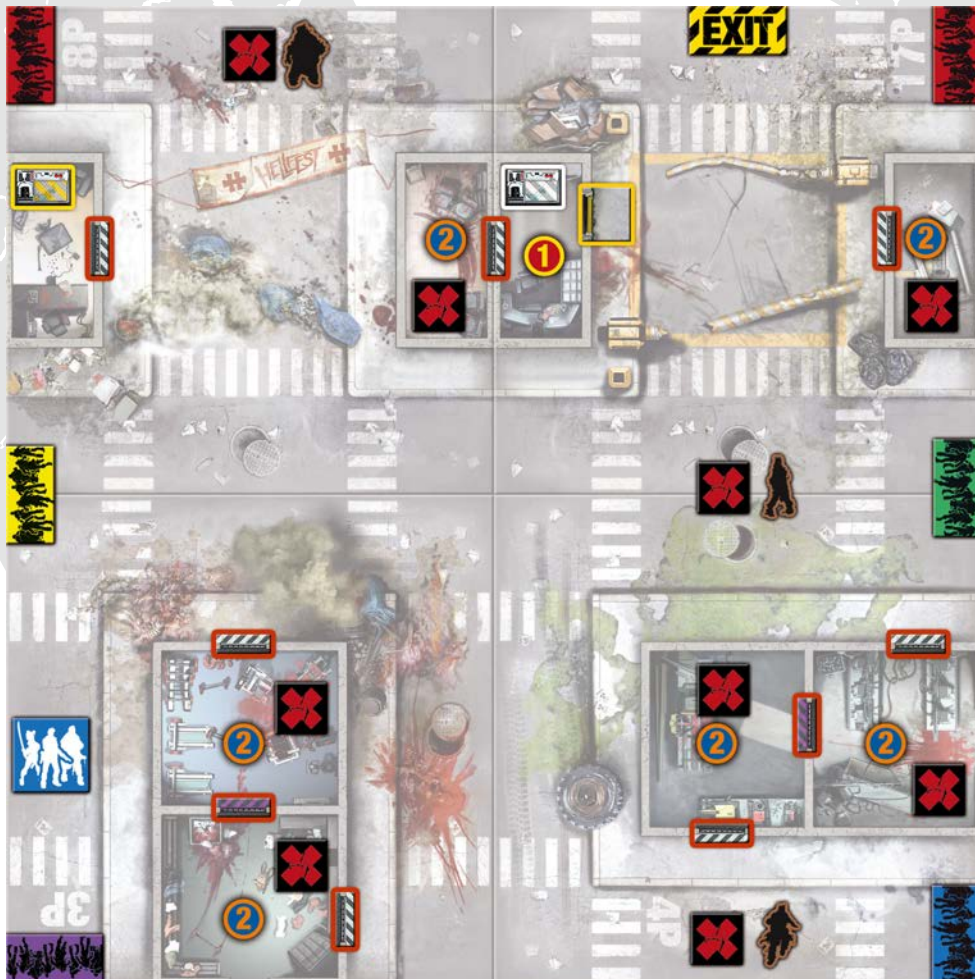
**1 – Get the keys from the security guards.** The good news is that the security office keys are nearby. The bad news is that the security guards carrying them are dead and quite angry about it. Kill the Zombie security guards, and take the Objective they are linked to.

**2 – Shut off the lock-up alarms.** Looks like the alarms for the lock-up doors are still working, unlike the motorized shutters. We'll have to shut the alarms off before trying to go in. Use the white Switch.

**Optional objective – Backup security cameras.** Some of the lock-ups are also protected by spy cameras. Guess Kim's old boss was a bit paranoid. Finding a computer terminal would allow you to see what's inside—just to avoid surprises! Use the yellow Switch before opening any lock-up. You can ignore this objective if you want.

**3 – Look in the lock-ups.** We don't know what's in the lock-ups, since no one kept honest records, so we'll have to open them all. Take the six Objectives in the lock-ups.

**4 – Get everybody out.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn, as long as there are no Zombies in it.





## SPECIAL RULES

- **Following the plan.** Each Objective gives 5 experience points to the Survivor who takes it.

- **I don't think that's meant to open.** The violet doors cannot be opened.

- **I wonder where the boss is...** Do not Spawn the Berserker Abomination until the white Objective has been taken (see below). If you draw a Zombie card calling for a Berserker Abomination, spawn a Berserker Fatty and both its Berserker Walker escorts instead.



- **The security office keys.** During Setup, place a Berserker Walker, a Berserker Runner, and a Berserker Fatty in the marked Zones. Take two red and one yellow Objectives and randomly place one, face down, under each of these Zombie figures. These Objectives move with the Zombies. These Zombies never split; like an Abomination, you choose which path they take if several are available. Whoever kills one of these Zombies takes the attached Objective. Once the yellow Objective has been taken, the yellow door can be opened, and the yellow Spawn Zone activates. Guess they heard you!

- **Shut off the door alarms.** The locked doors have no power, so you'll have to open them the old-fashioned way once they're unlocked. Once the white Switch has been activated, the white doors can be opened. Activating the white Switch doesn't grant experience points.

- **The lock-ups (events).** The map displays six lock-ups, each one with an Objective. Put the violet, white, green, and blue Objectives randomly amongst the lock-ups, face down. When a lock-up Objective is taken, check the color to see what happens:

- *Blue.* The blue Spawn Zone activates.
- *Green.* You've set off some kind of distant alarm! The green Spawn Zone activates.
- *Violet.* The violet Spawn Zone activates.
- *Red.* Nothing... Just an eerie quiet.
- *White.* You've disturbed something...and it's angry! The Berserker Abomination appears in the Zone where the Objective was taken.

- **The locks-ups (loot).** Let's not forget why we came here. During Setup, pull the Equipment cards listed below, arrange them in the listed pairs, and put one pair randomly, face down, under each lock-up Objective. Any Survivor taking a lock-up Objective gets the corresponding pair of cards and may freely reorganize his Inventory.

- Nailbat + Automatic Shotgun
- Rifle + Scope
- Concrete Saw + Riot Shield
- Both Gunblades
- Plenty of Ammo (light) + Plenty of Ammo (heavy)
- Canned Food + Rice

- **The backup security alarms.** After activating the yellow Switch, flip all Objectives still on the board face up. The lock-up Equipment cards remain hidden.

- **The lonely guard dog.** Take six Companion Dog cards and place one randomly, face down, in the security office Zone marked on the map. Shuffle the rest into the Equipment deck. Any Survivor opening the yellow door freely gets the Companion Dog hidden there.



# C51 RAID THE POLICE STATION

MEDIUM / 4-8 SURVIVORS / 120 MINUTES

A Mission by Aaron Lococo



Look, do you have a better idea? I don't want to stay in this city any more than you do, but we need better weapons and more ammo before we leave. Let's just get in, get the guns, and get out. And if we can liberate those cars from impound, even better.

Material needed: Season 1, Season 2: Prison Outbreak, Toxic City Mall, Zombie Dogz.

Tiles needed: 1B, 1C, 1P, 2P, 4D, 6P, 7B, 9P, & 10P.

## OBJECTIVES

**1 – Enter the police station and raid the gun vault.** There are great red “X”s where the vault could be. Check every spot until you find the right one. You must activate the Yellow and/or the Purple Switch to enter. Take all the Equipment cards in the gun vault.

**2 – Open the impound lot to take enough cars for your team.** Activate the white Switch to enter the impound lot. Take the cars.

**3 – Get everybody out.** Reach the Exit Zone with all Survivors in as many cars as needed. Any car may escape through this Zone at the end of its driver's turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Bounties.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Setup: police cars.** This replaces the police car Search rule. Remove the cards listed below from the Equipment deck during Setup. Each police car contains one copy of each of these Equipment cards. A Survivor can choose one of the available Equipment cards each time he Searches a police car. A depleted police car can't be Searched anymore.

- Nightstick x2
- Riot Shield x2
- Shotgun x2





• **Setup: the vault.** Remove the following cards from the Equipment deck during Setup and put them aside to create the gun vault. A Survivor can choose a single card from this pool each time he Searches the gun vault Zone (see *Raid the gun vault!* below). A Survivor can Search the gun vault multiple times per activation. When the last card is taken, the Zone can't be Searched anymore.

- .44 Magnum x2
- Assault Rifle x2
- Automatic Shotgun x1
- Hollow-Point Rounds x1
- Laser Pointer x2
- Plenty of Ammo (heavy) x2
- Plenty of Ammo (light) x2
- Rifle x1
- Scope x1
- Sub MG x2

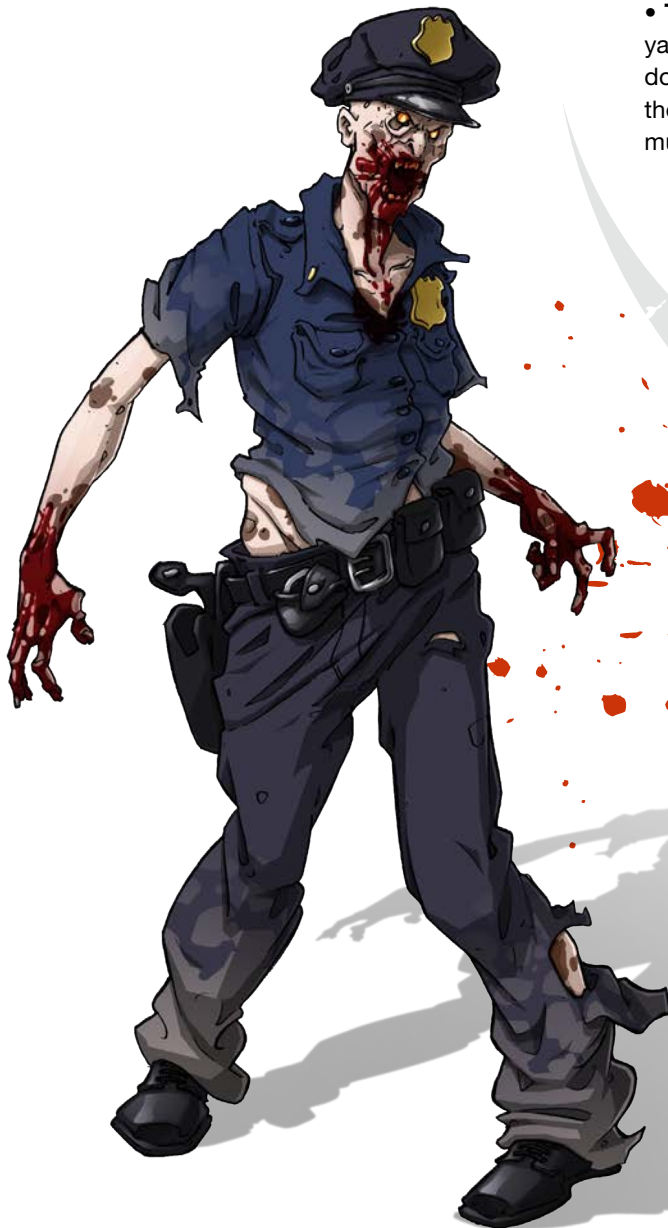
• **Raid the gun vault!** Put the blue, green, and three red Objectives randomly, face down, on the indicated Zones. When an Objective is taken, check the color and apply the corresponding effect:

- *Blue.* You found the K-9 unit. Place two Zombie Dogz in the Zone.
- *Green.* The vault! This Zone now becomes the gun vault Zone.
- *Red.* Nothing happens.

• **Cars!** Police cars can't be driven. The pimpmobile and muscle car can be driven but not Searched.

• **The Switches in the police station.** Activating the violet Switch opens the violet door. Activating the yellow Switch opens the yellow door. Activating these Switches doesn't grant any experience points. Reactivating them doesn't close the doors.

• **The white Switch unlocks the impound lot.** The prison yard on tiles 1P and 2P represents an impound lot. Both mall double doors leading to this place can't be opened until the white Switch has been activated. The pimpmobile and muscle car are set in the marked Zones.





# C52 SKELETON KEY

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Charlene Daubelcours



Before the dead started walking, I used to work with a guy nicknamed "Skeleton Key". He was a big shot-the kind of guy reading "for your eyes only" files and carrying a license to kill. We became friends, and he told me about a place where some off-the-books lab coats were developing some terrific secret weapons.

Given our current situation, that stuff could be priceless.

There's a problem, of course: three unbreakable security doors with biometrics locks. The only person I know with access was Skeleton Key, and he spends more time chewing flesh than playing spy games these days.

A severed hand could get us through the security door with the fingerprint lock. A severed head would do the same for the one with iris recognition, if we're careful. The last one uses voice recognition, though, so we can't just cut Skeleton Key into useful pieces. We will have to drag this zombie along with us until we reach the last door. Let's hope a nice "uuuurrgh" will do the trick. And then... we get toys!

Material needed: Prison Outbreak, Toxic City Mall.

Tiles needed: 1M, 2M, 3P, 8P, 9P, 11P, 16P & 18P.

## OBJECTIVES

To succeed, accomplish the objectives in this order.

**1 - Find Skeleton Key.** He is wandering in a nearby building. You can't miss him; he always wears blue clothes. Find the Zombie holding the blue Objective. If this Zombie is eliminated before the purple Switch is activated, the Mission fails.





**2 – Activate the three Switches to gain access to the storage room.** Easy, right? Don't forget you'll have to drag a Zombie along in order to succeed. A Riot Shield could be useful. And probably someone able to taunt Skeleton Key into the Zone you want.

**3 – Take your new toys.** There is a great red "X" marking the storage area. Use the red Objective to get the Ultrared Weapons.

**4 – Try your new toys.** Reach the Red Danger Level with all Survivors.

## SPECIAL RULES

- **Our Zombie friend.** Place a Standard Walker on a blue Objective in the marked Zone. This is Skeleton Key. If Skeleton Key moves, move the blue Objective with him, so you always know where he is.

- **Your future new toys.** Set aside all Ultrared Weapons. The red Objective can't be taken, but the Survivor activating it receives an Ultrared weapon of your choice.

- **Give me your hand.** A Survivor standing in the white Switch Zone with Skeleton Key can spend one Action to force the Zombie to set his hand on the security panel. Then, any Survivor can spend one Action to activate the white Switch. Activating the white Switch opens the white door. Setting it back in its original position closes the white door. You'll have to repeat this whole process to activate the white Switch if you want to open the white door again. The Survivor activating the white Switch for the first time takes the white Objective and gains 5 experience points.

- **T'as de beaux yeux tu sais?** A Survivor standing in the yellow Switch Zone with Skeleton Key can spend one Action to force the Zombie to show his eyes to the security panel. Then, any Survivor can spend one Action to activate the yellow Switch. When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the switch is used). The yellow Spawn Zones is now active. Switching it again doesn't deactivate the Spawn Zone. The Survivor switching the yellow Switch for the first time takes the yellow Objective and gains 5 experience points.

- **We have ways to make men zombies talk.** A Survivor standing in the violet Switch Zone with Skeleton Key can spend one Action to force the Zombie to "talk" to the security panel. Then, any Survivor can spend one Action to activate the violet Switch. Activating the violet Switch opens the violet door. Setting it back in its original position closes the violet door. You'll have to repeat this whole process to activate the violet Switch if you want to open the violet door again.

The Survivor switching the violet Switch for the first time takes the violet Objective and gains 5 experience points.

- **A police car? I always dreamed of driving a police car.** The police car can be driven. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





# C53 CRAZY EDDIE

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Mark Broadbridge

Our camp isn't far from here. I thought we were safe, but when a bullet whistled past my head this morning, I discovered we had a new neighbor. From the yelling, I can tell that he's called Eddie, he's insane, and he doesn't want us here. From the endless rifle shots, I can tell that he's serious. He has barricaded himself into a building across town, and he's attracting the wrong kind of attention. We need him gone!

Material needed: Season 1.

Tiles needed: 3B, 3C, 5B, 5C, 5D, 5E, 6B & 7B.

## OBJECTIVES

Here is the plan. Follow it in order to succeed!

**1 – A pipe bomb should do the trick!** There are red "X"s where you can find the two components for a pipe bomb. Take the two red Objectives. Survivors carry, combine, and throw these in the same way Glass Bottles and Gasoline form a Molotov, and they have the same Range.

**2 – Flush Eddy out.** Throw the pipe bomb into Eddie's building through an open window and end this mess. (Killing Eddie is worth 5 XP).

**3 – Escape.** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

• **Following the plan.** Each Objective gives 5 experience points to the Survivor who takes it.



• **Closed doors.** The green door can only be opened once the green Objective has been taken. The blue door can only be opened once the blue Objective has been taken.

• **Fortress.** Eddie is barricaded into the garage building. This building cannot be entered, and the open doors represent open windows.







• **Raining fire.** Eddie has a high-powered rifle and a clear view out of all the open windows (consider Eddie to always be at the correct window when he is about to shoot). At the end of the Players' Phase, he spends all his Actions firing at the single noisiest street Zone he can see with Survivors standing in it. If no Survivors are in sight, Eddie targets the Zone containing the largest group of Zombies (following normal targeting rules). If more than one eligible target Zone exists, choose one. Treat each shot as a Ranged Attack on that Zone with a high-power rifle:

Range: 1-6

Dice: 1

Accuracy: 3+

Damage: 1

• **Getting better with practice.** Eddie starts with three Actions and gains one additional Action each time the Danger Level increases.

• **Covering fire.** The windows (open doors on the garage building) can be shot at. Any successful Ranged Attack directed at windows will cause Eddie to temporarily lose one Action while ducking for cover. This can reduce Eddie to 0 Actions. A covering fire shot ignores the weapon's Range. Only one shot per Ranged Action counts for this.

• **What was that?** Detonating the pipe bomb kills Eddie but also activates the blue Spawn Zone!



# C54 RAISING OLD GLORY

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Clay Marcum

We found a city square where it looks like the police used cars and barricades to make a final stand. Final is the important word, because there isn't much left of the cops beyond their cars. The zombies are efficient, if nothing else. We also found Old Glory lying there at the base of the flagpole in the middle of the square. She's bloodied and torn, but there's still something grand in that old flag. If we could raise her up to full staff, it would show other survivors that some of us are still fighting. There are a few problems. There always are. The cable is broken, the pulley is corroded, and we don't have anything to fasten her with. And the zombies, of course. Always the zombies...

Material needed: **Season 2: Prison Outbreak, Toxic City Mall, Zombie Dogz.**

Tiles needed: 3P, 4P, 9P, 2M, 3M & 8M.

## OBJECTIVES

Let's get Old Glory raised! Objectives #1, #2, and #3 can be achieved in any order. Objectives #4 and #5 must be achieved after the first three and in order.

**1 – We need some grease for that pulley.** The Fatty Burger in the mall should have plenty. Collect the white Objective token.

**2 – We need to replace the broken cable.** The gym should have a cable we can use. Collect the green Objective token.

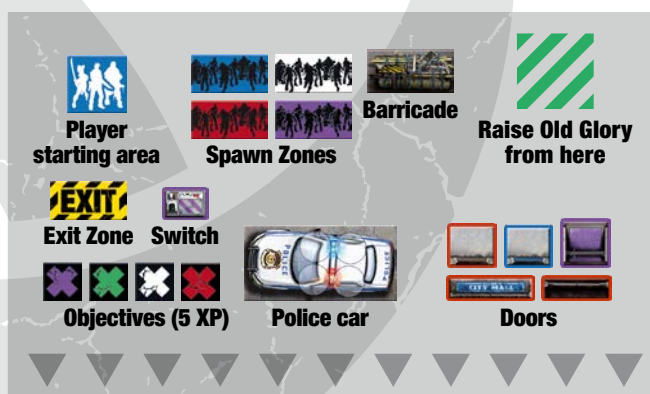
**3 – We also need a way to fasten her to the cable.** Handcuffs should do the trick. Collect the red Objective token from the city lock-up.

**4 – Get back to the square so we can grease the pulley, attach the cable, fasten her on, and raise her up!** (See the Special Rules.)

**5 – Escape.** Reach the exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## A SMALL NOTE FROM SHANNON

For those who, like me, weren't raised in America, "Old Glory" is the Star-Spangled Banner's nickname. There is a quite cool story behind it, definitively worth a read!





## SPECIAL RULES

- **Is this a barking I just heard?** Set aside the Zombie Dogz Spawn cards. You will need them once you've raised Old Glory (see "Dinner Bell").

- **Collect the supplies.** Each Objective gives 5 experience points to the Survivor who takes it. The green, red, and white Objective tokens (but not the violet one) count as Equipment. Each occupies one Inventory slot for the Survivor who picks it up. It can be traded like any other Equipment card. If a Zombie takes an Objective token with an attack, or if a Survivor carrying one of these Objective tokens dies, the Mission fails.



- **The mall alarm.** Both blue doors can be opened as standard doors. Once either of them is opened, an alarm sounds, and the blue Spawn Zone activates.

- **The city lock up.** Activating the violet Switch opens the violet door and activates the violet Spawn Zone. The Survivor activating the Switch for the first time also takes the matching Objective and gains 5 experience points. The Switch can only be activated once.

- **The Last Stand.** The policemen set up some serious barricades. The barricades are permanent and cannot be broken.

- **The police car has made its last stand too.** You can't drive the police car. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Raising Old Glory.** Once the green, red, and white Objectives have been taken, the Survivors can go to the marked area on the map. Then:

- The Survivor with the white Objective must perform eight "Make Noise" Actions to grease the pulley. Set aside one Skill counter for each Action spent this way until you have all eight. How can it be so noisy? Because you can't repair Old Glory without singing the national anthem.

- Once the pulley has been greased, the Survivor with the green Objective must perform eight "Make Noise" Actions to attach the new cable. Set aside one Skill counter for each Action spent this way until you have all eight. This Survivor also can't help but sing some of the national anthem while doing this.

- Once the new cable has been attached, the Survivor with the red Objective must perform eight "Make Noise" Actions to attach Old Glory. Yes, he sings, too. Set aside one Skill counter for each Action spent this way until you have all eight.

- Finally, a single Survivor of your choice must perform eight "Make Noise" Actions to raise Old Glory up. No, the national anthem can't be sung quieter, now that you know the drill! Once Old Glory is raised, each Survivor receives 5 experience points.

- **Dinner bell.** Once Old Glory is raised, the wind makes the flag clang against the pole sounding like a dinner bell. It also carries the smell of that grease that's now all over the cable. The white Spawn Zone activates, but only draw Spawn cards from the Zombie Dogz pile.



# C55 MALL DISTRICT HOLDOUT

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Samuel Udd

The unusual methods we used to fix the police car finally backfired. The car is done, but we can repair it with the right tools and supplies... all things we don't have.

Lady luck being an ironic vixen, at least we find ourselves in a shopping district. Let's make a checklist, people! I'm sure we can find everything we need to - Hey, did you hear that?

Material needed: Season 1, Toxic City Mall.

Tiles needed: 1B, 1C, 1M, 2M, 3M, 4B, 4D, 4M & 5F.

## OBJECTIVES

It's so close yet seems so far away.

**1 – Find the right tools and supplies.** There are red “X”s where you can find some. Collect all the red Objectives.



**2 – Once your shopping is done, go back home.** Reach the Exit with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Watch the manhole!** Each red Objective gives 5 experience points to the Survivor who takes it. Each time a red Objective is taken, spawn **four** Zombie cards on the blue Spawn Zone. This is the only way in which the blue Spawn Zone produces Zombies.

- **Let's have a look at that wound.** The blue and green Objectives can only be taken if there are at least two Survivors in their Zone. The Survivor taking either of them can discard one Wound card.

- **Blue door, green door.** The blue and green doors are linked and can be opened like regular doors. Whenever one is opened (or closed), the other does the same.

- **Check the trunk!** Each Survivor can Search the police car only once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Pimpmagic!** You can Search the pimpmobile only once. It contains The Evil Twins, Ma's Shotgun, or Pa's Gun.

- **You can't use cars.**





# C56 SMASH AND GRAB

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Bryan Sharkey

We've had a good run in this bunker, but our supplies have finally run out. The two nearby structures should solve our immediate problems, namely ammo and food. This area was swarming with zombies a week ago, but now it's a ghost town. Still, we better make this fast before we attract any unwanted attention from the hungry locals.

Material needed: Season 1.

Tiles needed: 1B, 1C, 2B, 2C, 4B, 4C, 5D, 5E & 7B.

## OBJECTIVES

Such a simple plan must work!

**1 – Re-supply...** Red "X"s indicate things we need. Collect all the red Objectives.

**2 – Store...** Store three food cards (Canned Food, Rice, or Water) and three Plenty Of Ammo cards (light or heavy) in the bunker (see Special Rules).

**3 – ...And back to shelter.** You win as soon as the six cards and all remaining Survivors are in the Player Starting Area, if there are no Zombies in it.

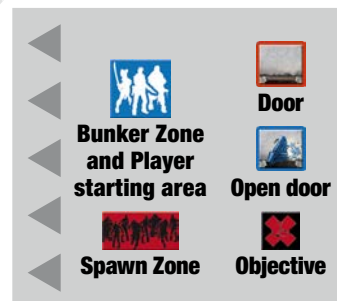
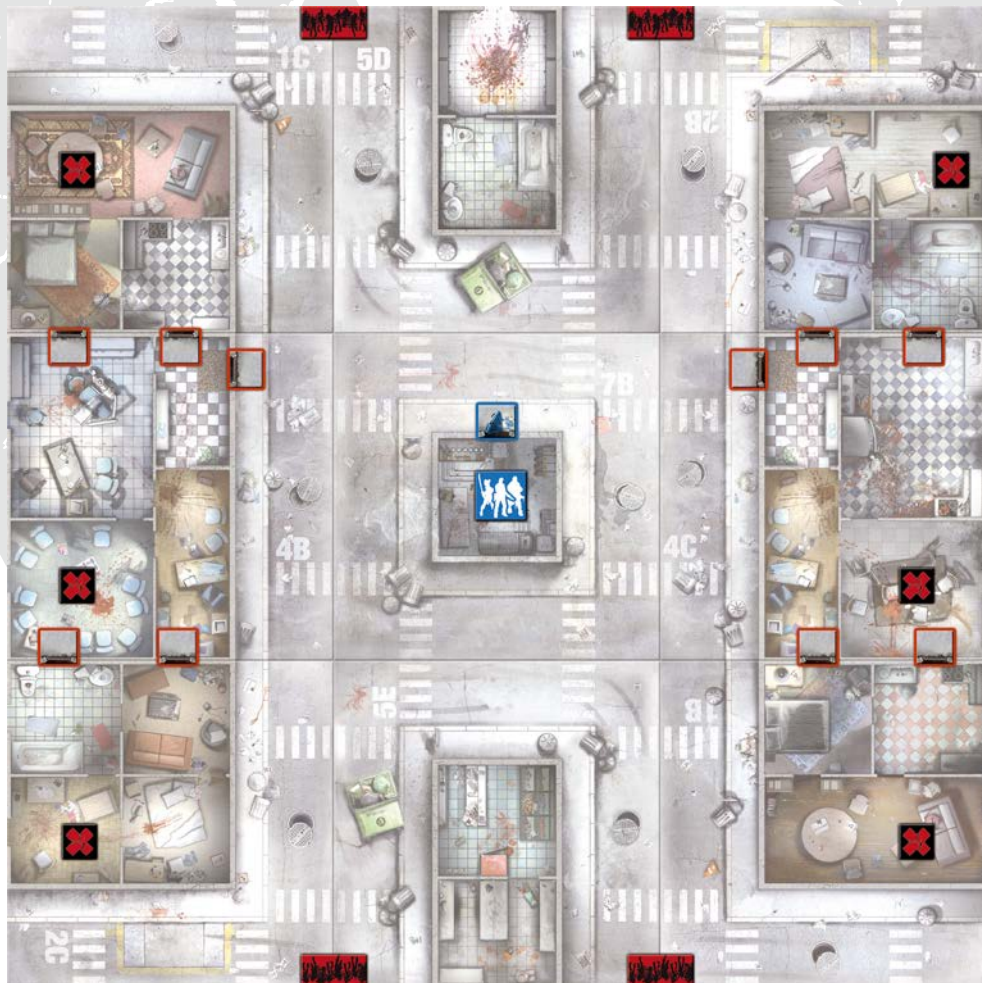
## SPECIAL RULES

- **No access.** The northern building (tile 5D) and southern building (tile 5E) have no doors on purpose.
- **Closed rooms.** Some building Zones are isolated by doors. They count as separate buildings for Zombie spawning purpose only.
- **We need this!** Each Objective gives 5 experience points to the Survivor who takes it. When an Objective is taken, draw Equipment cards until you find one of the following:
  - Canned Food
  - Plenty Of Ammo (any type)
  - Rice
  - Water
  - Aaahh!

Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual.

• **We've bled this place dry!** The starting Zone can't be Searched.

• **Storing carefully.** Survivors can transfer any Canned Food, Rice, Water, or Plenty Of Ammo card from their Inventory to the bunker (Player Starting Area) Zone. To do so, the Survivor spends one Action per card. Set the item card either on the Player Starting Area or off to the side of the board to represent the bunker's stockpile.





## HARD / 4+ SURVIVORS / 45 MINUTES

Ever since we let Phil talk us into taking in every stray survivor, we've been drawing a crowd of infected. We need to hold them back long enough so we can get these freeloaders to safety!

Tiles needed: **1M, 2M, 3P, 4P, 5E & 5F.**

**Protect the children, elderly, sick, and crippled.** The Mission is lost if a Zombie reaches the Zone containing the 12 Noise tokens.

- Axe x2
- Crowbar x2
- Hammer x1
- Night Stick x3
- Pistol x2
- Riot Shield x2



# C58 ALARMING PLAN

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Samuel Udd

There it is, Evergreen Trading and Financing Corp. Ever since the outbreak, another group has used this as their protective shelter, given the immense security at the former corporate headquarters. Two or three weeks ago, that group was overrun due to an experiment gone wrong. Apparently they were working on a signal that would keep the zombies away, but it turns out it actually had the opposite effect. It attracted berserker zombies, along with causing the whole security system to collapse for nearly an hour. The sole survivor joined us. After returning from a day spent searching for supplies, we found our shelter besieged by a horde of berserkers! Fighting such a massive pack of infected would attract a lot of attention for sure. We need to pull them away. Who knew that a failed experiment would come in so handy? At least it seems like a good plan at the moment. Let's go!

Material needed: **Zombicide Season 1, Zombicide Season 2: Prison Outbreak.**

Tiles needed: **1C, 2B, 4C, 4D, 5B, 5P, 6C, 6P & 17P.**

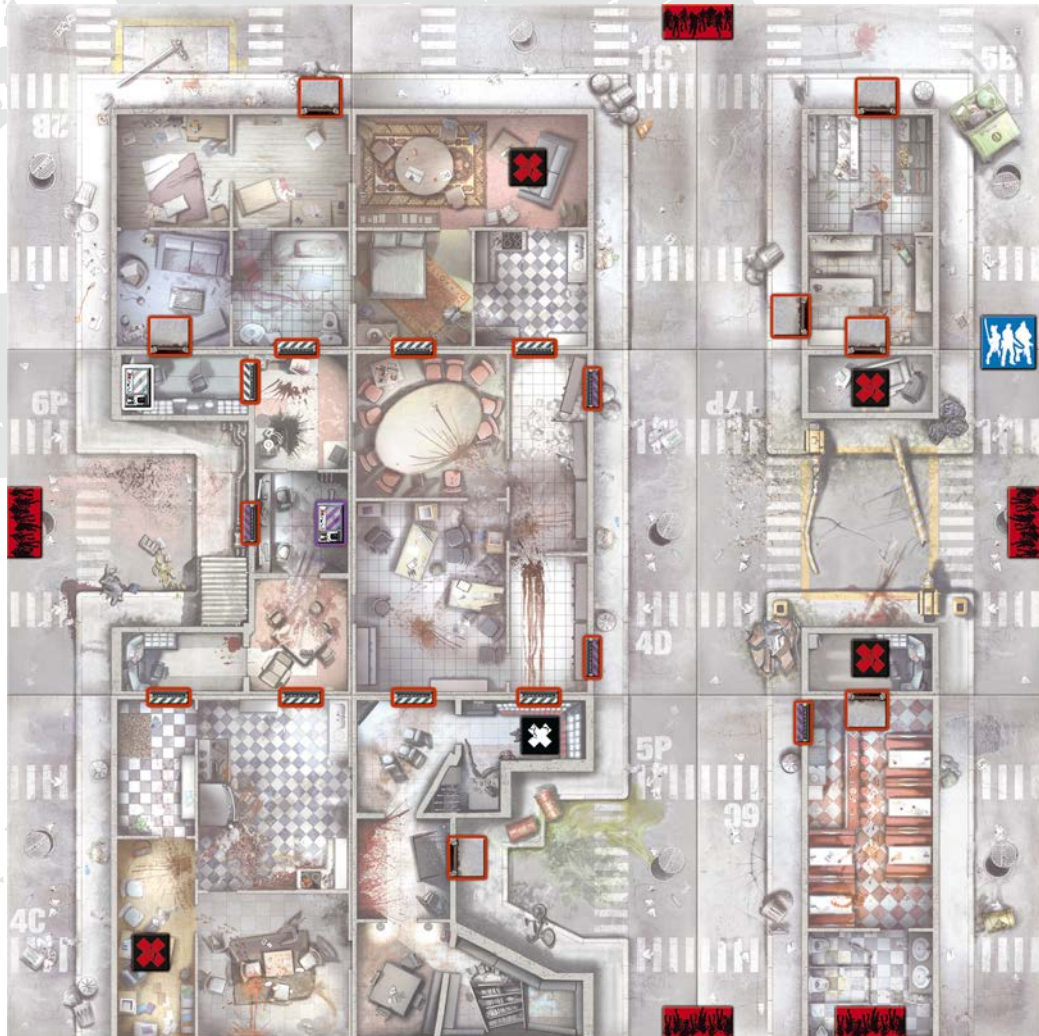
## OBJECTIVES

**Make a stand.** Empty the Berserker Zombie card pile (see the Special Rules) and kill every Berserker on the board.

## SPECIAL RULES

### • During Setup:

- Place three red, one purple, and one white Spawn Zone randomly on their red face. Do not look where the purple and the white Spawn Zones are!
- Create a separate Berserker Zombie card pile with the Berserker cards (#79 to #90). Do not use these cards when spawning Zombies.
- Put two green Objectives randomly among the red Objectives, face down.





- **Tools of the trade.** Each Objective gives 5 experience points to the Survivor who takes it. Taking a green Objective also grants the Survivor a random Pimpmobile weapon (Evil Twins, Gunblade, or Ma's Shotgun).

- **A foolproof system.** The white Switch can only be used after the white Objective has been taken. Activating the white Switch opens all white doors. The white doors all close when the white Switch is returned to its original setting.

- **Is this really a good idea?** The violet Switch can be used only once. When it is used, open all violet cell doors. Then, flip the Spawn Zones, and remove all of them except the purple and the white. From now on, during the Spawn Phase:
  - Violet Spawn Zone: Spawn four Berserker Zombie cards from the Berserker Zombie pile. When the Berserker Zombie pile runs out, don't reshuffle its cards to create a new one. It's now empty!
  - White Spawn Zone: Spawn one Zombie card from the Standard Zombie pile.





# C59 THE KA-BOOM SOLUTION

VERY HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Kevin Fisher

A week ago, Grindlock found his great-uncle, "Booze" Ben, setting explosive traps around his prison haven. It was what he called his "ka-boom solution".

The prison, however, is quickly being overrun. We thought Ben's radical tactics would help us getting out, but something went wrong. Ben does have a tendency to turn to the sauce when things get rough. The old man was supposed to set the detonators and blast an opening for everybody to escape. That was an hour ago, and we can't hold the line anymore. There is no sign of what happened to the old grump, but we can't wait. We have to get out.

Material needed: **Zombicide Season 2: Prison Outbreak.**

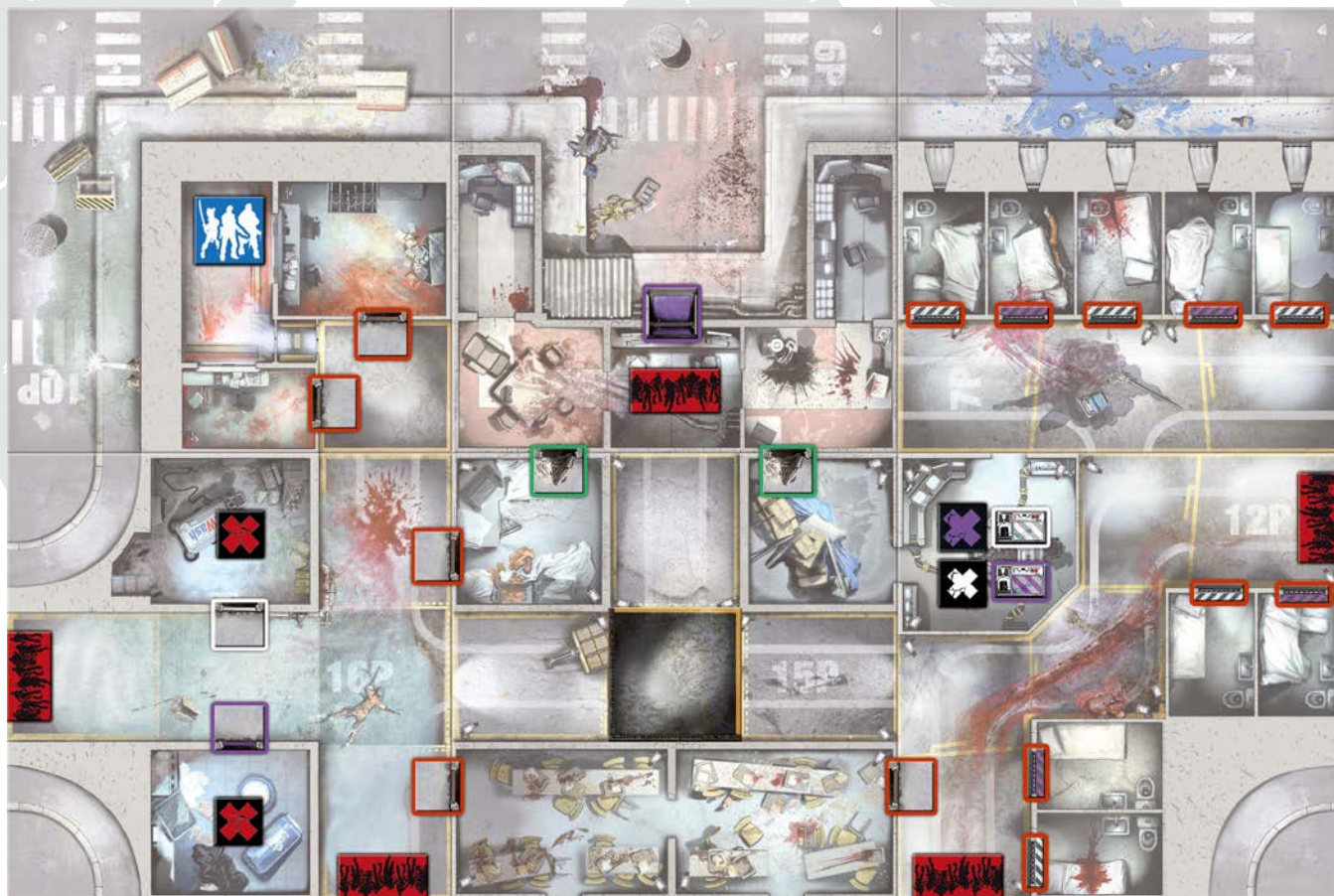
Tiles needed: 6P, 7P, 10P, 12P, 15P & 16P.

10P	6P	7P
16P	15P	12P

## OBJECTIVES

Use the ka-boom solution and win the game by following these steps:

- 1 – Two hidden alcohol stashes?** Ben probably got into a storage room and ended up on the floor, dead drunk. Activate the violet and white Switches to access the rooms.
- 2 – Dead-drunk old grump.** Find the hidden blue Objective to discover where Grindlock's great-uncle lies and recover the detonators.
- 3 – Finish the job.** Use the detonators. Reveal the five Spawn Zones.
- 4 – Survive!** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.





## SPECIAL RULES

- **Setup.** Place three red, one blue, and one yellow Spawn Zones randomly with their red face up. Put the blue Objective randomly among the red Objectives, face down.



- **Dead-drunk old buddy.** Each Objective gives 5 experience points to the Survivor who takes it.

- **It's broken!** The rotating security door can't rotate.

- **Protected storage rooms.** Activating a Switch opens the corresponding door. The Survivor activating a Switch for the first time also takes the matching Objective and gains 5 experience points. Each Switch can be activated only once.

- **The Ka-Boom Solution.** This special rule can be used only after the blue Objective has been found. Spawn Zone tokens are revealed whenever a Survivor stands in their Zone:

- *Red: Boom!* The path is now blocked. Unfortunately, the Zombies find another way to get to you. Move the Spawn Zone token to any other Spawn Zone.

- *Blue: Fizzle!* The explosion failed. No effect, the Zombies keep on coming from here.

- *Yellow: Here is the exit!* Replace the yellow Spawn Zone token with an Exit token. Any other Spawn Zone token standing here is moved to another Spawn Zone.





# C60 AMBUSH!

EASY / 6+ SURVIVORS / 90 MINUTES

A Mission by Claudiu Gilmeanu

We've been running and hiding for weeks. At last we found a quiet place. Let's get a look around and put up a shelter here, at least for a night or two. There are only a few zombies to take care of -but what a stench! There must be something going on, but I'm too hungry to think straight. Let's go.

Material needed: Zombicide Season 3: Rue Morgue.  
Tiles needed: 2R, 3R, 5R & 6R.



5R	6R
3R	2R



## OBJECTIVES

We won't die here. No! We will survive and show these zombies what it means to be a Survivor!

**1 – Show them what a Survivor is.** Plunder everything you can. Take all the Objectives.

**2 – Survive the ambush.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

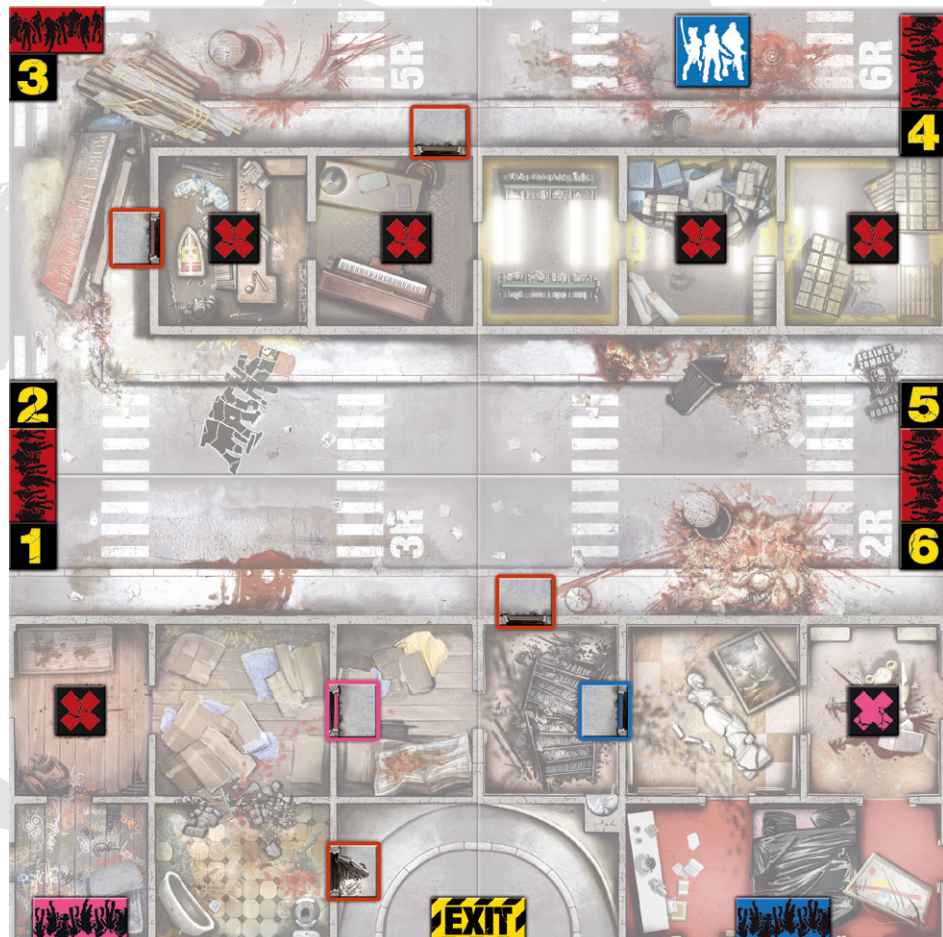
## SPECIAL RULES

- **Survivor job.** Put the blue Objective randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it.

- **Infested building.** The pink Spawn Zone is the only Spawn Zone active when the game starts.

- **The door to safety.** The blue door cannot be opened until the blue Objective has been taken.

- **Incoming!** When the blue Objective is taken, the blue Spawn Zone activates. When a red Objective is taken, ALL the red Spawn Zones activate.





# C61 TAKE THE HOSPITAL

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Adam Decker

*This hospital is going to be our new home. We just need to close all the entrances and Zombicide all zombies. It's as simple as that.*

Material needed: **Zombicide Season 3: Rue Morgue.**

Required tiles: **1V, 2V, 3V, 4V, 5V & 6V.**

## OBJECTIVES

Reach the objectives in the following order to win the game. This hospital will be ours!







**1 – Close the zombie entries.** Remove all the Spawn Zones inside the hospital (see Special Rules).

**2 – Close the main entry.** Take the blue key (the blue Objective), and use it to close the blue door.

**3 – Zombicide any intruder.** Kill all the Zombies inside the hospital. All Event triggers must have been revealed. The Mission succeeds as soon as the last Zombie is destroyed!

## SPECIAL RULES

- **Wandering patients.** Before the game starts, play a Spawn Phase.
- **A hospital full of useful things.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Close the Zombies entries.** As long as there are no Zombies in it, a Survivor on a Spawn Zone can spend an Action to remove the Spawn Zone and set the Spawn Locator on the outside Spawn Zone (the one with Spawn locator #1).
- **Close the main entry.** Once the blue Objective has been taken, the blue door can be closed or opened at will. Opening it doesn't spawn Zombies.

		
<b>Player starting area</b>	<b>Open door</b>	<b>Spawn Zone</b>
		
<b>Key to the hospital main door (5 XP)</b>	<b>Event trigger</b>	<b>Objective (5 XP)</b>

5V	1V	2V
3V	4V	6V



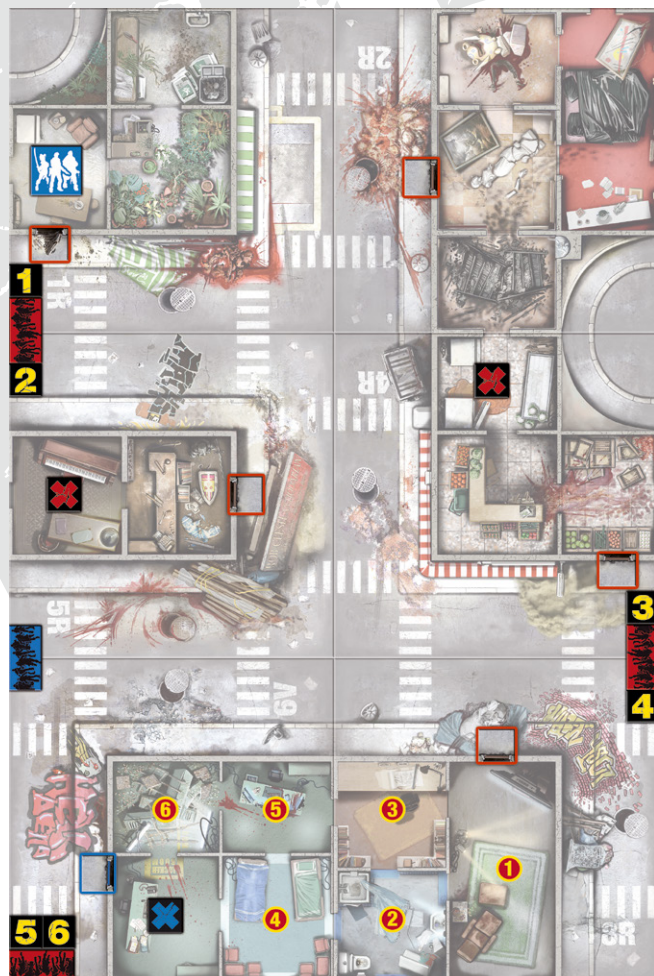


# C62 TURN OFF THOSE LIGHTS!

EASY / 6+ SURVIVORS / 90 MINUTES

A Mission by Alvaro Royo Andren

One of our last pleasures in life: sleeping. That is, until someone -or something- switched on all the block's lights, turning the neighborhood into a zombie amusement park. We have to fix it before we're swarmed and then find the prick who pranked us.



Material needed: **Zombicide Season 3: Rue Morgue.**

Tiles needed: **1R, 2R, 4R, 5R, 6V & 8R.**

## OBJECTIVES

Follow the plan to go to bed.

**1 – Paint it black.** First thing first, turn off the lights. Take all the Objectives.

**2 – Fare thee well.** Now we have to return to the safe area. Get back to the starting building.

**3 – Beds are burning.** Bar the door (see Special Rules) and clean the starting building of any Zombies. The Mission succeeds if at least **two** Survivors (Zombivors don't count!) are still alive when the door is barred and the building is clear of Zombies.

## SPECIAL RULES

- **Workforce.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The backdoor to safety.** The blue door cannot be opened until the blue Objective has been taken.

- **The horde comes.** When the blue Objective is taken, the blue Spawn Zone activates.

- **A roof falls and...** When the blue Objective is taken, roll four dice. Put a Noise token (or a small rubble token if you have some) in each room marked with a result from one of these dice. Actors in a Zone that receives such a token are killed. Survivors killed this way can't become Zombivors. Zombies killed this way don't grant experience points. A Zone with a token can't be entered and blocks Lines Of Sight. These Noise tokens are not removed in the End Phase.

- **Bar the door.** Once the last Objective has been taken, any Survivor on the Player Starting Area can spend Actions to add one Noise token to the Zone. Once there are 10 Noise tokens, close the door. This door cannot be opened anymore. These Noise tokens are not removed in the End Phase.

1R	2R
5R	4R
6V	8R





# C63 THE TATTOO

MEDIUM / 6+ SURVIVORS / 90 MINUTES

A Mission by Christophe Müller de Schongor

Watts had a very peculiar neighbour who believed in the coming apocalypse. I guess he was on to something. Anyway, the guy ended up transforming his trailer into a stronghold with plenty of food and survival gear. It opens only by scanning a specific bar code that the guy had tattooed on his hand.

Watts had forgotten all about it until he found the mental institute's list of patients. Guess what? The guy is on that list!

The things we do for a bunch of sparkling water bottles...

Material needed: **Zombicide Season 2: Prison Outbreak.**

Tiles needed: **3P, 4P, 8P, 9P, 17P & 18P.**

## OBJECTIVES

This is the three-step plan we figured out to get our hands on this hand:

- 1 - Free the guy.** Set the Berserker Abomination free. It's actually locked in the padded cells.
- 2 - Free the tattoo.** Chop off the guy's left hand by rolling a successful Melee Action on the Berserker Abomination. The Equipment used for that task doesn't need Characteristics that could actually kill the Abomination, since you don't want to kill it...yet! Being one-handed doesn't change anything about the Berserker Abomination.
- 3 - Free yourselves.** Reach the Exit Zone with **all** Survivors and the tattooed hand. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



8P	3P
9P	4P
17P	18P





## SPECIAL RULES

• **A veteran's start.** After the starting Equipment has been distributed, every Survivor gets to draw from the Equipment deck until he gets a weapon. If a Survivor draws an "Aaahh!" card, he stops drawing, gets no weapon, and a Walker is placed in the Survivors' starting area. Other Survivors may still draw cards. These draws are not Search Actions.

• **Bar code behind bars.** Put a red Objective token on the Berserker Abomination. This is the tattoo (and the hand beneath). The Survivor who takes this Objective gets 5 experience points and puts the tattoo Objective in his inventory. Treat it like an Equipment card. The game is lost if the tattoo is discarded.

• **Asylum compound.** When revealing any building room, apply the Danger Level above the current Danger Level (Yellow instead of Blue, for example). Red is the maximum. This rule doesn't apply for Zombie spawning (Zombie Phase / Step 2).

• **Disable the security locks.** Activating the purple Switch opens the purple cells doors. The purple prison main entry door doesn't open, but it can be opened after activating the Switch. The purple Spawn Zone activates. The Survivor activating a Switch for the first time also gains 5 experience points. The Switch can only be activated once.

• **Rotating security gate.** When the yellow Switch is activated:

- The rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used).

- The yellow Spawn Zones receives a Skill counter (see "More rotating security gates?").

• **More rotating security gates?** The yellow Spawn Zone receives one Spawn card per Skill counter on it. It doesn't spawn if there is no Skill counter.

• **The hippiemobile.** It can be Searched once, giving two Gunblades. It can be driven.





# C64THREE KINGS

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Fábio M. Roncaratti

We finally found a good place to stay, under the protection of a couple of watchtowers. We discovered that a trio of Abominations seemed to control the surrounding zombies, ruling their hordes like kings. We managed to keep the great mass of zombies away for a long time, but now our supplies have run out. We have no option but to venture back into the zombie world, even knowing that those Abominations are waiting. To ensure our survival, these three kings must fall!

Material needed: **Zombicide Season 2: Prison Outbreak, Toxic City Mall.**

Tiles needed: **1P, 3P, 4P, 8M, 17P & 18P.**

## OBJECTIVES

Reach these objectives to win the game. The first two can be done in any order.

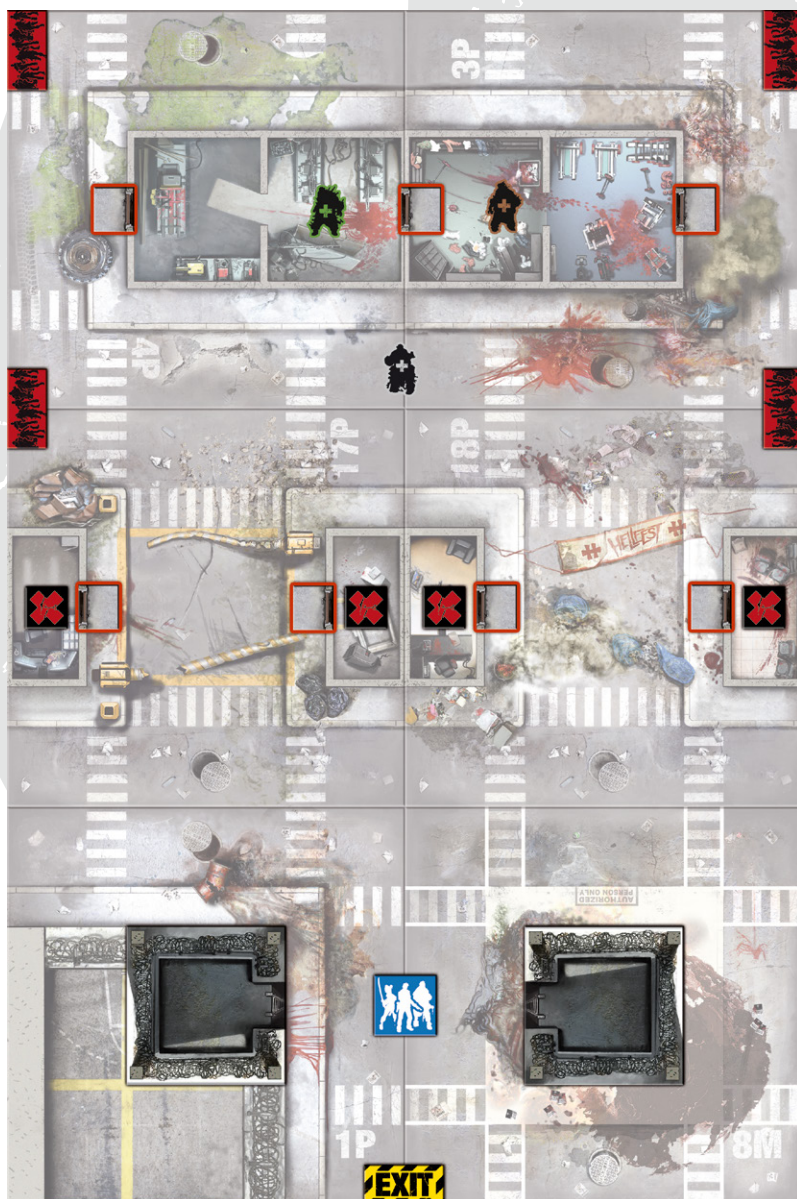
- **The three kings shall fall.** Kill the Berserker, Standard, and Toxic Abominations.
- **Plunder the infected kingdom.** Food reserves are marked with the great red "X". Take all the Objectives.

**THEN**

- **Return to your castle.** Reach the Exit Zone with at least four Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Happy Meal.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Three kings enthroned.** Before the game start, place the Abominations as indicated on the map. Additional Abominations can't spawn during this Mission; spawn Fatties and their Walker escorts instead. The Abominations placed in building Zones don't move until their building is opened.
- **Me, Myself, and I.** When a building's doors are opened for the first time, don't Spawn Zombies in the Zones that contain an Abomination.



4P	3P
17P	18P
1P	8M





# C65 BETWEEN THE HAMMER AND THE ANVIL

MEDIUM / 4+ SURVIVORS / 90 MINUTES

A Mission by Stanislas Gayot

"So this is the 'secure precinct' you want us to use as a haven?"

"Well, uh, last time I was here, it was heavily secured. Electronic doors, cameras everywhere..."

"Yeah, great; sounds nice. But right now, there's no power, and the gate is wide open. This place is probably packed with zombies!"

"Whatever. There are more right behind us, so we don't have a choice. At least we can manually close the gate. I think I remember where the gate control room key is. It's...uh...huh. Around here somewhere..."

"Yeah, yeah. If you find anything to barricade ourselves against the zombies already inside our 'haven', that'd be great. Otherwise, we're going to discover what it is like to be between the hammer and the anvil."



Material needed: **Season 1.**

Tiles needed: **1C, 2C, 4E, 5C, 5D & 7B.**

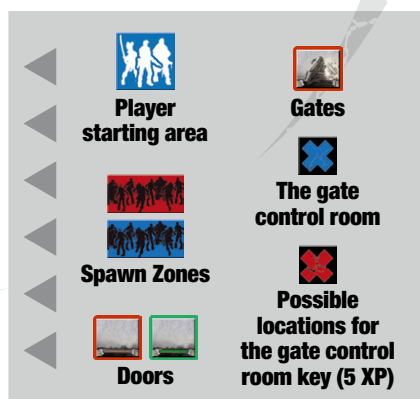
## OBJECTIVES

It's barely a plan, but here it is.

- 1 – Get the green key to the gate control room.** Find and take the green Objective.
- 2 – Close the gate.** Use the blue Objective to close the gate.
- 3 – Barricade the precinct.** Deactivate the three Spawn Zones inside the precinct.

## SPECIAL RULES

- **Where the hell is the key?** The potential locations of the green key have been marked with red "X". Put the green Objective randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it. Once the green Objective has been taken, the green door can be opened. Remove all remaining red Objectives.
- **Manually closing the gate.** A Survivor standing in the Zone with the blue Objective can spend one Action to close one of the five doors that make up the gate. When all five doors are closed, the gate is closed. Closing one of these doors gives 5 experience points to the Survivor who closes it. The blue Objective can't be taken.
- **The gate is a bit noisy.** As soon as one Action is spent to begin closing the gate, the blue Spawn Zone activates.
- **No zombie admittance.** A Survivor standing in a Spawn Zone can spend one Action to remove the Spawn Zone, as long as there are no Zombies in it.
- **Derelict car.** The car can't be driven.
- **Police car = guns!** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" card triggers the appearance of a Walker as usual and interrupts the Search.



5C	5D
1C	7B
4E	2C



A detailed black and white comic book illustration depicting a chaotic zombie apocalypse. In the center, a large, stylized red starburst graphic contains the word "ZOMBIE" in a bold, blocky font. Below it, the word "CODE" is written in a similar style, with a small, screaming zombie face integrated into the letter 'O'. The background is filled with various characters: a hooded figure with a cross on their chest, a woman with long dark hair, a man with a beard, and several grotesque, multi-limbed zombie creatures. The scene is set in a city street with debris and smoke, creating a sense of intense action and horror.

# ZOMBIE CODE

**RAVAGE MAGAZINE**



# ZOMBICIDE

## TRICK OR TREAT SCENARIO

Jean-Baptiste Lullien

### Halloween, Zombie Version

*It's Halloween today. No way one or two millions zombies prevent us from celebrating. We all have seen these "zombie-films" in which everything is desperate and nobody survives at the end. But not us, not in the world we want. It is just a matter of willpower, you know. The world is to be rebuilt and celebrating Halloween is our way to do so. Here is our plan for Halloween, Zombie Version: we disguise ourselves as zombies and we try to take some useful stuff in the nearby houses without killing the inhabitant – until we've got what we came for, of course!*

Boxes needed: Zombicide Season 1 & Toxic City Mall.

Tiles needed: 1C, 1M, 2B, 2M, 5B, 5C.

Medium  
6+ Survivors  
90 minutes

### OBJECTIVES

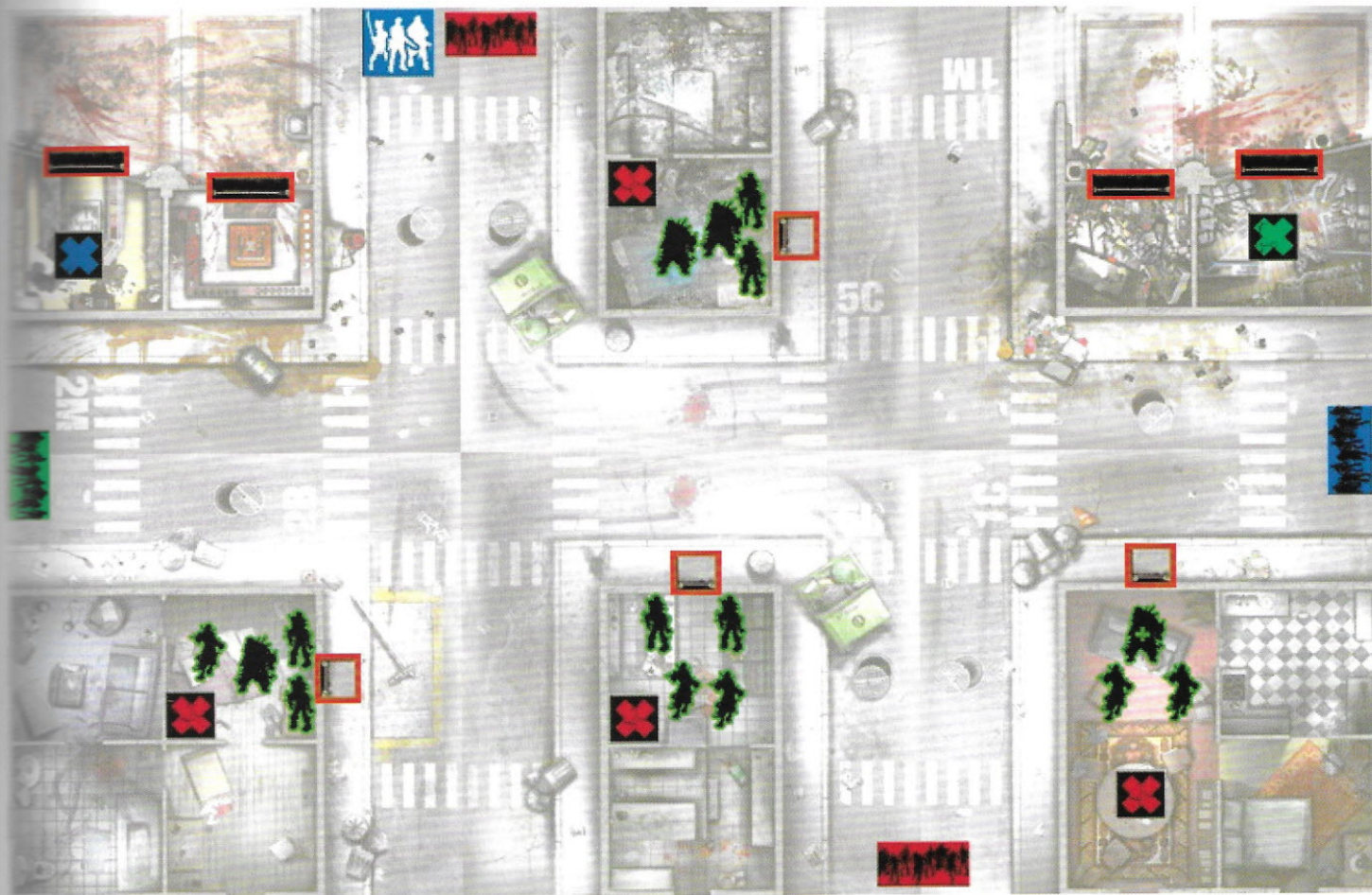
Become a real Halloween monster!  
**Reach TWO TIMES the Red Danger level.**

### SPECIAL RULES

- **Zombie hosts.** Place Toxic Walkers, Toxic Fatties, Toxic Runners and the Toxic Abomination in the Zones marked on the map. They wait for you to treat or trick.
- **Zombie disguises!** You are going to disguise as a zombie. Of course, it doesn't smell good, but it's fun! Any Survivor that has just killed the last Zombie in his Zone can spend one Action to receive a Rotten token (see Toxic City Mall). It works in the same way as an activated Rotten Skill.
- **Trick...** Any Survivor with a Rotten token managing to take a red Objective with Zombies in the Zone receives 10 experience points (instead of the usual 5).
- **...Or treat zombies as usual.** Any Survivor without a Rotten token taking a red Objective receives 5 experience points.
- **Not fun enough?** We know there are two shops with a functional alarm, at least for a few seconds when they are triggered. Their locations are marked with a blue and a green "X". Just go there and activate these alarms if you want more zombies to be attracted! The blue Spawn Zone activates when the blue Objective is taken and the green Spawn Zone activates when the green Objective is taken. When the first Objective is taken, the Survivor who takes it receives 10 experience points. When the second Objective is taken, the Survivor who takes it receives 15 experience points!









# ZOMBICODE

## MISSION SCENARIO

Jean-Baptiste Lullien

### Just Wanna Eat In Peace!

*This prison quarter has seen a big battle, inmates fighting side by side with wardens against zombies. For example, the showers are full of corpses. Huhu. Did I just see some of them moving? Craps! It's lunch time and I want to eat in peace!*

Material needed: Prison Outbreak.

Tiles needed: 7P, 8P, 10P, 12P, 13P, 14P, 15P & 16P.

**Hard**  
**6+ Survivors**  
**90 minutes**

### OBJECTIVES

Is it your stomach making this noise?  
Let's hurry and do all what have to be  
done in order to have your lunch:

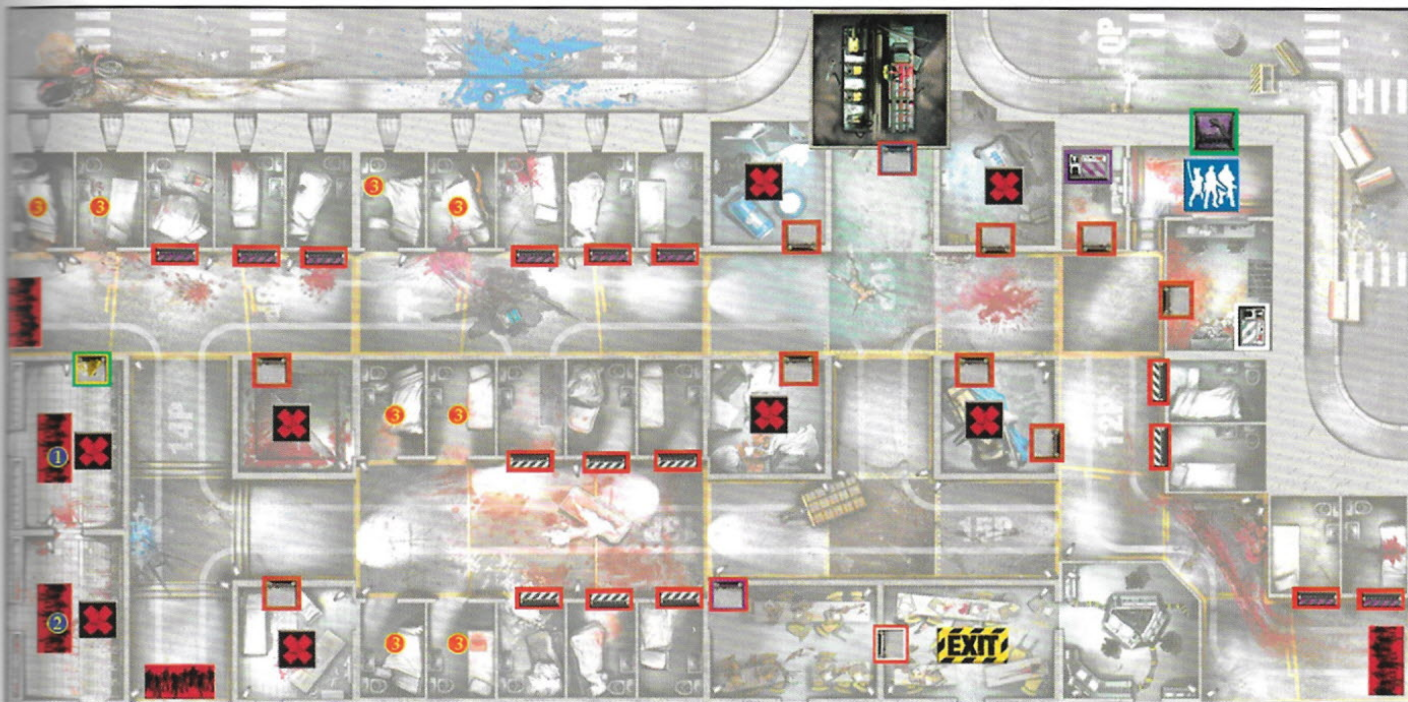
- 1 – Get the guards access cards.** They are on the dead guards bodies that are shown with red "X". Find and take the blue, the violet and the white Objectives.
- 2 – Get the power back.** Open the blue door and start the emergency generator.
- 3 – Open the white and the violet doors.** Well, maybe it will also open some cells, but you can handle that, don't you?
- 4 – Lunch time!** Reach the lunch tables (the Exit Zone) with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

### SPECIAL RULES

- **They fought to the death.** An example not to follow. True Survivors learn from others' mistakes. Each Objective gives 5 experience points to the Survivor who takes it.
- **The access cards.** Put the blue, the violet and the white Objectives randomly among the red Objectives, face down. Once the blue Objective has been taken, the blue door can be opened. The violet and the white Objectives are required to activate the corresponding switches (see below).
- **Opening the refectory also calls the prisoners to lunch.** Activating the violet Switch opens the violet doors and activating the white Switch opens the white doors. Before activating them, however, your first need to pick the corresponding Objectives (white and violet) and activate the generator room.
- **Get the power back.** A Survivor standing in the Extra Zone must spend one Action to start the emergency generator. Once started, it can't be shut off.
- **Question: who has broken these cells doors? Answer: zombies.** During the Spawn phase, spawn one Walker in every cell Zone without a door, on every tile where at least a Survivor stands.
- **The showers are flooded...with zombies!** But the flow is diminishing. When you reach the end of the Spawn deck for the first time, remove the Spawn Zone numbered "one". When you end the Spawn deck for the second time, remove the Spawn Zone numbered "two".







BIOHAZARD ⚠️ BEWARE INFECTED SPECIMENS ⚠️ BIOHAZARD



-   DOOR
-  OPEN DOOR
-  LUNCH ZONE
-  DEAD GUARD BODIES
-   SWITCHES
-  PLAYER STARTING AREA
-  SPAWN ZONES
-  FIRST SPAWN ZONES
-  SPAWN ZONES
-  CELL WITH A BROKEN DOOR



A detailed black and white comic book illustration depicting a chaotic zombie apocalypse. In the center, a large, stylized red starburst graphic contains the word "ZOMBIE" in a bold, blocky font. Below it, the word "APOCALYPSE" is written in a similar style, though partially obscured by the starburst. The background is filled with various characters: a man in a hoodie, a woman with a determined expression, a man with a beard, and several zombies with different features like horns, spikes, and masks. The scene is set in a city street with debris and smoke. The overall tone is gritty and action-packed.

# ZOMBIE APOCALYPSE

**GAMING NIGHTS**



# GAMING NIGHT #1

## CARS, FOOD OR GUNS



### INTRODUCTION: CARS, FOOD OR GUNS?

An argument started among survivors. What is the most important thing in survival? Doug and Phil favor guns, as they blow away any obstacle. Josh and Wanda prefer cars, as they drive you to safety and carry anything you might find. Amy and Ned speak about food because it's a basic human need. Would you help us settling this?

Cars, Food Or Guns is a 3-Missions campaign designed to play Zombicide all night long. A Season 1 Core Game box is needed to enjoy it.



Cars, food or guns? Each Mission brings its own answer to this question, and a nice reward too! Choose your priorities and play them all in the order of your choosing. In the end, you might have a definitive guess on the subject.

### GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting with their friends. The goal here is simple: never getting singled out of a game because your Survivors were defeated! To play with the Gaming Night Mode, apply these rules.

1- Gaming Night rules replace Resurrection rules (featured in Toxic City Mall or Prison Outbreak).

2- When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any following Player's Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.
- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor no longer apply. And remember: getting killed voluntarily is for sissies.

If odds seem too strong after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the only rule.*

### SETTING

Assemble your gaming group(s). Each group discuss and choose which Mission to start with:

- Cars (P. 2)
- Food (P. 3)
- Guns (P. 4)

Once the first Mission is done, choose the second Mission between the two you didn't choose at first. End your memorable.

Don't forget to apply Mission rewards! After the third Mission, you can play a Mission again to benefit from the last reward.



# MO1 CARS!

HARD / 4 TO 6 SURVIVORS / 90 MINUTES

We're here for the cars. Before the zombies, it was the place to find tuned cars, overpowered engines and get in wild urban races. Finding a nice pimpmobile will be easy here. We won't hang on here for too long, though. Zombies are already after us. Another death race has begun.

Tiles needed: 1B, 1C, 2B, 2C, 4B, 4C, 4D, 5E & 7B.

## OBJECTIVES

1- Find all the car keys. Car keys are spread all across the place. There is a red "X" in each room containing one of them. Take all Objectives.

2- Crush zombies until everyone reach the Red Danger Level. Reach the Red Danger Level with all Survivors.

## SPECIAL RULES

- **Driving lessons.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue and green Objectives randomly among the Objectives, face down. These Objectives don't give experience when they are taken: you thought it was car keys, but it wasn't!

- **A police car in the grocery store.** A police car crashed in the grocery store. The car alarm and the shop's alarm are a bit noisy. Six Noise tokens are set in the marked Zone at the beginning of the game and aren't removed at the end of each turn. At the cost of 1 Action, a Survivor standing in the noisy Zone can remove or put back three of them (to a maximum of 6).

- **These zombies are accustomed to noise.** The blue Spawn Zone activates if there is NO Noise token on the board (Survivors don't count).

- **Pimpmobile keys.** The pimpmobiles can be driven when all Objectives have been taken. Until then, you can't drive them. They can't be Searched.

- **Crashed police car.** The police car can't be driven. You can Search it more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

## CARS! - MISSION COMPLETION REWARD

Start the next Mission with two pimpmobiles set on the Player starting area. They can be driven but can't be Searched. Survivors can begin the next Mission in the cars.





## MO2 FOOD!

MEDIUM / 4 TO 6 SURVIVORS / 90 MINUTES

Sheer luck. We found a custom-made solar panel sorting out of a roof. It leads straight to a fast food. We think it could power the fridges, meaning there is some fresh food out there! Having a real meal could bring us back some energy and morale. Coming closer, we see the place is besieged by zombies. They somehow managed to enter without breaking the door. And what about this lousy music we hear from a nearby house?

Tiles needed: 1B, 5B, 5E & 6C.

### OBJECTIVES

**1- The right place to be.** The previous owner obviously died. There is plenty of food waiting to be eaten. All Survivors have to eat in the fast food and get an Objective token (see special rules)

**2- Stock for the hard days to come.** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

**Note:** Taking as many food cards as you can will give your team a reward. Taking Objectives allows you to look for food cards in the Equipment pile.

### SPECIAL RULES

• **Burger assault.** At the end of each Zombies' Phase, a single Survivor standing in the fast food can receive an Objective token. This token figures his full belly, is put on his ID card and doesn't grant experience points. A Survivor can carry only one of these tokens at any given time. It can't be granted if any Zombie stand in the fast food or if you don't have enough Objective tokens available (take Objectives on the board to get some).

### FOOD! – MISSION COMPLETION REWARD

Gather the food cards (Canned Food, Rice or Water) your team found and distribute them among your Survivors at the beginning of the next Mission.

For the whole duration of the next Mission, Survivors can discard a food card when their turn comes to play. Each food card discarded that way gives back the Survivor all his Actions. He can spend them again. Multiple food cards can be spent that way in a row to refresh Actions.

• **"All your food are belong to us".** Each Objective gives 5 experience points to the Survivor who takes it. The player can also look for a food card (Canned Food, Rice or Water) in the Equipment pile and discard pile, and put it in his Survivor's inventory. If you look in the Equipment pile, shuffle it afterwards.

• **Fatty's fate.** The survivor finally got infected and came back as a zombie. A Fatty and his escorts are hanging in the fast food. Before the beginning of the game, put a Fatty and its 2 Walker escorts in the fast food.

• **Hell of a TV.** The solar panel was feeding a TV with a VCR. It must have lured zombies with music, as the volume is set on the maximum right. A Noise token is set in the marked Zone at the beginning of the game and is not removed at the end of each turn. At the cost of 1 Action, a Survivor can destroy the TV and remove the Noise token for good.

• **Zombie feast.** Lured by the TV sound and the smell of an open freezer, zombies have dig a hole in the ground and keep on coming from the sewers to the fast food's back-room. The blue Spawn Zone activates if there is one or more noise Token on the board (Survivors don't count).





# MO3 GUNS!

MEDIUM / 4 TO 6 SURVIVORS / 90 MINUTES

A gun is like a skeleton key. With a good gun, you can crush any opponent, drive any car you want and grab all the food you can carry.

We know about an area crowded with zombies and left on its own devices since the first days of the invasion. As it was a stronghold for early survivors, it sure has lots of stuff to plunder, including guns. It's a very dangerous place, however, and securing it will require some nerves.

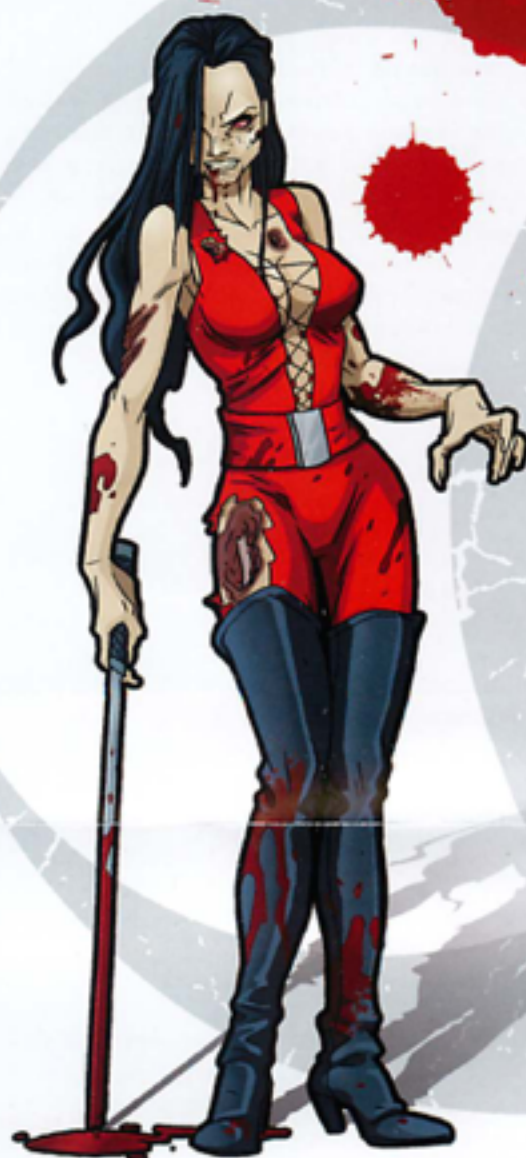
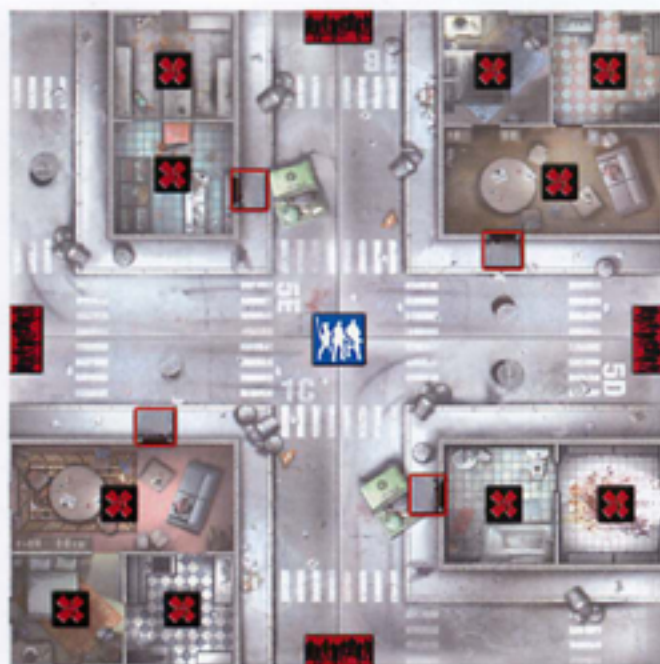
Tiles needed: 1B, 1C, 5D & 5E.

## OBJECTIVES

This dangerous Mission requires a simple and robust plan. Follow each step.

1- **Seek and destroy.** Explore each house, empty them of Zombies and take all Objectives.

2- **Assemble for the next operation.** Reach the Player starting area with all Survivors. You win if, at any End Phase, they all stand here while there are no Zombies in the building Zones.



## SPECIAL RULES

- **Objective: 0 zombies.** An Objective can only be taken if there is no Zombie in the whole building containing it. Each Objective gives 5 experience points to the Survivor who takes it.

## GUNS! – MISSION COMPLETION REWARD

Your Survivors keep all weapons and Plenty of Ammo cards they have at the end of this Mission. They begin their next Mission with them. All other cards in inventories are discarded, including Wounded cards.



# GAMING NIGHT #2

## BLACK FRIDAY



### INTRODUCTION: FIGHTING ON THE EDGE

If somebody had said a year ago that we'd be fighting zombies just to scavenge canned beans, everybody would have laughed. Now the world is turned upside down, and urban legends abound. That's how we first heard about the Jefferson Mall, a place described as "cursed" and "haunted". Naturally we decided to look into it.

From what we learned, this mall hosted a fierce battle during the first days of the zombie invasion and, quite amazingly, the survivors succeeded. They gathered lots of equipment, lots of people, and turned the place into a real zombie extermination headquarters for the whole area. And then...

Then a horde of berserkers and toxics appeared, and it all went straight to hell. All the lights went out overnight. By the groaning and foul stench, people knew Jefferson and its numerous defenders had fallen. Here began the urban legend about a mall stuffed with treasures and packed with zombies.

Some manufactured supplies are getting harder to find these days, and Jefferson instills enough fear that ordinary people stay clear of it. We are not ordinary people, though. We're going to go plunder this place. Such a raid could net us enough equipment to last several months and do some serious trading with other survivors.

*Black Friday* is a 3-Mission campaign designed to let you play *Zombicide* all night long. A *Toxic City Mall* box and *Zombicide Season 2: Prison Outbreak* Core Game box are needed to enjoy it.

*Black Friday* is about danger and power. Your Survivors will get interesting weapons and busloads of experience quite early in each Mission, putting them against tides of Zombies as they struggle to complete the objectives. Expect to use the Ultrared Mode (see *Toxic City Mall*) every time, slaughter Zombies with the best weapons around, and above all, reach unprecedented body counts. If you love having Red Level Survivors and fighting on the edge, then *Black Friday* is for you.

### GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting with their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

1- Gaming Night rules replace Resurrection rules (featured in *Toxic City Mall* or *Prison Outbreak*).

2- When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any following Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh! cards).

Ongoing game effects previously applied to the Survivor no longer apply. Remember: getting killed voluntarily is for sissies. If odds seem too strong after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*





## BLACK FRIDAY OBJECTIVE RULES

Jefferson Mall's previous occupants stashed lots of interesting equipment in their shelter. To reflect this, use the **Black Friday** rule below.

**Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:

- The Survivor can still Search the Zone (if other conditions to Search are met).
- The Equipment cards are given even if there's a Zombie in the Zone.
- The Flashlight Equipment card's effect does not apply.
- The Destiny Skill applies.

## MO1 ZOMBIE VAULT

EASY / 6+ SURVIVORS / 90 MINUTES

Jefferson Mall's surroundings are eerily silent. Its defenders clearly made their last stand here. They barricaded the entrance with everything they could find, probably to prevent the monsters from getting out. We will need a car to smash down the door.

Fasten your seatbelt.

Tiles needed: 1M, 2M, 3P, 4M, 5M & 17P.

## OBJECTIVES

Reach the objectives in the following order.

- 1- **Get the hippiemobile's keys.** They are represented by the green Objective in the taxi.
- 2- **Smash the mall's door with the hippiemobile.** There may be Zombies behind it, so knock first.
- 3- **Grab all Objectives.** Hey, there's a little armory in there!
- 4- **Go deeper into Jefferson Mall.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:
  - The Survivor can still Search the Zone (if other conditions to Search are met).
  - The Equipment cards are given even if there's a Zombie in the Zone.
  - The Flashlight Equipment card's effect does not apply.
  - The Destiny Skill applies.

- **Blue Objective.** We need this electrical device, but removing it will trigger an alarm. The blue Spawn Zone activates when the blue Objective is taken.

- **Green Objective.** The green Objective represents the hippiemobile keys. The hippiemobile can be driven by anyone once the green Objective is taken.





• **Reinforced mall entrance.** The mall double door can't be opened by normal means. It's automatically opened when the hippiemobile is driven through it. It can't be locked down again afterward.

• **Hippiemobile.** The hippiemobile can be driven by anyone once the green Objective is taken. You can Search the hippiemobile only once per game. It contains Pa's Gun. Ignore car attacks made by the hippiemobile. It's harmless.

• **Taxi.** The taxi can't be driven. You can Search the taxi more than once per game. It is searched just like a building Zone but Flashlight cards have no effect. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

## MO2 FORTRESS MALL

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We're at the heart of Jefferson Mall. The area is a massive warehouse of stashed equipment and supplies. There are gnawed remains, burnt patches, and bloodstains everywhere. Barricades block the alleys for the time being, but they won't last. The zombies know we're here. We have to grab some good weapons fast and be ready for the moment they bring down the barricades. Hey, is this a shirt from my favorite baseball team?

Tiles needed: 1M, 5M, 6M & 7M.



To add difficulty to this Mission, remove the rubble token. Zombie splitting time!

## OBJECTIVES

To raid this place; this is why we came here in the first place, baby!

1- **I want it all.** Take all Objectives.

2- **Escape the Zombie den.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

• **On our heels.** At the beginning of the game, put on each Spawn Zone:

- 5 Standard Walkers
- 2 Standard Runners
- 1 Standard Fatty

• **Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:

- The Survivor can still Search the Zone (if other conditions to Search are met).
- The Equipment cards are given even if there's a Zombie in the Zone.
- The Flashlight Equipment card's effect does not apply.
- The Destiny Skill applies.

• **The blue key.** Put the blue Objective randomly among the red Objectives, face down. Once this Objective is taken, the blue door can be opened.

• **Pimpmobile.** The pimpmobile can't be driven. You can Search it only once per game. It grants the searcher Pa's Gun and two Gunblades (yes, an epic package of three pimpmobile weapons!).





# M03 A SPIRAL OF VIOLENCE

DIFFICULT / 6+ SURVIVORS / 180 MINUTES

We expected things to get nasty, which they did, but we never expected there would be so many zombies. No wonder this place turned into an urban legend! We've moved to the back of the mall, straight into the administrative and storage areas, and are planning to escape through the backdoors. There are still precious items all around, and after a short discussion, we don't plan to come back here again. We can't explore Jefferson methodically, but we need to grab as many of its treasures as we can.

We also can't kill all the zombies. Some will escape for sure. So long, boys.

Tiles needed: 1M, 3M, 5P, 6M, 7M & 11P.

## OBJECTIVES

- 1- All you can eat. Take all Objectives.
- 2- Leave without looking back. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:
  - The Survivor can still Search the Zone (if other conditions to Search are met).
  - The Equipment cards are given even if there's a Zombie in the Zone.
  - The Flashlight Equipment card's effect does not apply.
  - The Destiny Skill applies.
- **The blue trigger.** Put the blue Objective randomly among the red Objectives, face down. Once this Objective is taken, the blue door can be opened and the blue Spawn Zone activates.
- **Pimpmobiles.** The pimpmobiles can't be driven. You can Search each of them only once per game. Each contains a Gunblade.





# GAMING NIGHT #3 ZOMBIE TRAP



We are just in front of the Newhaven County prison. It isn't the biggest prison we've ever seen, but it's easily one of the most overcrowded. Maybe it was used to hold zombies at the beginning, when there were still people foolish enough to try to contain the outbreak. Maybe this was just the usual state of this place. We'll never know.

In any case, this prison is a time bomb. If the zombies locked up here escape, they will flood the entire city within a few hours before spreading into the whole country. We don't want that, so we are going to clean this place. It has to be done, and it's going to be a lot of fun!

The question is, how?

We don't fear the zombie horde—we've zombicided more dangerous ones—but there are so many zombies in this place that a conventional cleaning would take months. We don't want to spend months in an old, half-crumbled prison.

We thought about it, and we have set a course of action, a zombiciding tactic. We run into the prison, killing all the zombies we stumble across and making lots of noise. This should get them to follow us into the prison yard and then...bang bang, as usual. This tactic has a serious drawback: we must get them all. Hey, wait. You're right. That's not such a drawback.

*Zombie Trap* is a 3-Mission campaign designed to let you play *Zombicide* all night long. A *Zombicide Season 2: Prison Outbreak* Core Game box is needed to enjoy it.

*Zombie Trap* is about the very title of this game: *Zombicide*. Your Survivors will face hordes of zombies and destroy them. This means that you will quickly gain busloads of experience and will need the most powerful weapons just as quickly. You will probably have several Survivors turned into Zombivors. It's a challenge, but you love a challenge, don't you?

## GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting with their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

1- 1- Gaming Night rules replace Resurrection rules (featured in *Toxic City Mall* or *Prison Outbreak*).

2- When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any following Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaaaah!! cards). Ongoing game effects previously applied to the Survivor no longer apply. Remember: getting killed voluntarily is for sissies.

If odds seem too strong after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*





## ZOMBIE TRAP CELLS SPECIAL RULES

Newhaven County prison is really overcrowded with Zombies. You've never seen something like this before, and you better hope you'll never see it again. Through whatever method or madness, a staggering number of Zombies were lured into the prison's numerous cells. The plan inevitably went wrong, of course, and all the cell doors opened. Fortunately, there was no one alive left to set the Zombies on the warpath, so they just stood there. To reflect this, use the **Cells full of Zombies** rule below.

**Cells full of Zombies.** At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **Tiles showing cells are 7P, 8P, 12P & 13P.**

## M01 ZOMBIE TRAPPERS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

The Newhaven County prison is filled with freaky noises; scratching, howling, deep breathing, the works. All the signs are clear: this place is zombie concentrate-100% pure zombie, no additives, no preservatives. Just entering this prison requires some nerves, but the first step is the hardest. Everything should go smooth and quick after that. We hope.

Tiles needed: 6P, 7P, 8P, 10P, 12P & 13P.

## OBJECTIVES

A simple plan with a simple objective: Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

• **Useful stuff.** Each Objective gives 5 experience points to the Survivor who takes it.



• **Cells full of Zombies.** At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **Tiles showing cells are 7P, 8P, 12P & 13P.**





# MO2 SETTING THE TRAP

DIFFICULT / 6+ SURVIVORS / 150 MINUTES

Entering Newhaven County prison was the easy part, as we expected. Now, there is a zombie horde behind us. (This part of the plan also worked just fine.) We also have another horde in front of us. That we didn't expect. It wouldn't be a real problem, though, if one of the prison wings didn't have a rotating security gate and two locked doors. We'll need to rotate the gate and find both keys to let the zombies access the last wing of the prison, where our trap is waiting for them. Oh, and one other thing I forgot. There is a secondary access to this part of the prison that must be closed in order to redirect the zombie flow in the right direction. Doing this with two or three zombies hordes trying to eat us will be... a challenge, at the very least.

Tiles needed: 8P, 9P, 11P, 12P, 16P & 18P.

## OBJECTIVES

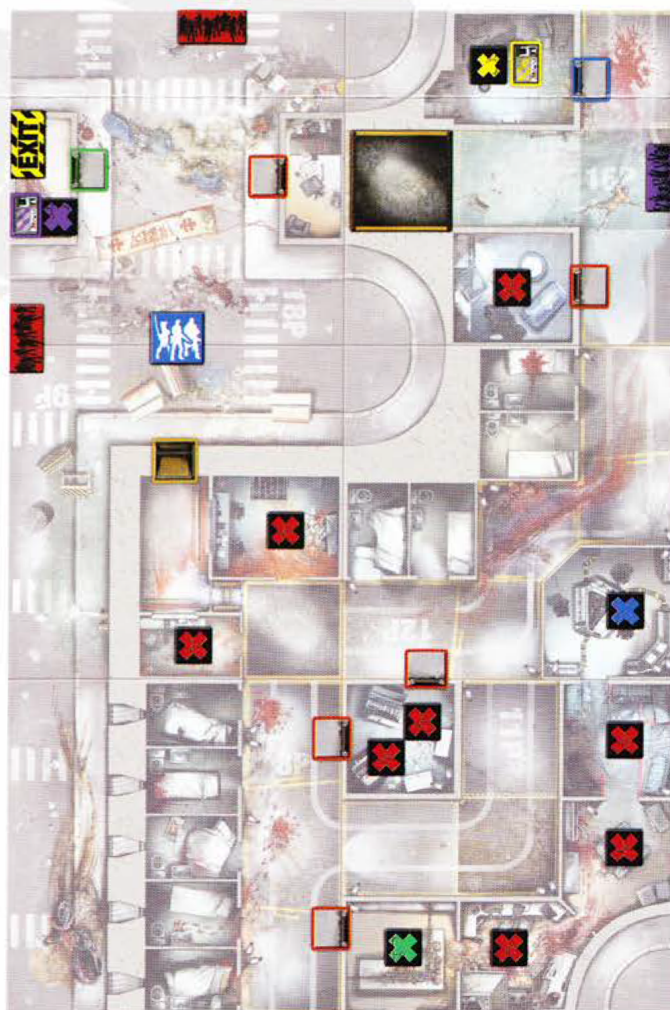
This plan won't be as simple as the previous one.

- 1- **Take the keys.** Take the green and the blue Objectives.
- 2- **Rotate the security gate, open the neutral door in tile 18P, and activate the violet Switch.** You choose the order, but all must be done.
- 2- **Move to the last prison area once you are sure all the Zombies are after you.** Once there are no more Zombies in the building (there can still be Zombies on street Zones), reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Useful stuff.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Cells full of Zombies.** At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **Tiles showing cells are 8P & 12P.**
- **The blue key.** Once the blue Objective is taken, the blue door can be opened.
- **The green key.** Once the green Objective is taken, the green door can be opened.

- **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the yellow Switch for the first time also takes the yellow Objective and gains 5 experience points.
- **The violet Switch for the violet Spawn Zone.** When the violet Switch is activated, the violet Spawn Zone is removed. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points.





# MO3 ENDING THE JOB

DIFFICULT / 6+ SURVIVORS / 180 MINUTES

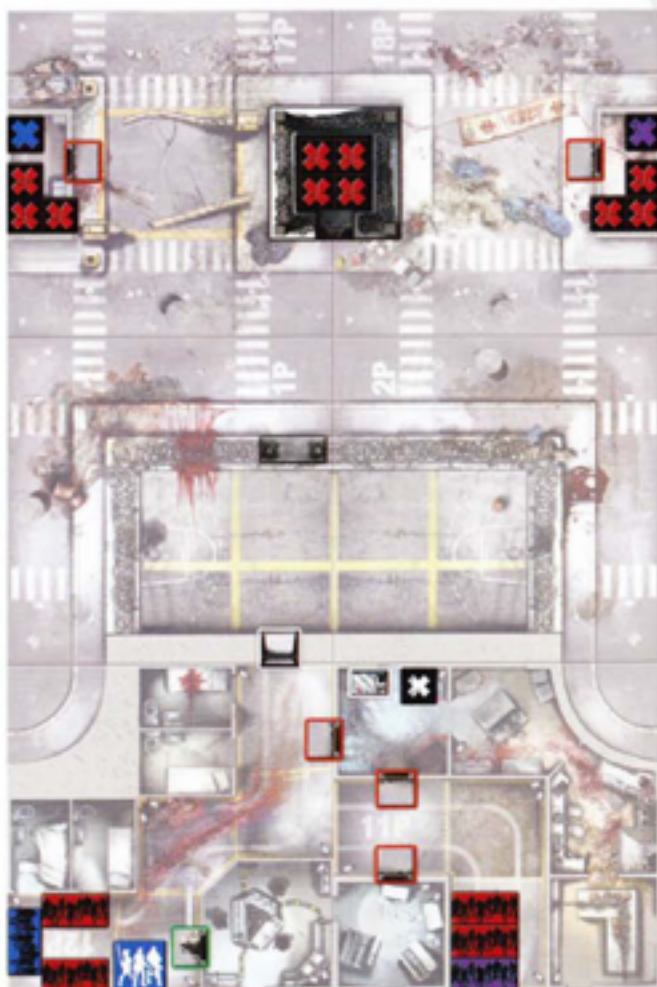
Our plan is working really, really well. Zombies are pouring in from everywhere and all draining into the yard, just like we wanted them to do. We don't have to worry about ammunition, since we have lots of stuff stashed just outside the yard. That's the good news.

The bad news is that our plan maybe worked a bit too well. The zombies are coming really quick and are extraordinarily excited. We can't make any mistakes. We have to cull them fast if we don't want to be overrun by the oncoming hordes.

Tiles needed: 1P, 2P, 11P, 12P, 17P & 18P.

## OBJECTIVES

Reach the Red Danger Level with all Survivors. **The Mission is lost if a Zombie reaches a street Zone through a torn barbwire.**



## SPECIAL RULES

- **Ammunition reserves, just in case.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Cells full of Zombies.** At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **The tile showing cells is 12P.**
- **Blue explosives.** You probably prefer to kill the Zombies yourself, but in case of emergency, you can use an explosive device that you have previously set along one of the paths the Zombies are following. Once the blue Objective is taken, remove the blue Spawn Zone.
- **Violet explosives.** In case of real emergency, you can also use a second explosive device to block another path followed by the Zombies. Once the violet Objective is taken, remove the violet Spawn Zone.
- **The white Switch for the prison main entry door.** When the white Switch is activated, the white prison main entry door opens. The Survivor switching the white Switch for the first time also takes the yellow Objective and gains 5 experience points. The white door closes when the white Switch is set back to its original setting.





# GAMING NIGHT #4

## TRIC & TRAC



The apocalypse. The end of the world. And all that crap. Ned predicted this would happen. He never stopped predicting it.

Turns out, he was not alone. The guys from Guillotine Games and CoolMiniOrNot saw it coming too. They even wrote down all the advice they could think of for surviving a zombie infection. If we could get a copy and spread the information to as many survivors as possible, then humankind might have a chance...

CoolMiniOrNot and Guillotine Games present *Tric & Trac*, a 3-Mission campaign for *Zombicide Season 1* and *Toxic City Mall*.

### WHO IS MR PHAL?

Famous in the French gamer community, Mr. Phal is the host of the *TricTrac* website (<http://www.trictrac.net/>) and *TricTrac TV* (TTTV) web shows.

### STARTING DANGER LEVEL

Each Mission features a specific Danger Level. All Survivors start the Mission at the lowest value of the specified Danger Level. For example, *On the Edge* requires that players start at Yellow Level, so each Survivor begins the game with 7 experience points.

### ULTRARED MODE

The rules for Ultrared Mode, introduced in *Toxic City Mall*, apply to all *Tric & Trac* Missions.



A 3-Mission campaign for *Zombicide Season 1* and *Toxic City Mall*

### KEEPING YOUR EQUIPMENT BETWEEN MISSIONS

A Survivor can begin a Mission with one Equipment card acquired during the previous Mission. Only one card is allowed. This means, for example, you cannot keep a Sniper rifle—you must choose either the Rifle or the Scope. However, if you've already made a Molotov, you can keep it. It is a single card, even though you had to use two cards (Glass Bottle and Gasoline) to produce it.

### RESURRECTION MODE AND ZOMBIVORS

The Resurrection Mode and all rules concerning Zombivors apply to *Tric & Trac*.

### WHAT TO DO IF...A SURVIVOR GET'S KILLED?

The Survivors are hard to kill. The character begins the following Mission with a Wounded card.

### WHAT TO DO IF...A SURVIVOR ENDS A MISSION WITH A WOUND CARD?

It's just a flesh wound. Discard the Wounded card before starting a new Mission. The Survivor will end up with a nice scar—but hey, chicks dig scars.

### MR. PHAL

The first Mission, *Phal Out*, allows Mr. Phal to join the Survivors' team. From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). The players control Mr. Phal in turn. The first player gets his ID Card along with the First Player token.



# MO1 PHAL OUT

BLUE DANGER LEVEL  
AVERAGE / 6+ SURVIVORS / 90 MINUTES

Tiles needed: 1B, 1C, 2B, 2C, 7B & 8M.

To make this work, we need an expert. We need a guy who can decode in a few moments all the information in the game box and transmit it clearly to the silent mass of survivors. We need Mr. Phal.

## OBJECTIVE

Mr. Phal's office at TricTrac is impregnable. He's taken shelter down there for sure. You just have to clear the passage to his office and rescue him. Simple.

• **Mr. Phal has survived the apocalypse.** Mr. Phal is hidden in his office. We must clear a path to the offices of TricTrac to rescue him. Take the blue Objective.

• **Damn you! Go away!** Mr. Phal is safely barricaded in his office and not coming out. You need the key. Find the green key.

• **A tour of Paris...** Meet at the entrance of the subway. Reach the Exit Zone with all Survivors, Mr. Phal included. The Survivors can escape through this Zone at the end of their turn, as long as there are no Zombies.

## SPECIAL RULES

• **Fight for it.** Each Objective gives 5 experience points to the Survivor who takes it.

• **It's closed!** Both doors of Mr. Phal's office are locked. You cannot open them before taking the green Objective.

• **The green key.** Place the green Objective face down randomly among the red Objectives. Once a player gets the green Objective, you can open both doors to Mr. Phal's office.

• **What is this damn noise?** Place three Noise tokens in Mr. Phal's office. Keep them there until a player gets the blue Objective.

• **Mr. Phal.** From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). Each player controls Mr. Phal in turn. The first player gets his ID Card along with the First Player token.





**HARD / 6+ SURVIVORS / 180 MINUTES**

We have Mr. Phal. Things couldn't be better. Now for the second part of our plan: finding the game box. It wasn't that simple even before the zombies arrived, and today... Anyway, Mr. Phal says the editors still have a copy in their offices. For sure. We must get into CoolMiniOrNot's offices and rescue the last copy of ZOMBICIDE on the planet!

CoolMini's offices aren't safe anymore. We must be prepared.

- **It got messy here!** Find the green key.
- **Collector!** Search CoolMiniOrNot's offices and take the last sealed box of *Zombicide* on Earth.

- **Let's get out of this madhouse!** Reach the Exit Zone with at least Mr. Phal. The Survivors can escape through this Zone at the end of their turn, as long as there are no Zombies.

- **Wow, I had no idea they published this!** Each Objective gives 5 experience points to the Survivor who takes it.

- **Nobody knows where the green key is.** Place the green Objective face down randomly among the red Objectives. Once a player gets the green Objective, you can open the green door.
- **CoolMini Staff.** They don't know they're dead, so they continue producing their games. Place a Toxic Fatty (without its Walker escorts) and two Toxic Runners in Zone "1".
- **Roll 1d6 and move your goblin forward.** The warehouse guys are always hiding somewhere, and they don't feel at ease. Place two Toxic Walkers in each Zone "2".



- **While supplies last!** Everybody wants the last box of *Zombicide*. The blue Spawn Zone becomes active after a player gets the blue Objective.
- **You cannot use cars.**
- **The CoolMinimobile is dead. As well.** But there has to be something good inside. You can search the pimpmobile only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).
- **Mr. Phal.** From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). Each player controls Mr. Phal in turn. The first player gets his ID Card along with the First Player token.



# MO3 THE LAST TRICTRAC TV

ORANGE DANGER LEVEL

HARD / 6+ SURVIVORS / 180 MINUTES

Dave claims that inside his game store, Universal Games from the Parallel World, there was a camera he used to film the g-uh, the games. Of course. If we manage to get there and make a video, then humankind has a chance to survive. Maybe.

Tiles needed: 2B, 4B, 4E, 4M, 5D, 6M, 7B, 7M & 8M.

## OBJECTIVES

Let's just stick to the plan, and everything should end well. In theory.

- **Unlimited power!** Restore the power. Get the blue Objective.

- **Door-to-door.** The electrical room is closed. Search the buildings to find the green key.

- **Silence, we're recording.** Reach the game store (Zone "1" on the map) to record the last TTTV ever. Give Mr. Phal enough time to demonstrate the game. In order to make the video, Mr. Phal needs a combined total of 12 Actions. Once the 12 Actions have been accumulated, all Survivors gain 5 experience points.

- **All good things must come to an end.** Reach the Exit zone with at least Mr. Phal. The Survivors can escape through this Zone at the end of their turn, as long as there are no Zombies.

## SPECIAL RULES

- **Some shopping.** Each Objective gives 5 experience points to the Survivor who takes it.

- **I wanna be on TV!** The blue Zone becomes active as soon as a player gets the blue Objective.

- **The green key.** Place the green Objective face down randomly among the red Objectives. Once a player gets the green Objective, you can open the green door.

- **You can use the car.**

- **Police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Mr. Phal.** From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). Each player controls Mr. Phal in turn. The first player gets his ID Card along with the First Player token.





# GAMING NIGHT #5

## BLUEHAND PROTOCOL: ZOMBICIDE

Do you know the guy we call Bluehand? He's awesome! Bluehand is the last hope of humanity. He knows exactly what we need to do to get rid of the zombies once and for all... Wait. Actually, he thinks he knows a way to do that, but first he needs some data and stuff to be sure. We must help him! And protect him, of course. Should he die, humanity is doomed.

*Bluehand Protocol: Zombicide* is a four-Mission campaign designed to let you play *Zombicide* all night long. A *Zombicide Season 3: Rue Morgue* Core Game box is needed to enjoy it.



### GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting beside their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

**1** – Gaming Night rules replace Resurrection rules (featured in *Angry Neighbors*).

**2** – When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any subsequent Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- **Equipment:** Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor are removed. Remember: getting killed intentionally is for wimps.

If the odds seem too steep after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*

### SPECIAL RULE: RANDOM PLANS

So, what's the plan? Take four Objective tokens: a blue, a pink, and two reds. Shuffle them, face down, and draw one randomly.

**Blue:** play "Follow Bluehand".

**Pink:** play "Protect Bluehand!".

**Red:** play "The War Room".

After each Mission, shuffle the remaining Objective tokens, and draw a new one to discover your next Mission. Once you have played all the Missions at least once, play the last Mission "Protocol: Zombicide". It's a victory? Congratulations, you saved the smartest man in the universe!



## FOLLOW BLUEHAND

Where does Bluehand want to go? The hospital, naturally. He needs some stuff from there. Of course, this kind of place is crawling with zombies, but I'm sure he has a good reason. He may know everything about everything, but he still needs us to survive.

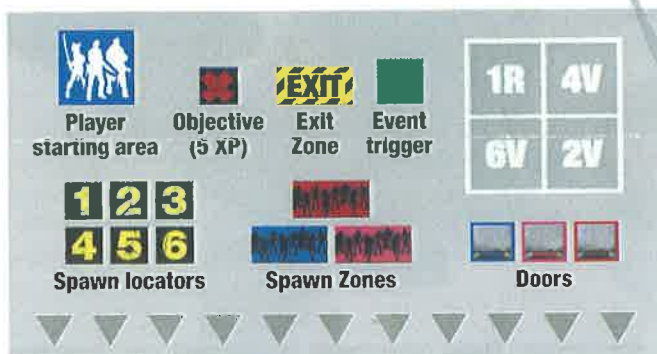
Tiles needed: 1R, 2V, 4V & 6V.

### OBJECTIVES

Just protect Bluehand while he's collecting his stuff.

**1 – Find Bluehand's stuff.** There are red "X"s where it could be. Check every spot until you find the blue and the pink Objectives.

**2 – Get Bluehand out.** Reach the Exit Zone with at least one Survivor and Bluehand. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. If Bluehand dies, the Mission fails. It's the end of humanity.



**Victory!** A random Survivor gains the Medic Skill for the next Mission.

### SPECIAL RULES

• **COLLECTOR!** Put the blue and the pink Objectives randomly among the Objectives. Each Objective gives 5 experience points to the Survivor who takes it.

• **My name is Bluehand.** Choose an unused Survivor. This is Bluehand. He starts the game in the player starting area. Bluehand counts as a Survivor in every respect, save that he doesn't have Skills and is eliminated when he receives a single Wound. Bluehand plays by himself, following these rules:

**Move:** After all other Survivors have activated, move Bluehand two Zones toward the nearest Objective. In case of a tie, choose one. Bluehand stops his Move whenever he gets in a Zone with a closed door or a Zombie. Once the pink and the blue Objectives have been found, Bluehand moves back toward the Exit Zone, following the shortest path (ignore doors to determine the route). In case of a tie, choose one.

**Open doors:** If Bluehand begins his Activation in front of a closed door, he spends all of his Actions to open it.

**Taking an Objective:** If Bluehand begins his Activation in a Zone with an Objective, he spends all of his Actions to take it (and gains the experience).

**Melee Combat:** If Bluehand begins its Activation in a Zone with Zombies, he spends all his Actions to kill one Zombie of your choice, except Abominations.

• **Bluehand knows.** Whenever Bluehand finds the blue or the pink Objective, remove the corresponding Spawn Zone.

• **Alarms!** When the blue door is opened, the blue Spawn Zone activates. When the pink door is opened, the pink Spawn Zone activates.

## PROTECT BLUEHAND!

Bluehand just found a scientific device of critical interest, but it's noisy as hell. He only needs us to hold off the zombies for a short time, so he can get what he came here for.

Tiles needed: 1R, 2R, 8V & 9V.

### OBJECTIVES

**Protect Bluehand until he gets his job done.** The Mission succeeds as soon as the 24th Work counter (see the special rules) has been set on the player starting area.





**Victory!** Add a weapon of your choice to the Starting Equipment for the next Mission.

## SPECIAL RULES

- **Tents.** Set the tents randomly. As soon as four tents have been revealed, remove the pink Spawn Zone. Once all tents have been revealed, remove the blue Spawn Zone.

- **Work counters.** At the beginning of each Game Round, set a Work counter on the player starting area. Use a Skill counter to represent one Work counter, and a Noise token to represent five Work counters (and don't remove them in the End Phase). If the pink and Blue Spawn Zones are removed, and there are no Zombies on the board, add five Work counters instead. Bluehand isn't quiet about his work, however, and each Work counter acts just like a Noise token.

- **Bodyguards!** Remove all Work counters as soon as Zombies reach the player starting area. If a Zombie stands in the player starting area, and there are no Work counters left, the game is lost. Bluehand just died!

## THE WAR ROOM

Bluehand says that valuable information is worth a thousand guns. We're heading to the last war room, a crisis HQ used by the authorities, to get all the intelligence we can about the zombies. We find it, take pictures, and get out. Simple, right? It always sounds so simple...

Tiles needed: 1R, 2R, 3R, 4R, 5R & 7R.





## OBJECTIVES

**1 – Take pictures of the war room.** Take at least one Objective. **Do not look at it until the end.**

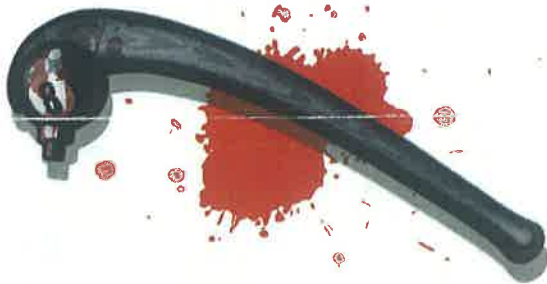
**2 – Get out!** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

**3 – Check the pictures.** Reveal the Objectives you took. The Mission is a success if the blue Objective is among them.

**Victory!** Remove a blue or pink Spawn Zone (your choice) in the next Mission.

## SPECIAL RULES

- **The war room.** Gather eight Objective tokens, including the blue and the pink. Put them randomly, face down, in the designated Zone. Any Survivor standing in the war room can spend three Actions to take pictures and receive an Objective token (keep it hidden!). The token takes up no space in the Survivor's inventory, can't be traded or lost to a Wound, and is discarded if the Survivor is eliminated.



## FINALE - PROTOCOL: ZOMBICIDE

At last, Bluehand has developed Protocol: Zombicide, his ultimate zombie extermination method. Let's give it a try! For glory, science, and baby powder!

Tiles needed: 1R, 2R, 3R, 4R, 6R, 7R, 8R & 9R.

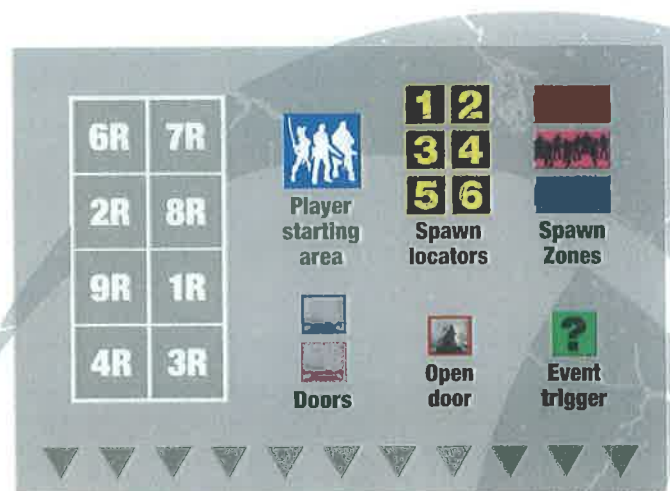
## OBJECTIVES

It's a two-step protocol:

**1 – Redirect the herd.** The blue and pink doors can be opened like neutral doors. Whenever one of them is opened, remove the corresponding Spawn Zone.

**2 – Zombicide!** Once both colored doors are opened, the Zombies you kill can't come back to the board. Set their miniatures aside. If there are no Zombies on the board at an End Phase, the Mission is a success. Congratulations!

No Special Rules.





The background of the entire page is a detailed comic book illustration in a dark, gritty style. It depicts a chaotic battle scene in a city street. In the center, a large, stylized title 'ZOMBICIDE' is written in a jagged, red, blood-splattered font. The letter 'O' in 'ZOMBICIDE' is replaced by a graphic of a zombie's face with a wide, bloody grin. Surrounding the title are numerous characters: survivors and zombies. Survivors include a man in a hoodie, a woman with a determined expression, a man with a beard, a woman with long dark hair, a man with spiky hair, and a man with a mustache. Zombies are depicted in various forms, including a large, muscular zombie with a spiked collar, a zombie with a cross on its chest, and a zombie with a large, bloody wound on its head. The scene is filled with smoke, debris, and a sense of intense action.

# ZOMBICIDE

CAMPAIGNS



# CAMPAIGN: BOOMTOWN



## WHAT IS BOOMTOWN?

Beaumont used to be a nice city whose main activity was a huge game factory. Half the town, if not more, used to work there, and they often called for backups in nearby suburbs for the Christmas shipping. The whole Beaumont was throbbing with the pulse of its twin tidal waves: the first in the morning, when employees checked in, and then in the evening, when they came back home. The city attracted lots of people and thus was very crowded. Now, this happy workforce has turned into a zombie legion. This is a real problem, because Beaumont's zombies kept their "tidal wave" habit, but for hunting. When a pack of them encounters resistance, you can be sure the swarm moves for the kill in the next hours. They already attacked us several times in nearby towns and now represent a serious threat to our turf. After a hot debate, we decided Beaumont would take too much effort to redeem, and had to be erased from the surface of Earth. We'll collect every flammable substance in the nearby towns, each and every available explosive device, and turn Beaumont into...Boomtown.

Boomtown is a 7-Missions campaign for *Zombicide Season 1*. Players gather their favorite Survivors in an elite team and go for a task never heard of in the *Zombicide* universe: nuking a zombie town with every mean available. Make sure to select the best Survivors for this task, and watch out for each other: surviving through seven chained Missions is a challenge. After winning the Boomtown campaign, you'll know what it really takes to be a seasoned Survivor in *Zombicide*.

## CAMPAIGN RULES: LEARN ABOUT ENDURANCE

- 1- Missions are meant to be played as follow-ups. Keep the same Survivors from one Mission to the next.
- 2- Wounds remain between Missions. At the end of each Mission, gather the Canned Food, Rice, and Water Equipment cards plundered by your team. Each of them can be spent to eliminate one Wounded card suffered by a Survivor during the Mission. Discard unused food cards before the beginning of the next Mission.
- 3- A Survivor turned Zombivor remains a Zombivor until the end of the campaign. Infection is a one-way trip!
- 4- If an eliminated Survivor can't be turned into a Zombivor, or if a Zombivor is eliminated, the whole campaign ends in defeat. Try it again, more carefully!



# 01 EVAC!

EASY / 6+ SURVIVORS / 60 MINUTES

Josh made contact with several people who faced an unusual zombie invasion just two days ago. They spotted a whole zombie column coming their way and would need some help to get out. The thing is, zombie reinforcements will be here by the time we make our way, and will probably attract local zombies as well. We have to get everyone out, or the entire Boomtown will be upon us.

Tiles needed: 5B, 5C, 5E, 6B, 6C & 7B.

## OBJECTIVES

**Bring them back alive.** Any Bystander (see Special rules) or Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies. You win the game when at least one Survivor per player and at least 6 Bystanders have been evacuated.

## SPECIAL RULES

- **Bystanders.** Each Objective gives 5 experience points to the Survivor who takes it. It also stands for a Bystander.
  - Count it as a Survivor at all times. It is eliminated by the first Wound it endures.
  - Don't remove the Objective token from the board once taken. It is attached to the Survivor who rescued him. Bystanders can't do anything but Moving along his rescuer and escape through the Exit Zone.
  - If its rescuer is eliminated, all his Bystanders are lost as well (even if he comes back as a Zombivor).

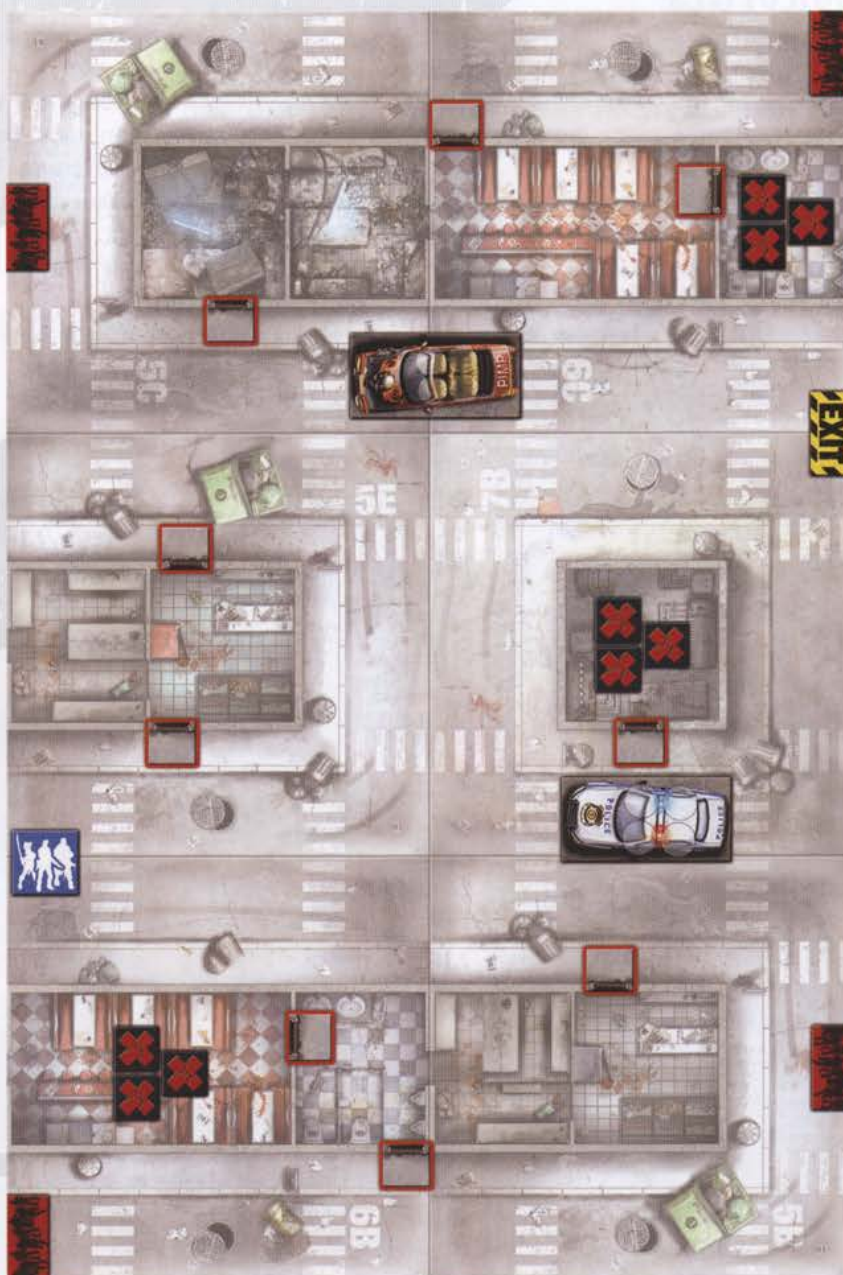
*TIP: Feel free to replace Objective tokens with Survivor miniatures if you own enough of them!*

- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **You can't use cars.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

- **Police car.** You can search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





# 02 DOUG'S SECRET CACHES

MEDIUM / 6+ SURVIVORS / 120 MINUTES

Doug is a man of secrets. After we decided to gather lots of explosives, he told us about the caches he settled in a remote corner of the suburbs, waiting for the right moment to use them. There is a catch, however: it's been some time since he didn't make his way back here to check if everything was OK. Yep, the last time he did, an Abomination was roaming around.

Tiles needed: 1C, 2B, 2C, 3B, 5B, 5C, 5D, 5E & 7B.

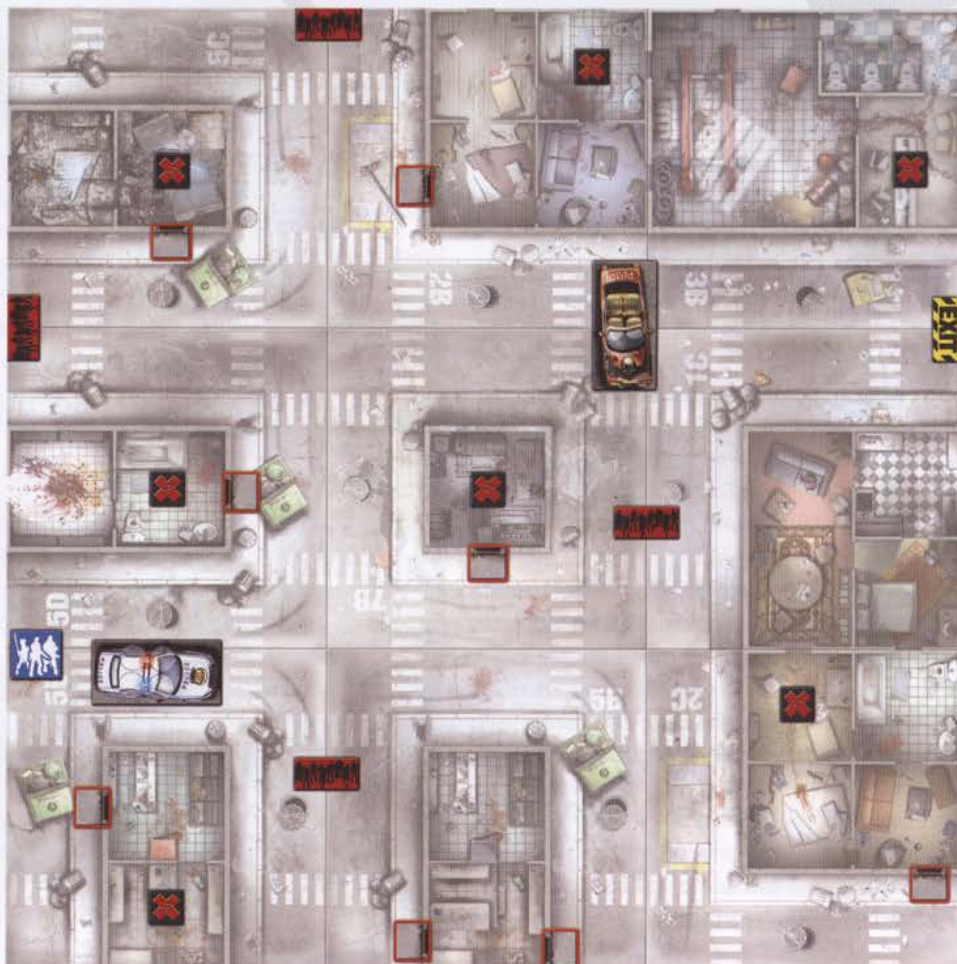
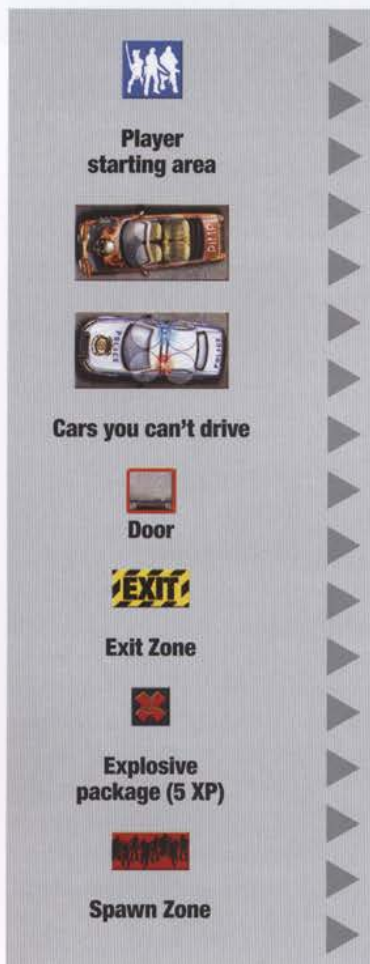
## OBJECTIVES

Follow these steps to win the game:

- 1- **Take all the explosives packages (the Objectives).** They take some place in your pockets, so only keep your best equipment.
- 2- **Escape the scene with the explosives.** Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **Shadow of the beast.** Zombie cards don't spawn Abominations. Spawn Fatties with their two Walkers escorts instead.
- **Explosive packages (with a surprise).** Each Objective gives 5 experience points to the Survivor who takes it. They mark the place where Doug's explosives are stored. Each of them takes a slot in Inventory, and has to be carried away through the Exit Zone. Put the blue-sided Objective randomly among them, face down. When the latter is revealed, replace it with an Abomination.
- **You can't use cars.**
- **Pimpmobile wreckage.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).
- **Police car wreckage.** You can search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.







## 03 CORNERED BEASTS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Another Boomtown zombie squad is coming right in front of us. We have to escape before getting cornered, it's a matter of minutes. Fortunately, Josh knows the block and its former inhabitants. A family he hanged with used to customize its member's cars and weapons. If we act fast and smart, we could find cool stuff as well as a way to get out.

Tiles needed: 2C, 3C, 5B, 5C, 5E & 7B.

### OBJECTIVES

**Rush hour!** The Exit Zone leads to an escape tunnel. Reach the Exit Zone with all Survivors. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.



### SPECIAL RULES

- **Cool stuff.** If you are bold enough to take it, each Objective gives 5 experience points to the Survivor who takes it.
- **Doors, keys and an alarm.** Put the blue and green Objectives randomly among the Objectives, face down. The blue and green doors cannot be opened until the corresponding Objectives have been found. The blue Spawn Zone activates when the blue Objective is taken.
- **Collector weapons!** Finding the double-faced red Objective either grant the Evil Twins or Ma's Shotgun (draw randomly).
- **You can use cars.**
- **A suitable projectile.** The police car sitting in the garage can't be searched. It has been (badly) altered to use an unstable fuel, and has serious leakage issues. It can be driven out if both the garage doors are opened. It can also be specifically targeted at by a Ranged attack (ignore the Priority Targeting Rules). On a successful hit, the car explodes with a Molotov effect. Remove the car token, and any Spawn Zone token in its Zone.





# 04 DOOMSDAY CLOCK

HARD / 6+ SURVIVORS / 240 MINUTES

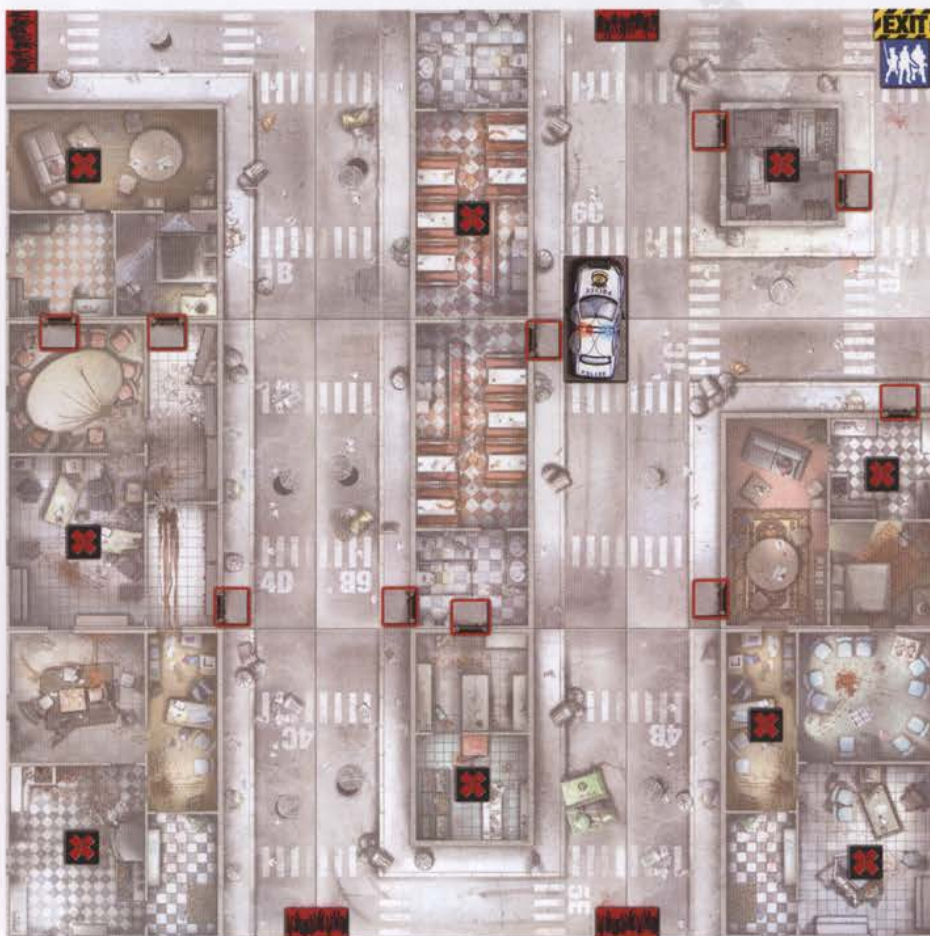
As potent as they are, Doug's explosives won't be enough to blast an entire zombie army. We'll use them as igniters to engulf Boomtown in a giant pyre. The thing is, we need some "fuel" to spread the destruction for maximum effect: chemicals, gasoline, domestic stuff mixed into low-tech explosives, etc. Ned's help will be invaluable here.

That's not our only problem. Another zombie wave is hitting the place we want to explore. The people we rescued before could provide a barrage fire while we look the area for suitable material, but they are so weak and hungry that we need to feed them first. We must hurry, though, they won't hold for long.

Tiles needed: 1B, 1C, 4B, 4C, 4D, 5E, 6B, 6C & 7B.

## OBJECTIVES

Scout the area for explosive stuff and come back before it's too late. Objective tokens stand for dangerous material easily turned to explosives. Here is the plan:



- 1- Grab all what can burn or explode (the Objectives) and drop them on the Exit Zone.
- 2- Reach the Exit Zone with all Survivors. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **A dangerous mix.** Each Objective gives 5 experience points to the Survivor who takes it for the first time. Each of them occupies a slot in Inventory and can be carried around like an Equipment card. It can be dropped on the Zone the Survivor stands in (free Action), and taken back again afterwards.
- **Time is running out.** Put aside 10 Skill counters standing for time counters for the incoming invasion.
  - Each time Zombies gets an extra activation (by Zombie cards or lack of Zombies), discard a Skill counter. The swarm is closing in.
  - Discard any Canned food, Rice or Water card to put back a time counter (max: 10 counters). Feeding your support team's bought you some time.
 The game is lost if the last time counter is discarded.
- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **You can use cars.**
- **Police car.** You can search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





# 05 MUSCLE CAR

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We're almost done with the explosives, albeit I wouldn't mind having some more. The next step is getting a car fast enough to drive us to Boomtown as soon as possible, and strong enough to sustain heavy zombie damage. We need a muscle car. These babies are now quite rare and consume lots and lots of gasoline, a scarce resource nowadays. Wanda knows where we could find a muscle car, in a big family business a friend of hers used to run. I bet we're not the first ones to try to get this car. I expect some bad company. Ah, I could grab some batteries, too. And components for my favorite combined weapon: a sandwich.

Tiles needed: 2B, 2C, 3B, 3C, 5B, 5C, 5D, 5E & 7B.

## OBJECTIVES

Get a car strong enough to go to Boomtown. Take at least 2 Objectives, then reach the Exit Zone with all Survivors and the car. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies. SPECIAL: Gasoline Equipment cards in escapees' Inventories counts as Objectives to fulfill the Mission.

## SPECIAL RULES

- **Batteries or sandwich components, not to be mixed up.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **I'd better spare the gas for the car.** Gasoline Equipment cards count as Objectives to fulfill the Mission.

- **Red Zones.** Several Zones are marked as Red on the map. Read the Red Danger Level line when you use Zombie cards to spawn Zombies in these Zones, independently of the current Danger Level.

- **The garage.** The twin colored doors on tile 3B stand for the garage's great door. They can only be opened from the inside. The car can go in and out of the garage if both doors are opened. It can't go into other building Zones.

- **You can use the car.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).





# 06 DEATH FROM BELOW

HARD / 6+ SURVIVORS / 90 MINUTES

"WELCOME TO BEAUMONT", said the board at the entrance of this zombie town. Everything was eerily silent for a place reputedly overcrowded with infected. For a moment, we believed every last of them was now walking to our own territory. We were heading for downtown after planting some explosives, then understood our mistake. They are roaming in the sewers! Now, zombies are erupting from below, almost everywhere, like undead out of their concrete graves. We may turn this to our advantage: if we make enough noise, we could lure the entire horde to the area we already packed with explosives. It will be tight.

Tiles needed: 1B, 1C, 2C, 4C, 5B, 5D, 5E, 6B & 7B.

## OBJECTIVES

**Destroy cars to clear the path.** Follow these steps:

- 1- Each sewer Spawn Zone can be neutralized if you destroy a pimpmobile above it. Neutralize all four Spawn Zones using the pimpmobiles.
- 2- Find the key to the Exit and escape the scene. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **It's not the green key, but it can help.** Each Objective gives 5 experience points to the Survivor who takes it. They are revealed when a Zombie spawn is resolved in their Zone.
- **Pleased to meet you, Mr. A!** Put the blue Objective randomly among the Objectives, face down. When it is revealed, place an Abomination in its Zone.
- **The green door.** Put the green Objective randomly among the Objectives, face down. The green door cannot be opened until it has been taken.

- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Danger Zones.** Several Zones are marked with colors (yellow, orange and red) on the map. Read the corresponding Danger Level line when you use Zombie cards to spawn Zombies in these Zones, independently of the current Danger Level.

- **You can use cars.**

- **Aim at the tank!** You can shoot a pimpmobile if it stands in a Spawn Zone without any Actor. If the Ranged attack is a success, the pimpmobile explodes. Remove the Spawn Zone token, and put the pimpmobile token as to block the Street Zone. The Zone the pimpmobile exploded in cannot be used until the end of the Mission, and blocks lines of sight. Use all four pimpmobiles to destroy the four Spawn Zones!

*TIP: If you own Toxic City Mall, you can replace destroyed cars with small fiery rubble tokens.*

- **Pimpmobile.** Each pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly). If both weapons have already been drawn, it can't be searched.





# 07 WHEN THE TOWN GOES BOOM

HARD / 6+ SURVIVORS / 120 MINUTES

We made it. Beaumont's zombies are on our heels and coming from all blocks to get us. Luckily, we planted many explosives here, along with gasoline and flammable chemicals. All we have to do now is tune the detonators and escape before the city undergoes an extreme architectural makeover. Wait a minute. That means getting around the block to handle sensible explosives while the battle rages all around, then going back against the zombie flow. Ah ah, nothing too fancy. I'll sure enjoy my canned doggy food tonight. Hey, I'll even heat it up in Boomtown's pyre. Yummy!

Tiles needed: 1B, 1C, 2B, 2C, 5B, 5C, 5D, 5E & 7B.

## OBJECTIVES

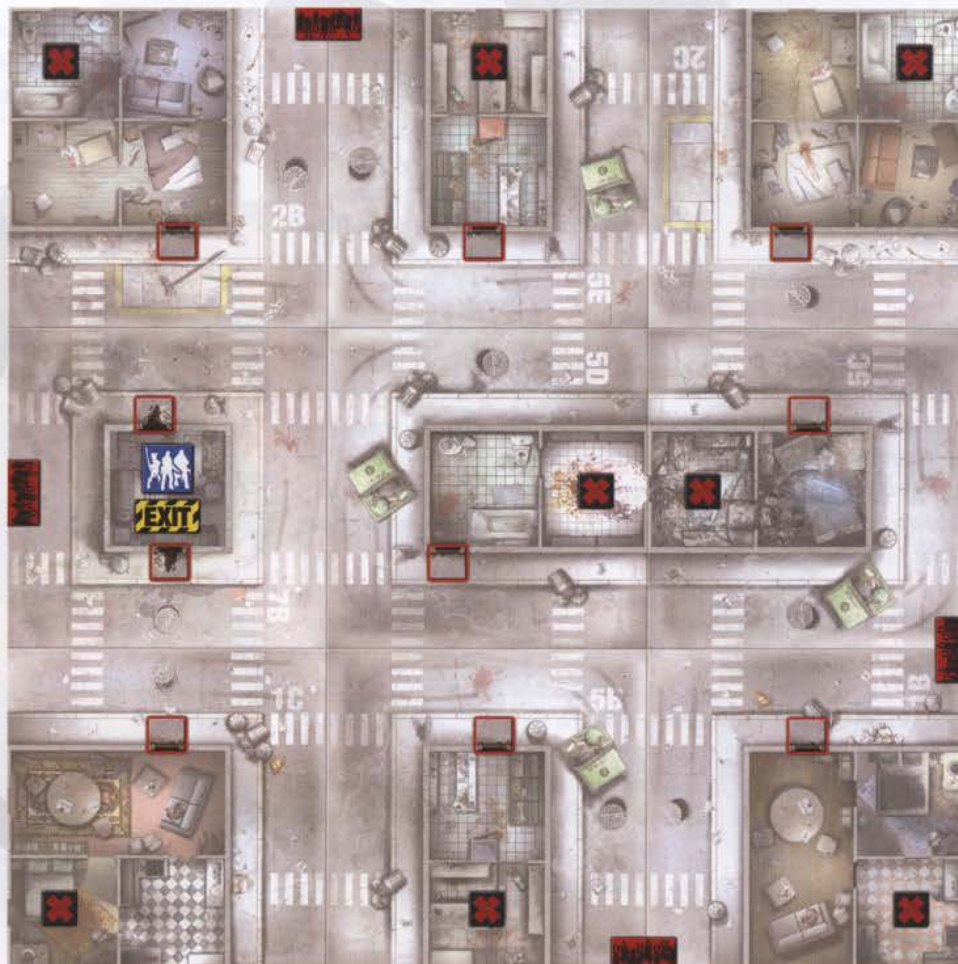
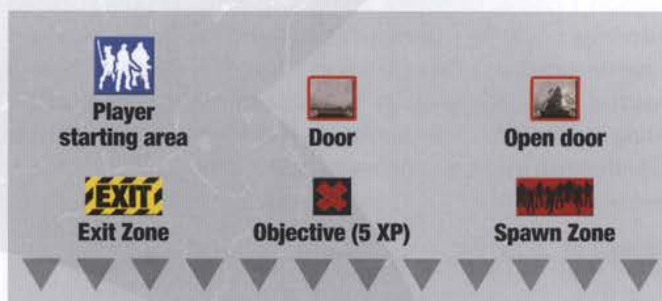
**Turn Beaumont into Boomtown.** Follow these steps:

- 1- Tune all detonators. Take all Objectives, in any order you want.
- 2- Back to safety! Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.



## SPECIAL RULES

- **Tic, tac, tic, tac...** Each Objective gives 5 experience points to the Survivor who takes it.







Switch City is a 6-Mission campaign meant to be played with the Zombicide Kickstarter Abomination pack (<http://www.kickstarter.com/projects/coolminiornot/zombicide>). Guillotine Games is glad to offer its backers this free campaign!

All Switch City Missions were made with Zombicide's Map Editor. Discover and download this great software at:

<http://guillotinegames.com/en/blog-map-editor>

## MISSIONS WITH A SPECIAL STARTING DANGER LEVEL

Each Mission has its specified Danger Level. All Survivors begin at the lowest value of the Danger Level indicated in the Mission. For example, *Fast food Mission* (Cf. P. 6) is set at Yellow Level. The Survivors will therefore begin at the Yellow Danger Level with 7 experience points.

## BEGINNING THE CAMPAIGN

The campaign begins with one of the two Blue Level Missions: *Pull the Switch* (Cf. P. 3) or *The Skyscraper* (Cf. P. 4). Choose your starting Mission freely.

## GOING FROM ONE MISSION TO THE NEXT

Except for *...Abandon all hope*, the last Mission, all the Missions end on one or more Exit Zones. Each Exit Zone determines the next Mission played: the one with the matching starting area.

## KEEPING EQUIPMENT FROM ONE MISSION TO THE NEXT

A Survivor who reached the Red Level at the end of any Mission can begin the next Mission with a single Equipment card from the previous Mission. Only one card is allowed. This means that, for example, you can't keep a sniper rifle. You'll have to choose between the scope and the rifle. On the other hand, if you already created a Molotov cocktail, you can keep it since it's a single card, even though you had to collect two cards (gasoline and glass bottles) to make your cocktail.

Advice: the Molotov cocktail is a gooooood choice, maybe the best one for the last Mission.

Switch City is an expert-level campaign. Expect a real challenge and hours of team-oriented fun. In the end, you could be one of the happy few to claim "My crew has finished Switch City. Did yours?"

## WHAT IF...

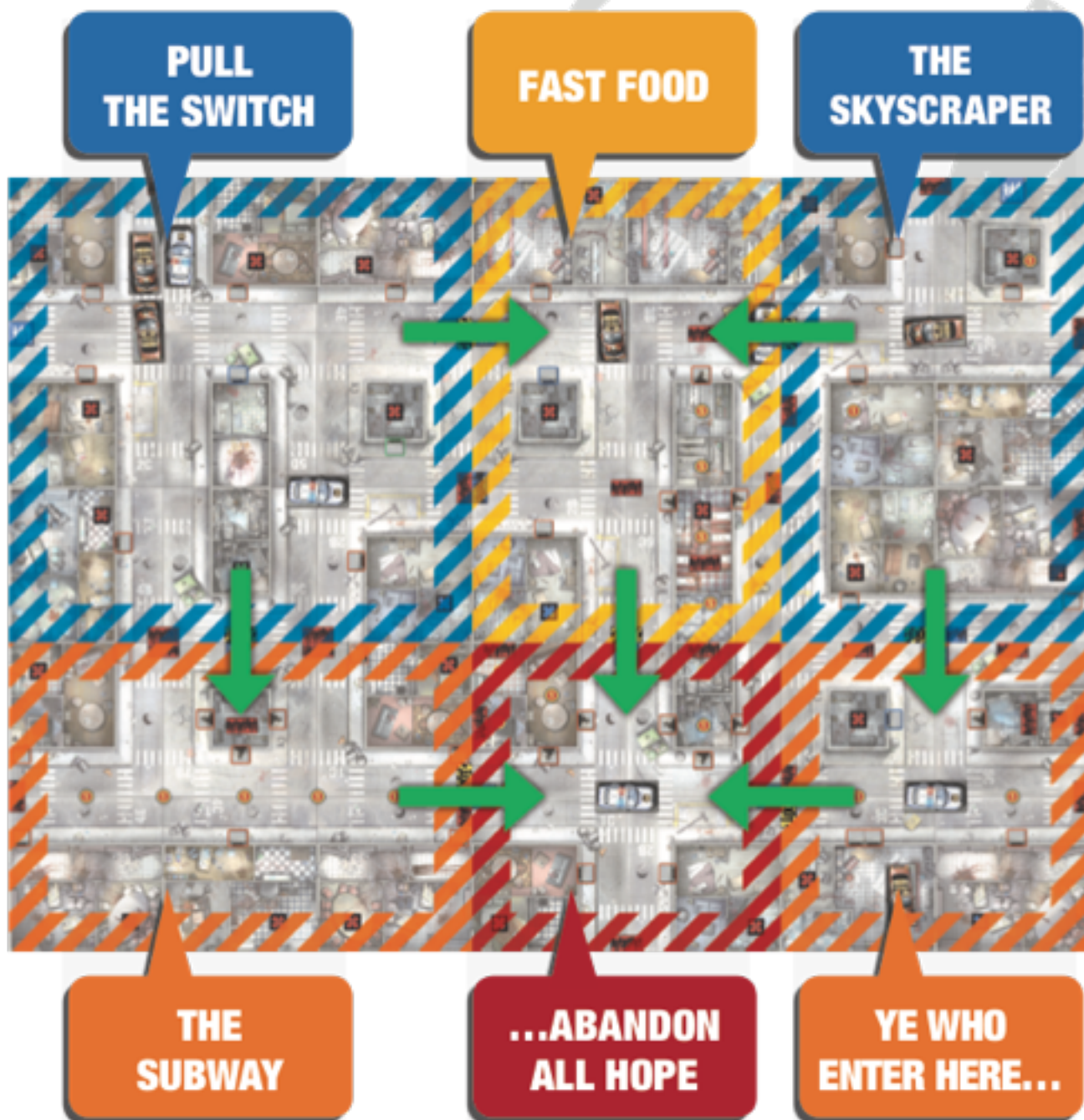
### A SURVIVOR IS ELIMINATED?

Survivors are hard to kill. He begins the next Mission with a Wounded card.

## WHAT IF... A SURVIVOR ENDS A MISSION WITH A SINGLE WOUNDED CARD?

It's just a flesh wound. The Wounded card is removed between Missions. Guys may keep a cool scar. Women, of course, don't (except Amy, who thinks it looks good).







**BLUE  
DANGER  
LEVEL**

## PULL THE SWITCH

**Switch City.** This town has its own power plant. The area offers all the basic blessings of civilization: electricity, tap water, air conditioning, all the stuff that makes us human. We just have to pull the right switch to get the juice flowing. Then... Hot water!

You will need the following tiles for this scenario: 1B, 1C, 2B, 2C, 4B, 4E, 5D, 5C & 7B.

### OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all the objective tokens.
- 2- Reach any Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

### SPECIAL RULES

- Each objective token gives 5 experience points to the Survivor who takes it.
- The blue door cannot be opened until the blue objective has been taken.
- The green door cannot be opened until the green objective has been taken.
- You can use cars.
- You can search a pimpmobile only once. It contains either *Ma's Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more...there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- There are two Exit Zones but only one can be used. All the surviving characters must be on the same Exit Zone to achieve the last objective. The chosen Exit Zone determines the next Mission either *Fast food* or *The Subway*.



Player  
starting area



Zombie  
spawn zone



Exit



Objectives



Green  
objective



Blue  
objective



Green  
door



Blue  
door



Locked door



Cars you can drive



**BLUE  
DANGER  
LEVEL**

## THE SKYSCRAPER

We got the power plant running, and we've traced the grid controls to this skyscraper. If we can find the switch, we can get power back. Then it's air conditioning and cold beer, baby! Hey, did you hear that? Gunshots. There must be other survivors in the building. We've got to rescue them before they drink all the beer!>>

You will need the following tiles for this scenario: 1B, 2B, 2C, 4E, 4C & 7B.

### OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all the Objective tokens.
- 2- Reach any Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

### SPECIAL RULES

- Each objective token gives 5 experience points to the Survivor who takes it.
- Each time you take one of the first three objective tokens, you gain a new Survivor. The player who controls the fewest Survivors randomly chooses a new Survivor and puts him in play in the objective's Zone. In case of a tie, the player who took the objective chooses which player controls the new Survivor. The new Survivor may now be played as normal. He starts at the Orange Danger level but with no equipment. This rule applies only to the first three objective tokens.
- You can use cars.
- You can search a pimpmobile only once. It contains either *Ma's Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more...there are no more.
- Place an Abomination on each Zone marked with a yellow "1" in a red dot.
- There are two Exit Zones, but only one can be used. All the surviving characters must be on the same Exit Zone to complete the mission. The chosen Exit Zone determines the next Mission either *Fast food* or *Ye who enter here...*





## ZOMBIES IN A SKYSCRAPER

The big building with a Spawn Zone in it is going to generate a lot of different ways for Zombies to get out, no matter where they want to go. It will get even worse with the opening of the first door, since all Zones will receive Zombies. Marked below are the shortest routes from the Spawn Zone to each door.

Inside a closed building, Zombies move as usual. They follow the shortest route to the noisiest Zone but stop behind the doors.





**YELLOW  
DANGER  
LEVEL**

## FAST FOOD

We have no electricity for now except here, in this little burger joint. Maybe it has access to the power grid or even its own generator. Wanda thinks its freezers are still working and offered to make us some burgers! There is only one thing between me and civilized food: the shop is crowded with zombies. This time, I'm skipping the line.

You will need the following tiles for this scenario: 2B, 3B, 3C, 5B, 6C & 7B.

### OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all the objective tokens.
- 2- Reach the Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

### SPECIAL RULES

- **Yellow Danger Level:** The Survivors begin this Mission at the Yellow Danger Level, not the Blue Danger Level.
- Place five Walkers on each of the four Zones marked with a yellow "5" in a red dot.
- Each objective token gives 5 experience points to the Survivor who takes it.
- The blue door cannot be opened until the blue objective has been taken.
- You can use cars.
- You can search a pimpmobile only once. It contains either Ma's *Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more...there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- There are two starting areas but only one can be used. All the Survivors begin on the Zone corresponding to the previous Mission.





**ORANGE  
DANGER  
LEVEL**

# SUBWAY



We headed for the subway station. Subways run on electricity, so we may find a power source there. Unfortunately, subways are dangerous. There were so many people stupid enough to believe they would be safe underground. I always hated rush hour!

You will need the following tiles for this scenario: 1B, 1C, 4E, 4C, 4D & 7B.

## OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all the objective tokens.
- 2- Reach the Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

## SPECIAL RULES

- Orange Danger level: The Survivors begin this Mission at the Orange Danger Level, not the Blue Danger Level.
- Each objective token gives 5 experience points to the Survivor who takes it.
- Place a Runner on each of the five Zones marked with a yellow "1" in a red dot.





ORANGE  
DANGER  
LEVEL

## YE WHO ENTER HERE...



We still haven't got air conditioning or cold beer. We hope the power controls are somewhere around here, but exploring this area isn't going to be easy. A smart ass gathered all the infected in a little building here, probably just before he discovered that he was infected too. The place is full of zombies and more are coming. What wouldn't you do for cold beer?



You will need the following tiles for this scenario: 3C, 4E, 5C & 7B.

### OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all the objective tokens.
- 2- Reach the Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

### SPECIAL RULES

- Orange Danger Level: The Survivors begin this Mission at the Orange Danger Level, not the Blue Danger Level.
- Each objective token gives 5 experience points to the Survivor who takes it.
- The blue door cannot be opened until the blue objective has been taken.
- You can use cars.
- You can search a pimpmobile only once. It contains either Ma's Shotgun or the Evil Twins (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more...there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- The cars in the garage zone can go out into the street if the two garage doors are opened. Cars can go back into the garage Zone but can't enter other building Zones.
- Place an Abomination on each Zone marked with a yellow "1" in a red dot.





**RED  
DANGER  
LEVEL**

## ...ABANDON ALL HOPE!

Finally, we found the main power source! Lots of zombies around here, probably the guys that used to work in this area. It seems that the last switches are here. We are going to pull them and then, we will be human again!

You will need the following tiles for this scenario: 1B, 1C, 2B & 5C.

### OBJECTIVES

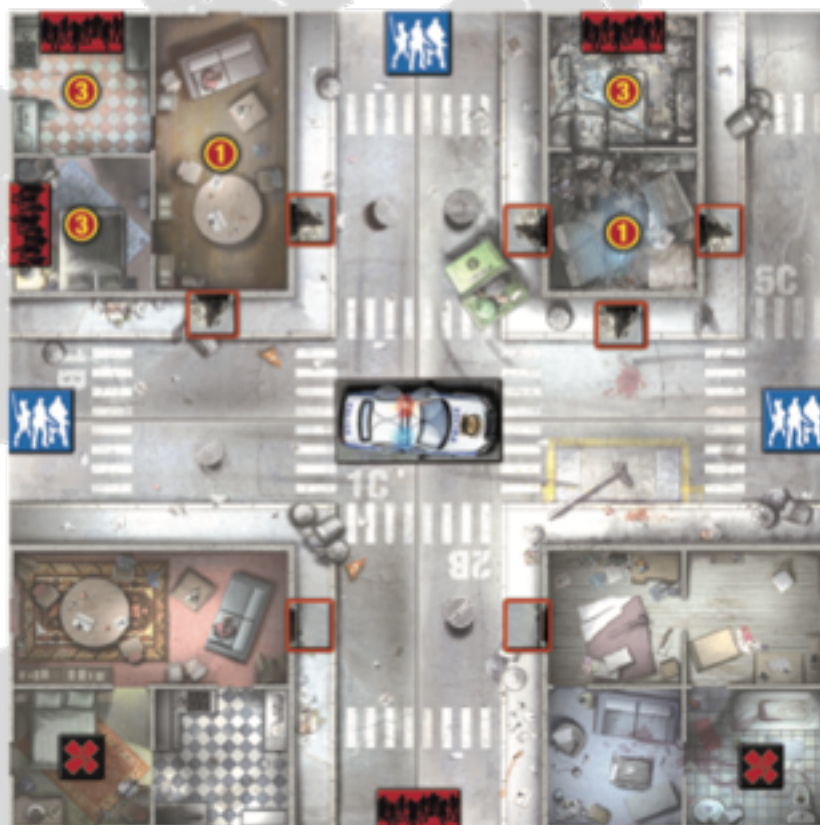
Take both objective tokens. It's as simple as that.

### SPECIAL RULES

- Red Danger level: The Survivors begin this Mission at the red Danger Level, not the Blue Danger Level.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- Place an Abomination on each Zone marked with a yellow "1" in a red dot.
- Place a Fatty (with its two Walker escorts) on each Zone marked with a yellow "3" in a red dot.
- There are three starting areas but only one can be used. All the Survivors begin on the Zone corresponding to the previous Mission.

It was here. The master switch to power this whole town. Now we have access to all the comfort our old civilization had to offer.

It could've been like heaven, but we hadn't thought about all the stuff we'd be activating again. City lights. TVs. Industrial tools. And above all else, alarms. The whole city is now screaming like it's being eaten alive. The noise can be heard from miles away and the lights brighten the night sky like a beacon. I know what's happening right now, right now, from every direction, hundreds of zombies are turning their blood-filled eyes to Switch City. They're waking up to join the feast. Maybe we have time for a hot bath and a beer. Then, we will go back to the Zombicide!



### ARE YOU AFRAID? NO? WANT ME TO SCARE YOU?

This Mission was designed for players that have the extra Walkers, Fatties, and Abomination featured in the Kickstarter's Abomination pack. It can be played without these extras but it becomes a real challenge. You are warned!

### THE FINALE

...Abandon all hope! is Switch City's final Mission. Of course, you could reach it with another team, choosing a different path!





*Three Little Wishes* is a 3-Mission campaign for *Zombicide* Season 1, *Toxic City Mall*, and *Prison Outbreak*. Guillotine Games is glad to offer its backers this free campaign as part of the Season 2 Kickstarter!

<http://www.kickstarter.com/projects/coolminiornot/zombicide-season-2>

All *Three Little Wishes* Missions were made with *Zombicide*'s Mapeditor. Discover and download this great software at:

<http://guillotinegames.com/en/utilities>

You can even use it to win an exclusive Survivor miniature in the Kyoko Contest!

<http://guillotinegames.com/en/blog-map-editor-contest>

## THESE LITTLE THINGS WE MISS

*We've survived so far against the zombies, sometimes with extreme prejudice. Death is tricky, however. Minor inconveniences and illnesses may kill us slowly and silently. Our guns are useless against the flu and toothaches. We could use a doctor.*

*Three Little Wishes* is about the lost benefits of civilization: freedom, abundance, and safety. These things that people had taken for granted have become privileges in a zombie-infested world. The campaign comes in three parts.

At the beginning, Survivors are looking to get some relief for minor inconveniences when they hear about people trapped in a prison nearby.

After they save this tiny community, they find there's a doctor among them. He is willing to help them if they clean out and plunder the infested mall nearby.

In the end, the team struggles to get to the doctor's office and get a complete check-up while battling hordes of zombies in a besieged building.

## CAMPAIGN RULES: PLEASE TAKE CARE OF YOURSELF

- 1- Missions are meant to be played as follow-ups. Play "Wish For Freedom" first, then "Wish For Abundance", and finally "Wish For Safety". Keep the same Survivors from one Mission to the next.
- 2- Wounds remain between Missions. At the end of each Mission, gather the Canned Food, Rice, and Water Equipment cards plundered by your team. Each of them can be spent to eliminate one Wounded card suffered by a Survivor during the Mission. Discard unused food cards before the beginning of the next Mission.
- 3- A Survivor turned Zombivor remains a Zombivor until the end of the campaign. Infection is a one-way trip!
- 4- If an eliminated Survivor can't be turned into a Zombivor, or if a Zombivor is eliminated, the whole campaign ends in defeat. Try it again, more carefully!



# M01 WISH FOR FREEDOM

EASY / 6+ SURVIVORS / 60 MINUTES

We had heard a lot of fuss from the nearby county prison, so we went to investigate. It seems some people managed to survive but got trapped in the small facility. They are obviously amateurs, ordinary people lucky enough to survive this long but not able to go much longer. Let's help them. If they know the area, they might have valuable information.

Tiles needed: 5P, 6P, 7P & 8P.



## OBJECTIVES

The cells are locked. Most of them hold Zombies, but the last contains people to rescue. The plan is quite simple.

**1- Enter the prison.** Activate the yellow Switch to rotate the security gate and access the cells.

**2- Open the cells.** The only way to explore the cells is to open them. Activate the violet and the white Switches.

**3- Save the trapped guys.** Some coloured Objectives hide among the red ones and represent people to save. Take all non-red Objectives. Double-sided red Objectives are...Zombies!

**4- Exit.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **The yellow switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the yellow Switch for the first time also takes the yellow Objective token and gains 5 experience points.

- **The violet switch for the violet doors.** Activating the violet Switch opens all violet cell doors. The Survivor switching the violet Switch for the first time also takes the violet Objective and gains 5 experience points. The violet doors close when the violet Switch is set back to its original setting.

- **The white switch for the white doors.** Activating the white Switch opens all white cell doors. The Survivor switching the white Switch for the first time also takes the white Objective and gains 5 experience points. The white doors close when the white Switch is set back to its original setting.

- **Surprise cells.** Put two blue and two green Objectives randomly among the ten red Objectives, face down. Set one Objective in each cell. Reveal an Objective when its matching door is opened. If it's double red-faced, remove it and spawn Zombies in the cell. If the Objective is blue or green, leave it for Survivors to take and don't spawn Zombies in the cell.

- **Saving people.** Each blue or green Objective gives 5 experience points to the Survivor who takes it.



# M02 WISH FOR ABUNDANCE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Those survivors had something better than information: a doctor—a dentist, actually. We could all really use a check-up, though I haven't been flossing. Who knows when we'll get this opportunity again? First, however, the doc wants to save his community. They could plunder the nearby mall for blankets, clothes, and food if only it was secure.

Unable to turn down a zombicide offer, we headed to the mall, only to find it was overcrowded with zombies. Now we've got a real horde on our heels, and we are in the last aisle in the building. We are going to take the supplies ourselves and give them to the doc.

Tiles needed: 1M, 3M, 4M & 7M.

## OBJECTIVES

Time for a nice and well-organized zombicide. Here is the plan:

**1- Clean each shop.** There is a red "X" in each shop to help you remember if the place has been cleaned. Take all Objectives.

**2- Report to the doc.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

## SPECIAL RULES

- **Black Friday frenzy.** Put two blue and one yellow Objectives randomly among the nine red Objectives, face down. Set one Objective in each shop. When a shop door is opened, spawn Zombies inside, but in a different fashion: flip the Objective inside and spawn Zombies corresponding to the line matching the Objective's color (blue, yellow, or red), regardless of the current Danger Level. Leave the Objective token for Survivors to take.

- **Supplies for the needy.** Each Objective gives 5 experience points to the Survivor who takes it.





**HARD / 6+ SURVIVORS / 120 MINUTES**

Tiles needed: 1B, 1C, 2B, 4B, 4D, 5C, 5E & 7B.

Strategy is the key to success. We have a plan!

**1- Find the green key to the hardware store.** There are red "X"s showing where it could be. Take the red Objectives until you find the green one. Taking Objectives thereafter still grants you an experience bonus.





**2- Recover a portable generator.** There is a blue "X" in the hardware store where you can find one. Take the blue Objective.

**3- Take the portable generator into the medical office.** There is an Exit Zone to indicate the medical office. It will not be as easy as you think, because the generator is really heavy. Reach the Exit Zone with the blue Objective token.

**4- Let the doc make his check-ups.** Each Survivor has to be checked by standing in the medical office at an End Phase. You'll have to wait for your turn: the doc can only tend to one Survivor per round.



## SPECIAL RULES

- **Someone was ready to defend his shelter.** And this "someone" probably never had the opportunity to do so. Put a Molotov cocktail in the Zone marked "1" on the map.

- **Things that have to be done.** Each Objective gives 5 experience points to the Survivor who takes it. Put the green Objective randomly among the red Objectives, face down. The green door can only be opened once the green Objective has been taken.

- **They won't give us the keys easily.** There was a big battle in the main building. When you Spawn Zombies in a Zone containing a red Objective, don't read the Zombie card as usual. Read the Red Danger Level line, regardless of the current Danger Level.

- **The portable generator.** The blue Objective stands for a portable generator. Put it on the ID Card of the Survivor who took it. The token counts as an Equipment card but doesn't take a spot in the Inventory. The Survivor carrying this heavy portable generator can't move as fast as usual: his Movement is limited to two Zones per Players' Phase, regardless of any Move-related Skills he (or his teammates) might possess. This Movement restriction doesn't apply if the carrier is in a car. Don't forget you can trade the generator! Remove the blue Objective when its carrier reaches the medical office. If the generator is lost, the game is lost as well.

- **Death from above.** Taking the blue Objective is the final step in awakening wandering Zombies in the upper floors of the medical office. Once the blue Objective has been taken, the blue Spawn Zone activates.

- **What's up, doc?** Reaching the medical office with the blue Objective activates the tools the doc needs to treat your team. During each subsequent End Phase, put a Noise token on the ID Card of a single Survivor standing in the Exit Zone. He has been checked! The game is won when all Survivors have been checked.

- **Enjoy the drive-by shooting...** Because you can drive cars!

- **Pimpmobile.** You can search each pimpmobile only once per game. Each contains the Evil Twins, Ma's Shotgun, Pa's Pistol, or a Gunblade (draw randomly).

- **Police car.** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.





Arson is a 7-Mission campaign created for Zombicide Season 3: Rue Morgue and Angry Neighbors' Kickstarter. It was designed with all unlocked stretch goals in mind: having extra zombie miniatures (including an extra Abomination) is recommended.

## CAMPAIGN RULES

### WHAT IF...

- A Survivor has a Wound card? It's just a flesh wound. It disappears between Missions. Thanks, Parker!
- A Survivor is eliminated? Survivors are hard to kill. He begins the next Mission with a Wound card.

### MISSIONS WITH A SPECIAL STARTING DANGER LEVEL

Each Mission has its specified Danger Level. All Survivors begin at the lowest value of the Danger Level indicated in the Mission. For example, *Where It All Began* Mission is set at Yellow Level. The Survivors will therefore begin at the Yellow Danger Level with 7 experience points.



### GOING FROM ONE MISSION TO THE NEXT

The campaign begins with the Blue Level Mission *Cornered by Flames*. Some Missions have different Mission Objectives, leading to distinct endings and follow-ups.

A Mission is unlocked when all Mission Objectives leading to it are met. If Objectives leading to several Missions are met, the players choose between the unlocked Missions.

**EXAMPLE:** According to the Objectives met, the Mission *Cornered by Flames* can lead to *Where It All Began* or *Fireman Works*.

There are three ways to finish the Arson campaign: *New Start*, *Fleeing* and *Ending*. Each Mission has its own conclusion, but only *Ending* explains the whole plot.

### KEEPING EQUIPMENT FROM ONE MISSION TO THE NEXT

A Survivor who reached the Red Level at the end of any Mission can begin the next Mission with a single Equipment card from the previous Mission. Only one card is allowed. This means that, for example, you can't keep a Sniper Rifle. You'll have to choose between the Scope and the Rifle. On the other hand, if you already created a Molotov Cocktail, you can keep it since it's a single card, even though you had to collect two cards (Gasoline and Glass Bottles) to make your cocktail.

Arson is an expert-level campaign. You will face a real challenge and hours of team-oriented fun. Will you be one of the happy few to claim having conquered the Arson campaign?



# BLUE CORNERED BY FLAMES

The city block is on fire and the only fireman remaining is with us. We have to act quickly to contain the flames, or flee. Ah, did you notice fire attracts zombies, too? What an interesting dilemma. What threat should we face?

Tiles needed: 1R, 2R, 3R & 4R



## OBJECTIVES

Make your choice and try to survive:

**Fight the flames.** You'll need to create a firebreak in each of the four rooms that are the most endangered by fire (see the Special Rules). Fulfilling this Mission Objective leads to *Where It All Began*.

OR

**Fight the Zombies.** Just kill Zombies until there are no more (see the Special Rules). Fulfilling this Mission Objective leads to *Fireworks*.

## SPECIAL RULES

- **Are these Zombies fleeing, or pursuing us?** The blue and the pink Spawn Zones are active from the start of the game.

- **Fire progression.** Shuffle eight red Objectives, a blue and a pink Objective face down to create a fire progression pile. Draw an Objective from the pile each time a Survivor gains a Danger Level. Drawing a red Objective has no game effect: shuffle it back into the fire progression pile.

Whenever the blue or the pink Objective is drawn this way, remove it from the fire progression pile, and remove the corresponding Spawn Zone token off the board as well. It also means the fire is now too great to be contained, and the "Fight the flames" Mission Objective cannot be reached anymore.

- **Creating a firebreak.** A Survivor can spend 4 Actions at once in one of the marked Zones to draw one Objective token from the fire progression pile. The Survivor wins 5 experience points and the token is removed from the Objective pile until the end of the game, **without applying the "Fire Progression" effect**. Once the pile contains no Objectives, the firebreak is created, and thus the first Mission Objective can be met.

- **Killing Zombies.** Once a Survivor reaches the Orange level, don't shuffle the Zombie deck when the last Zombie card is drawn. Eliminating all Zombies allows the fulfilling of the second Mission Objective.





**YELLOW**  
**DANGER**  
**LEVEL**

## WHERE IT ALL BEGAN

Dan took a look at the evidence and discovered the fire was voluntarily set. Who did that, and why? The only way to know is to find where it all began. The clues lead to the front of a hospital. You know, THAT type of horrible hospital with a refugee camp, locked doors and lots of cadavers... We must enter, either through the front door or using a helicopter.

Tiles needed: 1R, 4V, 5R, 6V, 7V & 8V.

## OBJECTIVES

Where It All Began has two endings, both leading to *Zombie Emergencies*. The selected ending has an impact on *Zombie Emergencies*' Player Starting Area. Choose your way to get in!

**By the front door.** Find the pink Objective and reach the Exit Zone. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

**OR**

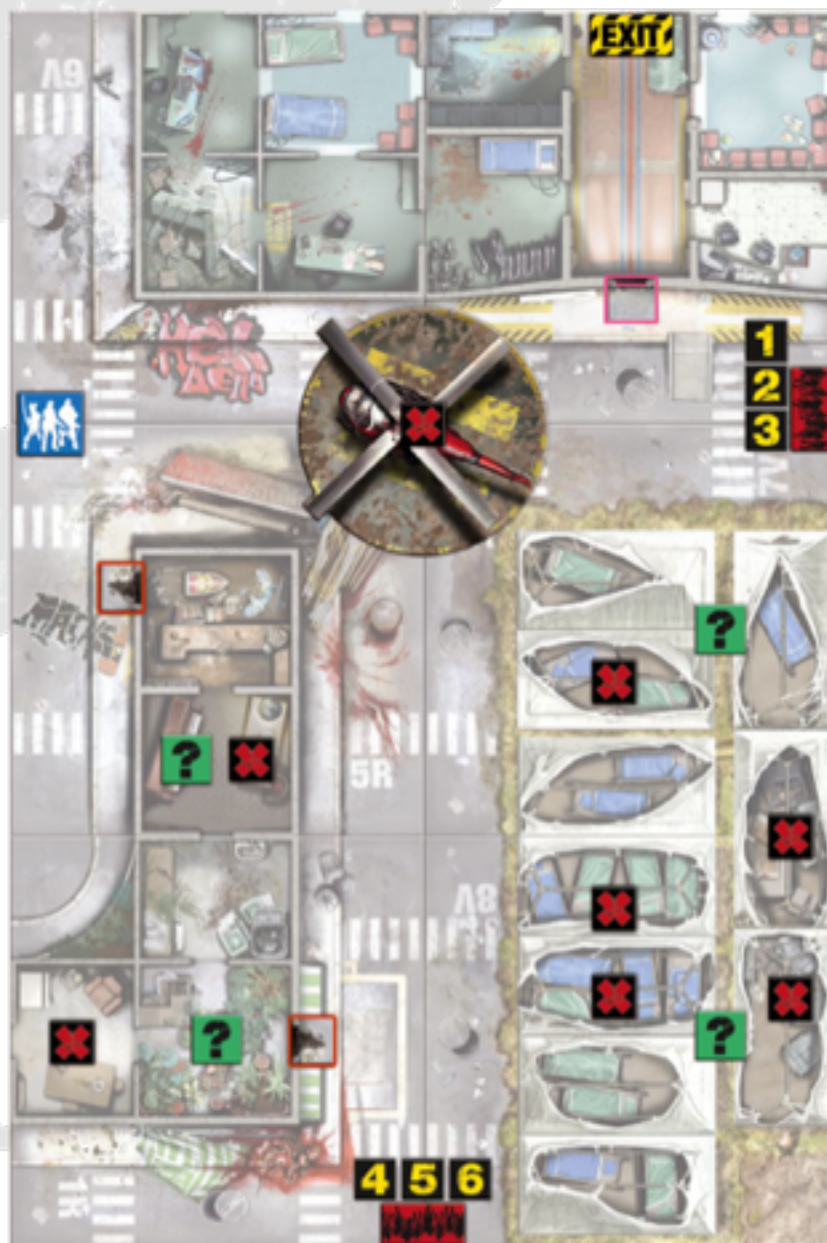
**Using the helicopter.** Get the blue Objective and a Gasoline card, and reach the helicopter with all starting Survivors. The Mission succeeds as soon as all Survivors stand in the same Zone as the helicopter, with no Zombies among them.

## SPECIAL RULES

- **It might be useful.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Lost keys.** Put the blue and the pink Objective randomly among the eight Objectives, face down.
- **The pink door key.** The pink door leading to the hospital can be opened once the pink Objective has been found.
- **The blue helicopter key (with Gasoline).** The helicopter can be used as soon as the blue Objective and a Gasoline card have been found. It still can be used if the Gasoline card is discarded, lost or spent.
- **Triggering the problem.** Activating the Event trigger on tile 7V spawns Zombies on all 7V tents. The same rule applies to the Event trigger and tents of tile 8V. Thus, the tent straddling both tiles spawns once for each trigger!

6V	4V
5R	7V
1R	8V

	
Player starting area	Objective (5 XP)
	
Spawn locators	Spawn Zone
	
Event trigger	Exit Zone
	
Open door	Door





**YELLOW**  
**DANGER**  
**LEVEL**

## FIREWORKS

The flames are cracking and illuminating the whole building, attracting zombies from blocks away. Unless we find a way to stop the fireworks, we'll soon have to leave this town before it turns to a blaze.

Tiles needed: 1R, 3R, 4R, 5R, 6R, 7V, 8R & 9V.

### OBJECTIVES

Fight the fire, or look for a way to escape? Make your choice and try to survive!

**Fight the fire.** Dan says there must be some fire extinguishers around. We must find them and come back. Get all the red Objectives and go back to the Player starting area. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. Fulfilling this Mission Objective leads to *New Start*.

**OR**

**Look for a helicopter.** We just shot a fresh zombie wearing a flight jacket and a helmet. There is probably a helicopter a few blocks away. We should scout the area for clues. Find the pink Objective, then reach the Exit Zone. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. Fulfilling this Mission Objective leads to *Fleeing*.

### SPECIAL RULES



- **Hidden stuff.** Put the blue and the pink Objectives randomly among the eight Objectives, face down.
- **We need this!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Working house alarm.** The blue Spawn Zone is inactive until the blue Objective is taken.
- **Raging fire.** Triggers are not revealed by the normal rules. Instead, activate a Trigger of your choice each time an extra-activation card is drawn from the Zombie pile. The building Zones on a Tile featuring an activated Event trigger are on fire. Any Actor ending his Activation in a fiery building Zone endures a Molotov effect. Zombies killed by this special rule don't grant experience points.







9V	3R
7V	8R
6R	5R
4R	1R

 Player starting area  
 Objective (5 XP)     Event trigger  
 1 3 5  
 2 4 6     Door  
Spawn locators  
  Exit Zone  
Spawn Zones    Exit Zone



ORANGE  
DANGER  
LEVEL

## ZOMBIES EMERGENCIES

We're into the hospital, and seriously think someone is already here. Zombies are really nervous. A lot of them are roaming in the corridors, as if they were looking for an intruder... hiding. We now know we're heading to the heart of this zombie hell. Does it sound like a good idea?

Tiles needed: 1V, 2V, 4V, 5V, 8R & 9R.

### OBJECTIVES

**Go to the heart of hell.** Reach the Exit Zone with ALL Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. The next Mission is automatically Ending.

### SPECIAL RULES

- **Where do you come from?** The Player starting area depends on the previous Mission's ending:
  - If your team went through the entry door, Survivors begin on the marked Player starting area.
  - If your team took the helicopter, it begins on the helipad.

1V	5V
2V	4V
9R	8R

	
Player starting area	Event trigger
	
Open door	Exit Zone
	1 2
Spawn Zone	3 4
	5 6
	Spawn locators





ORANGE  
DANGER  
LEVEL

## NEW START

Now we can fight this fire. We are just in time to stop it before it destroys the whole area, and maybe the entire city. Attracted by the flames, lots of zombies are already hanging around. They seem to come from a nearby hospital. We will have to investigate this place...

Tiles needed: 1R, 2R, 3R & 4R.

## OBJECTIVES

**Stop the fire!** The Mission succeeds as soon as the fire is stopped (see the Special Rules). You can then stop the campaign here, as the fiery issue is resolved, or look for answers and... investigate!

**(Optional) Investigate!** Finish the Players' Phase on the Spawn Zone with 1 to 3 Spawn Locators. There must be no Zombie on it. Fulfilling this Mission Objective leads to Ending.

## SPECIAL RULES

• **Spectators.** The fire attracted Zombies. During Setup, place the indicated Zombies in the marked Zones on the map.

• **You don't want to do that.** Objectives can't be taken and don't grant experience points.

• **Fire progression.** Each time an extra-activation card is drawn from the Zombie pile, remove the Objective of your choice. The building Zones on a Tile containing no Objective are on fire. Any Actor ending his Activation in a fiery building Zone endures a Molotov effect. Zombies killed by this special rule don't grant experience points.

If there are no more Objectives to remove, the fire reaches an uncontrollable scale: the Mission and the campaign are lost.

• **Stopping the fire.** Survivors can spend Actions to extinguish the fire or prevent it from starting again. Spending such an Action on each building Zone of a tile during the same Players' Phase enables the team to put an additional Objective token on that tile. The fire is over as soon as there are 2 Objectives on each tile, thus completing the "Stop the fire!" Mission objective.



4R	1R
3R	2R



Player  
starting area



Objective  
(can't be  
taken)



Event  
Trigger



Spawn Zone



1 Skinner  
Runner



Open door



1 Skinner Fatty  
and 2 Skinner  
Walkers



Spawn locators



ORANGE  
DANGER  
LEVEL

## FLEEING

We found the helicopter. The fire is engulfing everything but if we reach this machine, we're out of trouble. Die, zombie scum! I have a helicopter to take!

Tiles needed: 1V, 2V, 4V, 5V, 8R & 9R.

## OBJECTIVES

Reach the helicopter with ALL Survivors. You win if, at the end of the Zombies' Phase, all Survivors are in the helicopter Zone without any Zombies in it. The campaign ends as you escape the arson. Congratulations!

## SPECIAL RULES

- **You don't want to do that.** Objectives can't be taken and don't grant experience points.

- **Fire progression.** Each time an extra-activation card is drawn from the Zombie pile, remove the Objective of your choice. The building Zones on a Tile containing no Objective are on fire. Any Actor ending his Activation in a fiery building Zone endures a Molotov effect. Zombies killed by this special rule don't grant experience points.

If there is no more Objective to remove, the fire reaches an uncontrollable scale: the Mission and the campaign are lost.



1V	5V
2V	4V
9R	8R





## ENDING

Anyway, we're on the same spot they stood, and facing the same zombies. No time for question: action!

## OBJECTIVES

**Kill all Zombies.** 'Nuff said. The game is won as soon as all Zombie miniatures have been set apart.

## SPECIAL RULES

- **The last Zombies.** The miniatures of eliminated Zombies are set apart, and can't be used to resolve Zombie Spawns. Beware the extra activations!



3V	5V
2V	1V
6V	4V





A detailed black and white comic book illustration depicting a chaotic zombie apocalypse. In the center, a large, stylized red starburst graphic contains the word "ZOMBIE" in a bold, blocky font. Below it, the word "APOCALYPSE" is written in a similar style, though partially obscured by the starburst. The background is filled with various characters: a man in a hoodie, a woman with a determined expression, a man with a beard, and several zombies with different features like horns, spikes, and masks. The scene is set in a city street with debris and smoke. 

# ZOMBIE APOCALYPSE

**SPECIAL MISSIONS**



# ZOMBICIDE CHRISTMAS EVENT: "UP ON THE ROOFTOP"

It's the holiday season, and while there is certainly white snow on the ground, Santa appears to have gotten stuck coming down a chimney. And in a zombie infested neighborhood, no less! And what's worse, he's lost his naughty and nice list!

Gather your friends, find Santa, and help him retrieve his list. He may look a little worse for wear, but who wouldn't be a little ghoulish after a long night of delivering presents?

## REQUIRED MATERIALS

Zombicide: Season 1 Core Box  
Zombicide VIP #2 Box

## GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting beside their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

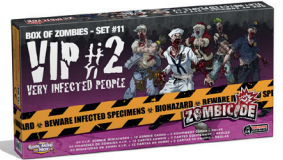
1 – Gaming Night rules replace Resurrection rules (featured in Angry Neighbors).

2 – When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any subsequent Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor are removed. If the odds seem too steep after a team wipe, don't be afraid to start the Mission again. Having fun shall be the ultimate rule.



## VICTORY CONDITIONS: ALL THE GOOD GIRLS AND GOOD BOYS

Santa has to finish his Christmas present delivery, so it's up to you to help! Victory shall be had, and Christmas will be saved if:

- Players successfully rescue Santa from whatever chimney in which he's stuck.

- Players recover Santa's List (GREEN OBJECTIVE MARKER) and escape through the exit!

## SPECIAL RULE: SANTA CLAUS IS COMING TO TOWN

Before he can finish his run, Santa has to be rescued from the chimney in which he's stuck!

Players should select four RED OBJECTIVE MARKERS from the Zombicide box and one BLUE OBJECTIVE MARKER. Then, place these at random in the five houses marked on the map.

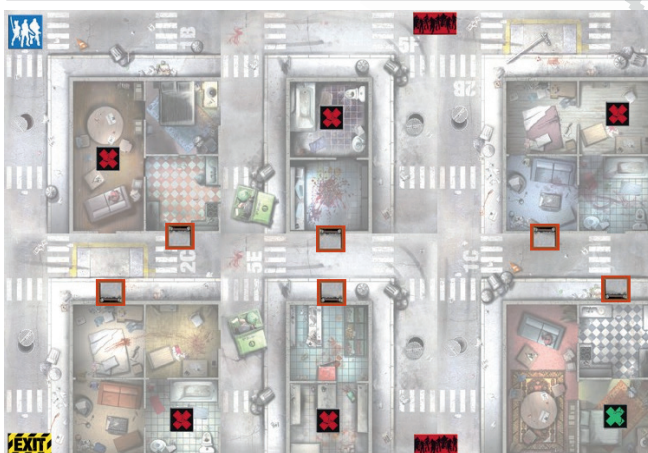
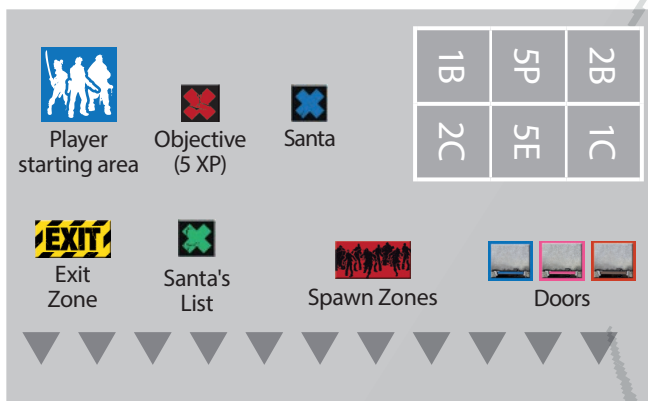
Players must search houses until they discover the BLUE OBJECTIVE MARKER.

# ZOMBICIDE CHRISTMAS SPECIAL UP ON THE ROOFTOP



Once players discover the BLUE OBJECTIVE MARKER, Santa becomes a playable character!

Using the provided Santa Player Dashboard, Santa becomes an additional hero that players may use. Players should use one of the Santa models from the Zombicide VIG Box #2 to represent Santa. In the spirit of the holidays, players will share control of Santa.



Santa, being a mythical figure of epic proportions, brings some new, fun special skills to the table, too!

## SANTA SPECIAL SKILL: BAG FILLED WITH TOYS

Hey may have misplaced his list, but he's still got his big bag of toys! Bag Filled With Toys confers two unique skills:

Santa is so grateful he's no longer stuck in the chimney that he gives every player a gift! Upon finding Santa, each player may :

-Draw one card from the Equipment Deck. THIS IS A ONE TIME BONUS.

-In addition to their additional gift, Santa is granted +1 Free Trade Action. It may only be used once per turn.

## SANTA SPECIAL SKILL: SEES YOU WHEN YOU'RE SLEEPING



Santa may use his preternatural powers of sight to check on the good boys and girls of the world, but in a zombie infested wasteland, those skills can be put to better use!

Santa may look at the top card of the Zombie Deck once per Zombie Phase and, if he chooses, place the card at the bottom of the deck. This can be for either Spawn Zone.

## SANTA SPECIAL SKILL: KNOWS WHEN YOU'RE AWAKE

In addition to his almost precognitive vision, Santa has developed the ability to spy on pretty much anything. It takes a whole lot of stealth for such a jolly fellow to sneak around without making any noise and without anyone discovering him!

Using his years of knowledge on being silent has also really helped with the zombie apocalypse!

As an Action, Santa may clear all Noise Counters from a single space on the board.



A detailed black and white comic book illustration of a zombie apocalypse. In the center, a large, stylized red and white title 'ZOMBIE APOCALYPSE' is prominently displayed. The 'Z' is particularly large and features a zombie face. The background is filled with various characters: survivors and zombies. Survivors include a man in a hoodie, a woman with a headscarf, a man with a beard, a woman with long dark hair, a man with spiky hair, a man with a mustache, and a woman with short dark hair. Zombies are depicted in various forms, including a large, muscular zombie with a cross on its chest, a zombie with a large head, a zombie with a large mouth, and a zombie with a large head and a large mouth. The scene is chaotic, with debris and smoke in the background.

# ZOMBIE APOCALYPSE

**TARGETING PRIORITY**



TARGETING PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
<b>1</b>	<b>SURVIVOR (EXCEPT SHOOTER)</b>	-	-	-
	<b>LOST ZOMBIVOR</b>	<b>1</b>	<b>5</b>	<b>1</b>
<b>2</b>	<b>TOXIC WALKER / MURDER OF CROWS</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>3</b>	<b>STANDARD WALKER / SEEKER / SKINNER WALKER / VIP WALKER</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>4</b>	<b>BERSERKER WALKER</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>5</b>	<b>TOXIC FATTY (1)</b>	<b>1</b>	<b>2</b>	<b>1</b>
	<b>TOXIC ABOMINATION (2)</b>	<b>1</b>	<b>3</b>	<b>5</b>
<b>6</b>	<b>STANDARD FATTY (1)</b>	<b>1</b>	<b>2</b>	<b>1</b>
	<b>STANDARD ABOMINATION</b>	<b>1</b>	<b>3</b>	<b>5</b>
	<b>SKINNER FATTY (1)</b>	<b>1</b>	<b>2</b>	<b>1</b>
	<b>A-BOMB ABOMINATION (3)</b>	<b>1</b>	<b>A lot</b>	<b>5</b>
<b>7</b>	<b>BERSERKER FATTY (1)</b>	<b>1</b>	<b>2</b>	<b>1</b>
	<b>BERSERKER ABOMINATION (4)</b>	<b>1</b>	<b>3</b>	<b>5</b>
<b>8</b>	<b>TOXIC RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>9</b>	<b>STANDARD RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
	<b>SKINNER RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>10</b>	<b>BERSERKER RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>11</b>	<b>ZOMBIE DOG</b>	<b>3</b>	<b>1</b>	<b>1</b>
	<b>CRAWLER</b>	<b>1</b>	<b>1</b>	<b>1</b>

- (1) Each Fatty comes with two Walkers of the same type as itself when it spawns (Standard, Skinner, Toxic, Berserker).
- (2) Toxic Abomination: Toxic. All Standard Zombies standing in its Zone at the end of the Zombies' Phase become Toxic Zombies.
- (3) A-Bomb Abomination: Impervious. Grabbing.
- (4) Berserker Abomination: Berserker. 2 Zones per Move.

