

# 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**

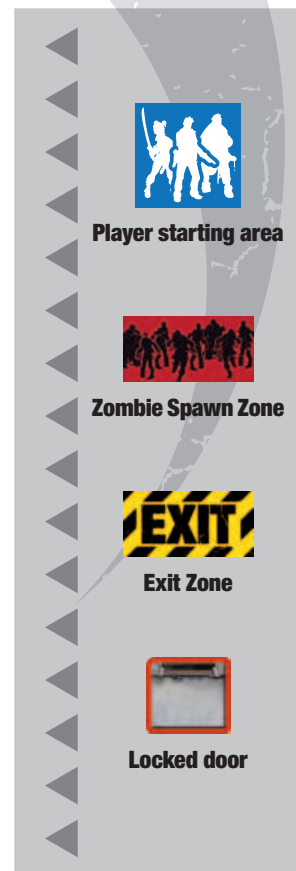
## OBJECTIVES

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**

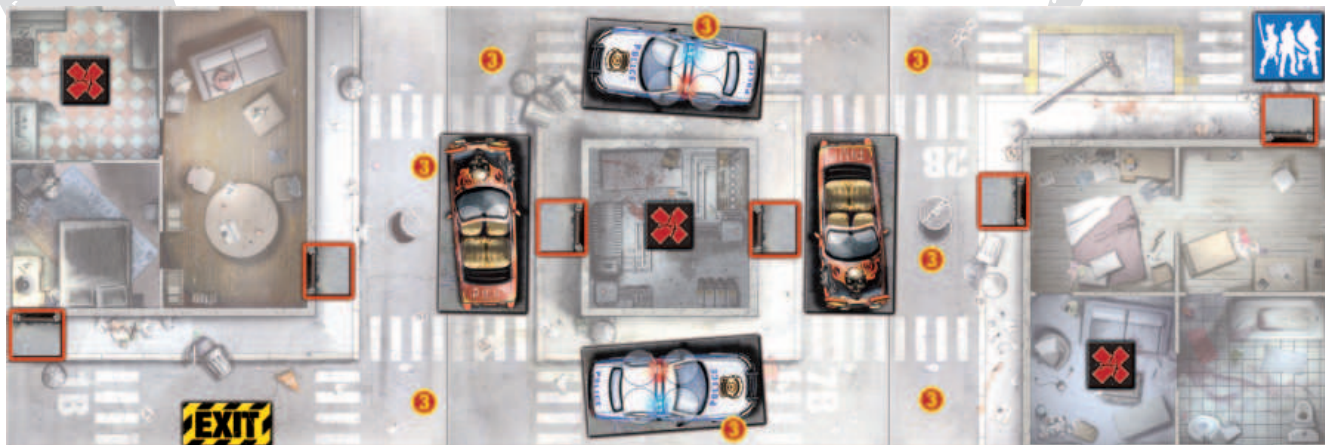
## OBJECTIVES

**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?

		
Player starting area	Locked door	Police Car
		
Objective (5 XP)	Exit Zone	Pimpmobile
		
		3 Walkers

## 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.



# 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

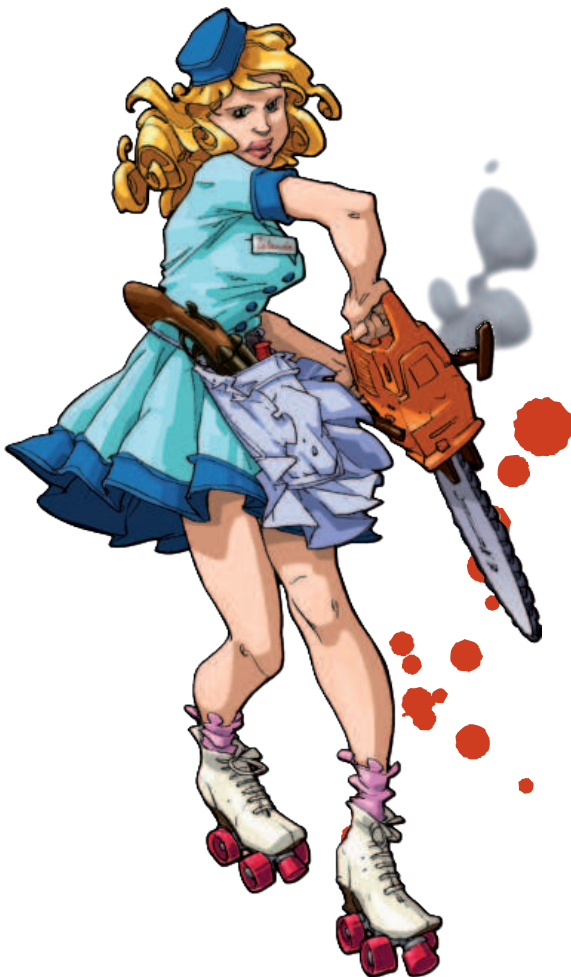
Mission, on top of the normal one point for the Survivor who kills him. Vengeance!

**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.

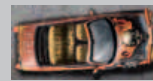
**Ex-customers never leave the drive-in.** Incredible. They became zombies while they were eating burgers and now they're still waiting for some more French fries (or so we suppose). They could wait for a long time, since the cook became a zombie too. At the beginning of the game place 2 Fatties and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



				
Player starting area	Exit Zone	Zombie blue Spawn Zone.	Zombie Spawn Zone	Police Car
				
Objectives (5 XP)	5 XP. Doug's dream	Blue door	Locked door	Opened door
				
				Pimpmobile

MEDIUM  
4+ SURVIVORS  
120 MINUTES

A4

ZOMBICIDE - SCENARIOS

# A5 PHIL'S BIRTHDAY

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!

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

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!

## OBJECTIVES



HARD  
6+ SURVIVORS  
150 MINUTES

## 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 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?

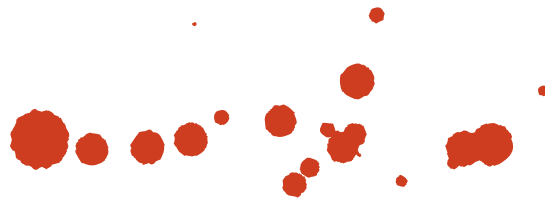
**The rusty, noisy, roller shutter.** You know what? The Zombies completely forgot to grease the metal roller shutter. It really makes a lot of noise when it opens. All Zombies in the area are warned that some fresh meat is wandering around. Once the blue Objective has been taken, the blue Spawn Zone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



Player starting area	Exit Zone	Zombie blue Spawn Zone.	Zombie Spawn Zone	Police Car	Pimpmobile
5 XP. Blue objective	5 XP. Green objective	5 XP. Red Objective	Blue locked door	Green locked door	Red locked door

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 main-frame that took a hit too many in the first days of the invasion. Switching the power back on drove this main-frame 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.



HARD  
6+ SURVIVORS  
190 MINUTES

ZOMBICIDE - SCENARIOS

A6

## 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.



					
Player starting area	Exit Zone	Zombie Spawn Zone	5 XP. Red objectives + Trick or Treat	5 XP. Green objective	5 XP. Blue objective + Keymaster
					
Police Car	Pimpmobile	Locked door	Opened door		

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 Objective 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.



EASY  
4+ SURVIVORS  
45 MINUTES

# A8 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



# A9 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.*

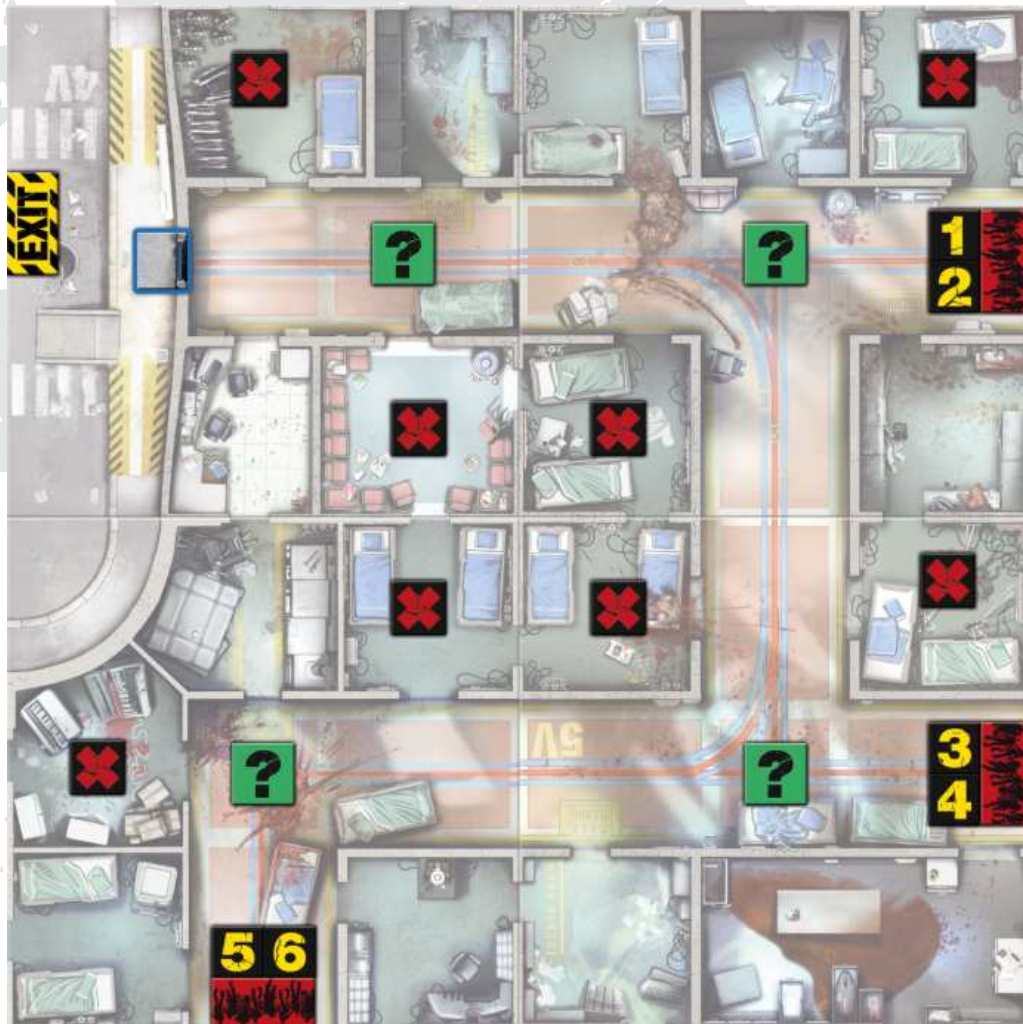
Material needed: **Season 3: Rue Morgue.**  
 Tiles needed: **1V, 2V, 4V & 5V.**

## 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.

4V	1V
2V	5V

-  Door
-  Event trigger
-  Spawn locators
-  Spawn Zone
-  Objective (5 XP)



## 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.

# 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

Player starting area  
 Barricade  
 Open door     Event trigger  
 Spawn locators  
 Spawn Zone  
 Objective (5 XP)

(\* 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.

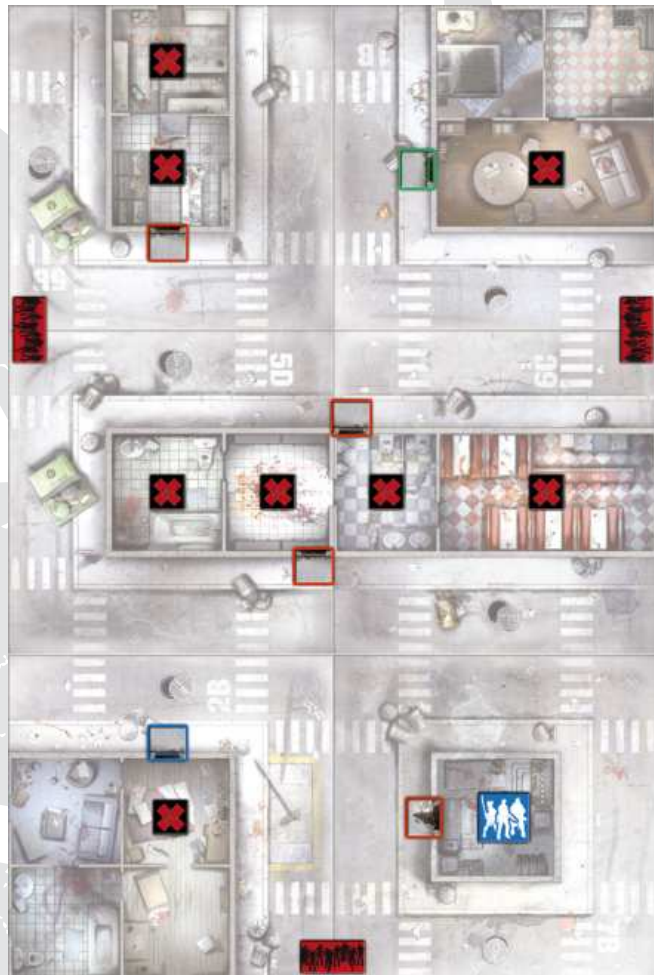
5B	1B
5D	6C
2B	7B

## 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.



# A33 DRIVE BY BOMBING

VERY HARD / 6 SURVIVORS / 45 MINUTES

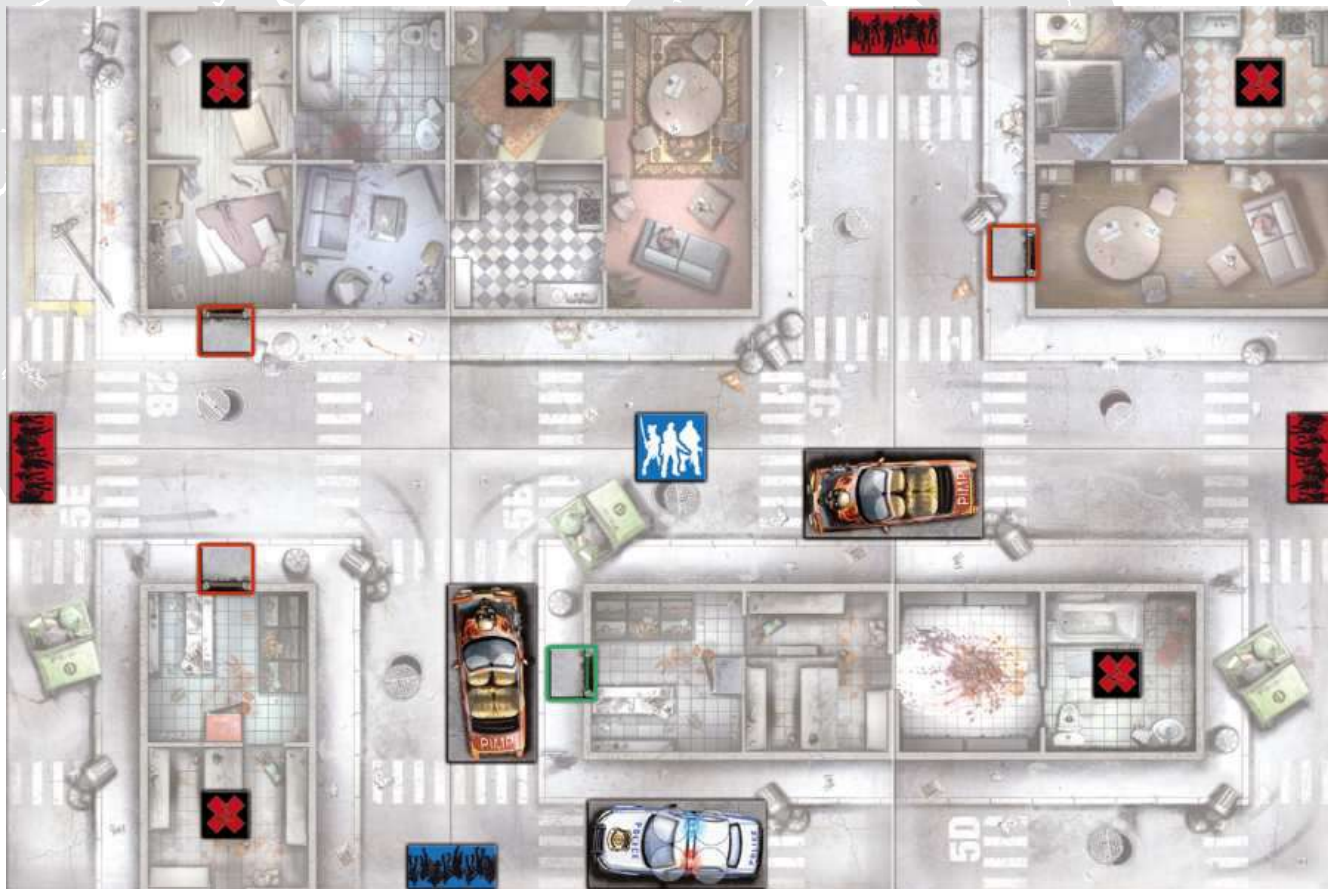
Night is falling and we don't have time to clean out the block. So Phil came up with a risky but fun idea: lure the zombies to us and blast them in the quickest available way. Buuuut... Ned and Wanda showed a little too much enthusiasm and made the infected come before we were fully prepared. The daily challenge is exploring the houses nearby to look for bottled gas, stuff the tanks in cars, and blow the zombie herd away. Hurry up - they're coming! Ready? Steady? GO!

Material needed: **Zombicide Season 1.**  
 Tiles needed: **1B, 1C, 2B, 5B, 5D & 5E.**



2B	1C	1B
5E	5B	5D

		
<b>Player starting area</b>	<b>Objective (5 XP)</b>	
		
<b>Spawn Zones</b>	<b>Doors</b>	<b>Cars you can drive</b>



## OBJECTIVES

**Blast all Spawn Zones.** Either use a Molotov or perform a drive-by bombing (see special rules) on each ACTIVE Spawn Zone. The blue Spawn Zone can be ignored unless it gets activated—then it has to be blasted.

The Mission fails when a Survivor is eliminated.

## SPECIAL RULES

• **Setting the scene:** Put the blue and the green Objectives randomly among the red Objectives, face down.

• **Bottled gas.** Each Objective gives 5 experience points to the Survivor who takes it.

Place a red Objective in the Inventory of the Survivor who takes it. It occupies a slot and can be traded. If it is destroyed or lost, the Mission fails.

The blue and green Objectives are discarded once they are found.



• **Drive-by bombing.** A Survivor carrying a red Objective can spend one Action to place it in a car they are occupying. Set the red Objective on the car token.

A car with a red Objective can be shot at with a Ranged Action (with the same priority order as a Survivor). The car explodes when a “6” is obtained with any Ranged Action targeting it, generating a Molotov effect in the zone it occupies. The shooting Survivor earns all XP.

This rule may be used to neutralize active Spawn Zones.

• **Blocking zombies’ path.** A Zombie Spawn token is removed whenever a Molotov effect is applied in its Zone. Set the token on any other active Spawn Zone, increasing its Spawn rate! The Mission succeeds as soon as there is no other Spawn Zone to put the tokens on.

• **It smells... GAS!** The gas tank you just found is leaking! When the blue Objective is found, keep it in the Zone and apply the following effects:

- The blue Spawn Zone activates.

- At the end of the current Players’ Phase, discard the blue Objective. All Actors in the blue Objective’s building are eliminated. No XP is gained.

• **Metal shutter.** The green door cannot be opened by normal means. Instead, the green door opens when the green Objective is taken. Immediately resolve a Zombie Spawn in the building. Yes, the key may be behind the green door. Bad luck.

• **Cars can be used.**

- You can Search a Pimpmobile only once. It contains either the Ma’s Shotgun or the Evil Twins (choose randomly).

- 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.

# A34 ZOMBICIDE 101

MEDIUM / 4+ SURVIVORS / 90 MINUTES

*We just set up in this area and discovered something unusual about the zombies here. They lay ambushes for anyone wandering around the buildings. We found their main nest after a couple hours of research, and we are going to purge them all. This is our town now. Time for Zombicide!*

Material needed: **Zombicide Season 1.**

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

## OBJECTIVES

**Purge the district.** Reach these objectives in any order to win the game:

- **Take all Red Objectives.**
- **Throw a Molotov in the Green Objective's Zone** (see Special Rules).
- **Clear all buildings of Zombies.**

The Mission fails when a Survivor is eliminated.

## SPECIAL RULES

• **Zombie rush.** Doors open as soon as a Survivor ends an Action in their Zone.

If a building is opened this way, set a Zombie Spawn token in the building's Objective Zone. Then spawn Zombies normally, including an additional Spawn for the Spawn Zone. If no Zombie Spawn token is available, the door cannot be opened until such a token is available.

• **This is my turf.** Each Red Objective gives 5 experience points to the Survivor who takes it. The corresponding Zombie Spawn token is removed as well.

The Green Objective cannot be taken. It is removed, along with its corresponding Zombie Spawn token, by throwing a Molotov in its Zone. Removing the Green Objective earns the Survivor 5 experience points.



• **Cars can be used.**

- The Pimpmobile may be Searched only once. It contains either Ma's Shotgun or the Evil Twins (choose randomly).
- The Police Car may be Searched 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.

• **Hidden threat (optional).** The Blue Spawn Zone is not active. Replace it with an active Red Spawn Zone during Setup to set the Mission's difficulty to "hard".

3B	5C	2B
1C	7B	2C
5B	5E	4D



# A35 WHEN SANTA CAME TO TOWN

HARD / 6+ SURVIVORS / 60 MINUTES

*I never believed in Santa, but I never used to believe in zombies either. Now I'm not saying that thing is definitely the jolly red man, but he keeps muttering "Naughty" and, well I can't say this any other way, tossing out zombie elves from that oversized sac of his... I swear it feels like we're in some B-Rated Christmas Horror movie... Anyway, Amy's grandma had a book of old Christmas stories that said we have to gather "Symbols of Christmas Cheer" to stop this thing- even had pictures and everything. Alright gang, let's get out there and show these Zombies the true meaning of Christmas!*

1C	5E	3B
2B	6C	7B

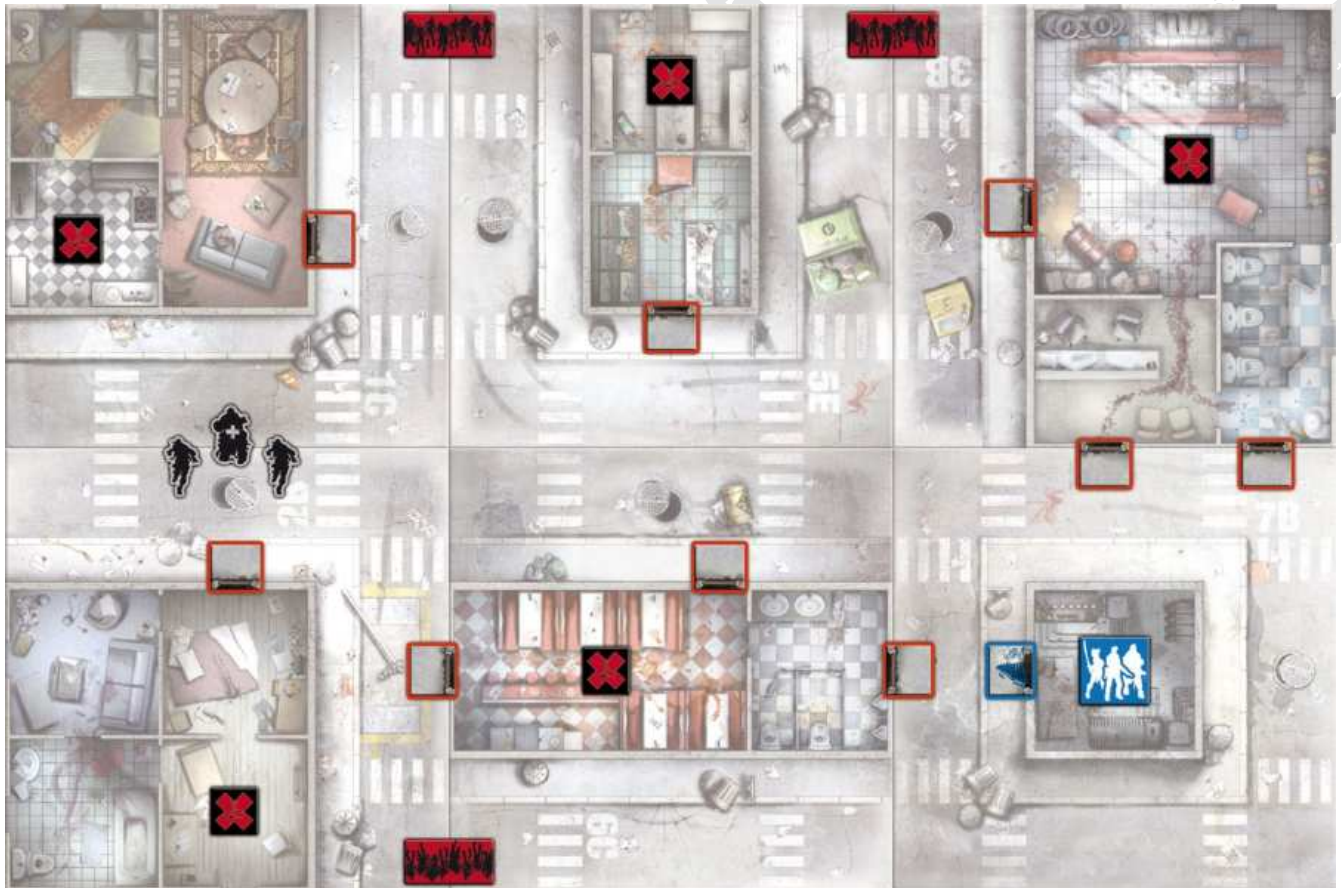
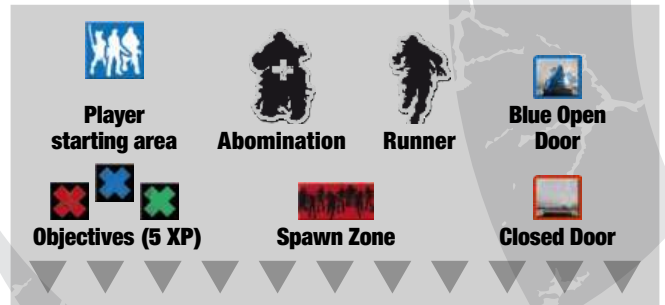
Material needed: Zombicide Season 1.

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

## OBJECTIVES

**Gather Christmas Cheer!** Take all the Objectives to reveal the True Meaning of Christmas - the only way to stop the Santabomination! Each time one is picked up, that Survivor gains 5 experience points. When the last Objective is claimed, that token turns into the True Meaning of Christmas. Place the token in the survivor's inventory. It doesn't take any slot, and can be traded like an equipment. If the Survivor carrying the True Meaning of Christmas is killed, it drops in their Zone. Another Survivor may spend an Action to pick it up, not earning XP.

**Take Down the Santabomination!** While in the same Zone as the Santabomination, a Survivor with the True Meaning of Christmas can spend an Action to roll a die. On a 3+ the Santabomination is eliminated (on a roll of 2 or less they just didn't believe hard enough). When this is done the Survivors win the game!





## SPECIAL RULES

- **At Any Cost:** Players only lose the game when the last Survivor is eliminated.

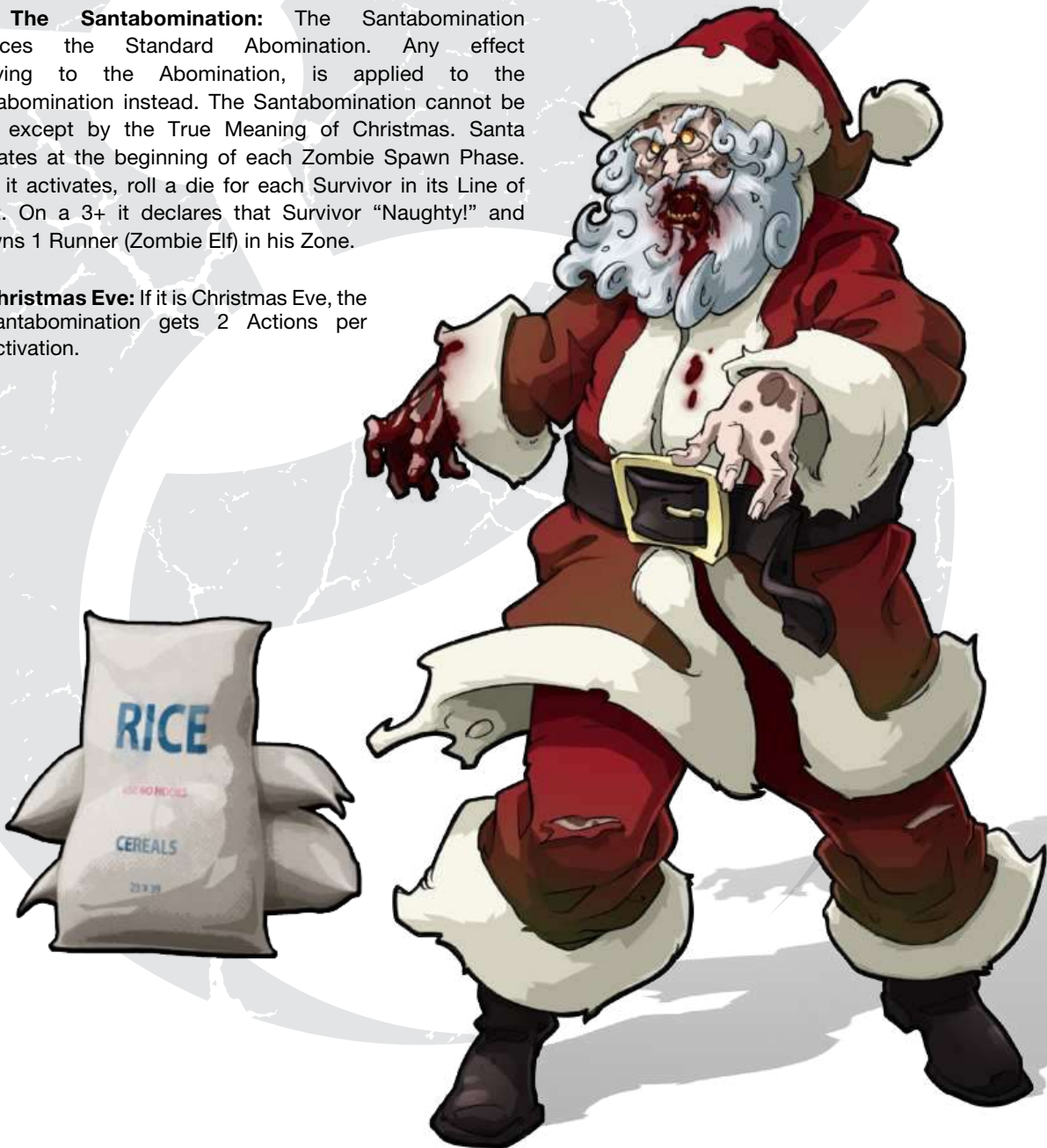


- **The Santabomination:** The Santabomination replaces the Standard Abomination. Any effect applying to the Abomination, is applied to the Santabomination instead. The Santabomination cannot be slain except by the True Meaning of Christmas. Santa activates at the beginning of each Zombie Spawn Phase. After it activates, roll a die for each Survivor in its Line of Sight. On a 3+ it declares that Survivor "Naughty!" and spawns 1 Runner (Zombie Elf) in his Zone.

- **Christmas Eve:** If it is Christmas Eve, the Santabomination gets 2 Actions per Activation.

• **Old Habits Die Hard:** All Bag of Rice, Canned Food, and Water Items become Milk and Cookies. If attacked by the Santabomination, they may discard 1 Milk and Cookies to stop that attack. During their turn, Survivors may also drop these items in their space for free (place a Noise Token in that space to represent the Milk and Cookies). When the Santabomination activates, if he is within 3 spaces of Milk and Cookies, he prioritizes moving to those spaces. Remove any tokens from spaces he enters.

• **Christmas Gifts:** Place the blue and the green Objectives randomly among the red Objectives, facedown. They grant XP normally. Taking the green Objective also grants the Survivor the Chainsaw weapon. Taking the blue Objective grants the Survivor the Evil Twins weapon.



# A36 THIS IS OUR GROUND!

COMPETITIVE MODE / 4-6 PLAYERS

The old hospital became the home base for a tough group of Survivors. It was good times, but not anymore... After destroying all the back entrances to the building and luring a horde of zombies, another group is about to invade that location. The winner takes it all. (After cleaning all the remaining zombies and corpses, of course).

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

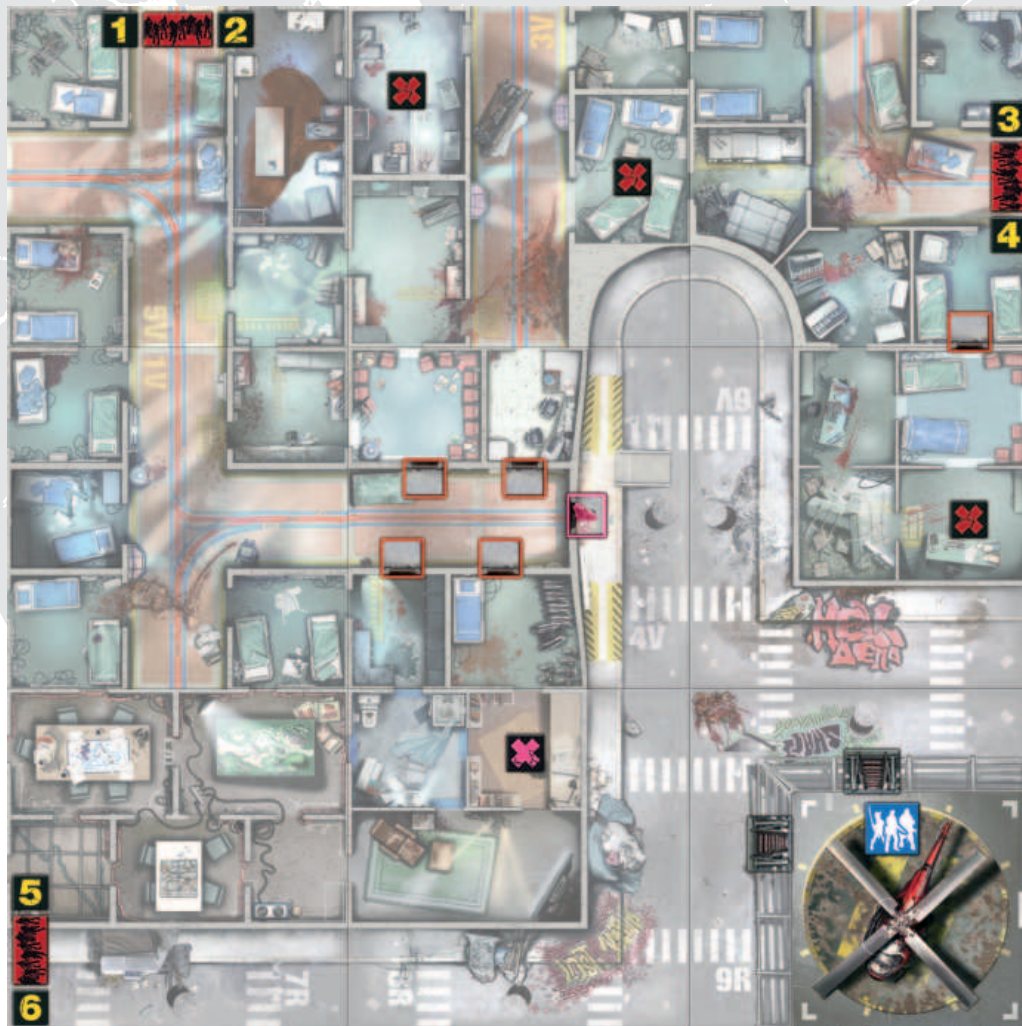
Tiles needed: **1V, 2V, 3V, 4V, 5V, 6V, 7R, 8R & 9R.**

## OBJECTIVES











**Rival teams.** The game ends when all Survivors from one team are killed, and the main doors are closed by the remaining team.

## SPECIAL RULES

- **Competitive mode.** This Mission uses Competitive mode. The difficulty, number of Survivors, and game time rely on your skill.
- **Two teams.** Each team begins on its own starting area. Survivors from the defending team can start on any red objective, and they'll be defending their home base while fighting the invading zombies. Survivors from the attacking team use the blue starting area and will try to take the hospital by killing the other team.
- **Did you leave them unlocked?** Closed doors are not barred. Any survivor can spend 1 action to open them.
- **Close the main doors!** The Pink Objective can only be picked up once all Survivors from the rival team have been eliminated. When it is picked up, the Main Doors close and that team wins! If the Survivors die before doing it, there are no winners from this fight (except the zombies, of course).



5V	3V	2V
1V	4V	6V
7R	8R	9R

 **Player starting area**  
 **Stairs**      **Objectives**  
 **Closed Door**     **Main Door**  
 **Spawn Zone**  
   
   
  **Spawn locators**

# A37 ZOMBIE MUTATION

MEDIUM / 3+ SURVIVORS / 45 MINUTES

Dr. Yuval - Journal

September 17th - The Supply Gathering team reported a new creature, what seems to be a new mutation of zombie. Apparently, the creature tore Jimmy to pieces with a single blow.

I'm really worried. This means the zombies may never stop mutating...

Player starting area  
 Objectives (5 XP)  
 Abomination Starting Area  
 Closed Door  
 Spawn Zone

5B	2B	1B
5C	2C	1C

Material needed: **Zombicide Season 1**.  
 Tiles needed: **1B, 1C, 2B, 2C, 5B & 5C**.

## OBJECTIVES

- Assemble C4s:** Gather the 3 Objective Tokens
- Horror Explodes:** Kill the Mutated Abomination

## SPECIAL RULES

- Zombie Mutation.** Place the Abomination miniature in the indicated Zone. The Abomination figure represents the Mutated Abomination.
- Bigger and Stronger!** The Mutated Abomination has the same stats as the normal Abomination except it cannot be killed. If it attacks any Survivor, the Survivor is immediately killed.
- Explosive Coordination:** The only way to kill the Mutated Abomination is by deploying, in the same turn, all three Objective tokens in the same Location as the Abomination.
- Assembling:** A Survivor may spend one Action to pick up or drop Objective tokens. The first time a token is picked up, that Survivor gains 5 experience points.



# A38 GET OFF MY LAWN

MEDIUM / 6 SURVIVORS / 45 MINUTES

We've been living here for a long time, but life has never been easy. It's just another day of post-apocalyptic farming: kill some zombies and plant some taters.

Material needed: Season 1, Season 3: Rue Morgue.  
Tiles needed: 3R, 7V, & 8V

## OBJECTIVES

**Plant enough food.** Find the seeds, fertilizer and water to plant 5 potatoes (see Special Rules).



## SPECIAL RULES

### • Setup

- Place a Walker, a Fatty, and a Runner in the indicated Zones  
- Make a separate Equipment deck with the following 16 cards:

*Farming Equipment:* 3 Water, 3 bags of fertilizer (Bag of Rice), 3 canned seeds (Canned Food)

*Weapons:* Rifle, Scope, Sub-MG, Katana, Shotgun, Evil Twins and Chainsaw.

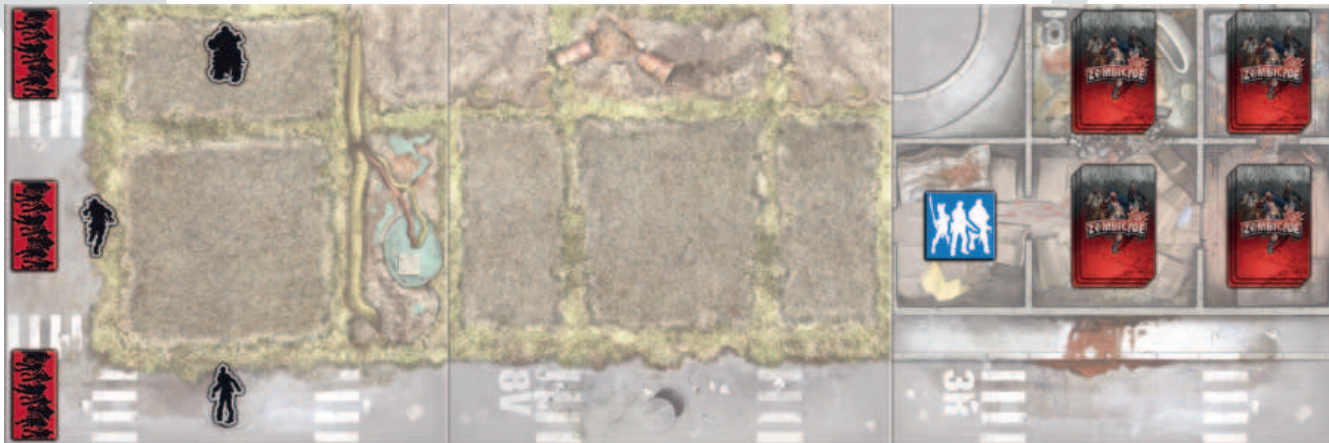
Then, shuffle this additional deck and place 4 cards from it in each of the indicated storage rooms, facedown.

• **Limited carry capacity.** Each Survivor may carry only one farming Equipment at any time.

• **Farming.** The camp Zones on tile 7V and 8V represent fertile ground for potato planting. Each of them may receive up to 1 farming Equipment card of each type (Bag Of Rice, Canned Food, or Water). Dropping a farming Equipment in a camp Zone without a potato earns 5 XP to the Survivor.

When a camp Zone has a copy of each farming Equipment, place an Objective token in it, for free. It represents a potato. Then remove all 3 farming Equipment cards, and distribute them among 3 of the storage rooms (your choice).

7V 8V 3R



# A39 DUDE, WHERE'S OUR KEYS?

HARD / 6+ SURVIVORS / 60 MINUTES

The scavenging mission was a success. We found the replacement parts for the generator at home. There was only one casualty: Todd, the chopper pilot. It's okay, because nobody really liked Todd anyway, and others can fly the chopper... But wait. Did anyone get the keys from the corpse? No? You have got to be kidding me.

Material needed: **Season 3:**  
**Rue Morgue.**  
Tiles needed: 2R, 3R, 4R,  
5R, & 9V.

9V

5R

3R

4R

2R



## OBJECTIVES

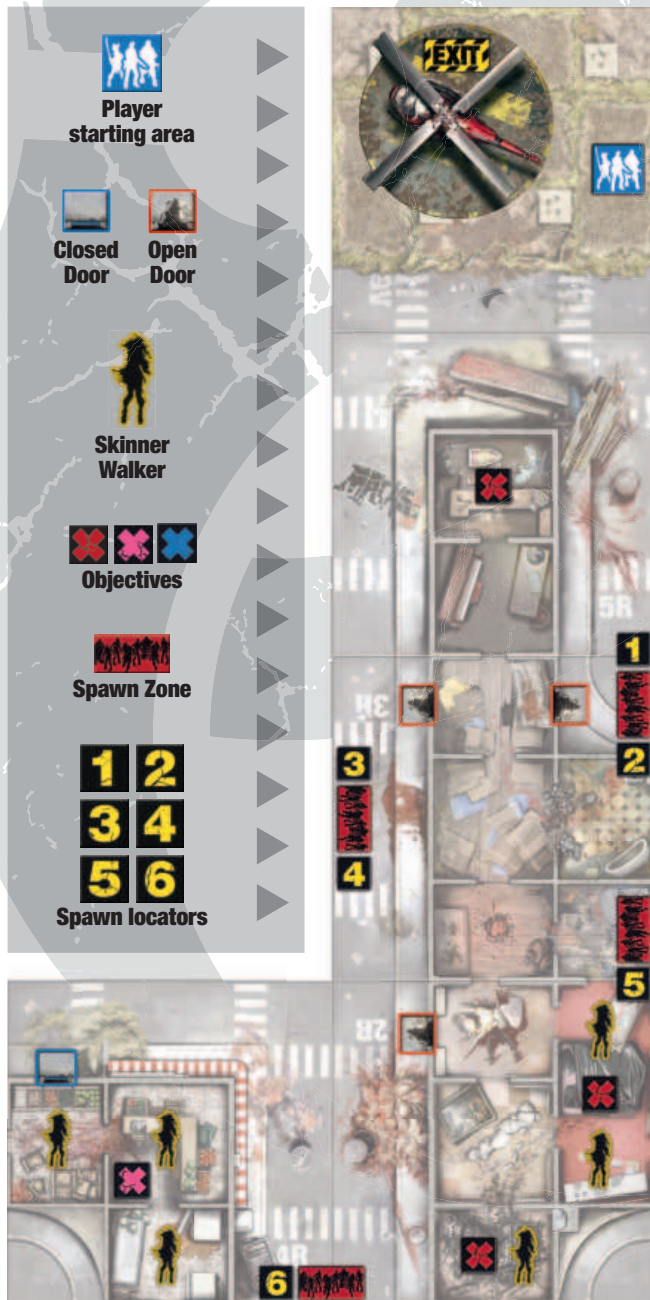
**Get us out of here!** Accomplish the Objectives in this order to win the game:

- 1 – **Get us a crowbar!** Find the Blue Objective.
- 2 – **Retrieve the key.** Get the Pink Objective.
- 3 – **Reach the Exit with all starting Survivors.** The game is won when all Survivors stand in the Exit Zone during an End Phase, without any Zombies in it.

**Be careful!** The game is lost whenever a **Zombie stands in the Exit Zone, without any Survivor in it.**

## SPECIAL RULES

- **Setup.**
  - Place the blue Objective face down among the red Objective tokens.
  - Remove all Crowbar equipment cards from the game. A single one can be found by taking the Blue Objective.
  - The helicopter can't be flown.
- **Looking for the keys.** Each Objective gives 5 experience points to the Survivor who takes it.
  - The Blue door cannot be opened until the Blue Objective has been taken.
  - Taking the Pink Objective also grants the Survivor a Crowbar card. They may reorganize their inventory for free.
- **Zombie Rush.** After the Pink Objective is taken, roll an additional Spawn Die each time a "6" is rolled during the Spawn Phase (the rule doesn't apply to these extra dice).



# A40 INFESTED TENTS

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We've found a good place to settle for a few days, the only problem is there's a bunch of tents outside infested by zombies. We must clear it all before night falls. This fire gadget is the perfect tool for this quest. Don't ask how it works, because we're not sure either, but it's fueled by zombies! Fun!!

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

Tiles needed: **5R, 6R, 8V, & 9V.**

## OBJECTIVES

**Burn the zombie menace.** Accomplish these Objectives in any order to win the game:

- **Peekaboo!** Reveal all tents and kill all Zombies.
- **Exterminate.** Light all tents on fire. The Mission ends successfully when there are no Zombies left on the board.

5R

6R

8V

9V



## SPECIAL RULES

- **Beds only.** Remove the Administrative and Infirmary tents before setting up the hidden tents.
- **Zombie fuel:** Survivors may use a free action to pick up a single Zombie they just eliminated with a Melee Action (Abominations are excluded). Place the Zombie's miniature on the Survivor's dashboard. The Zombie takes a slot in the inventory and may be discarded or traded normally. Zombies carried this way may be used as fuel for the fire gadget (see below).
- **Fire gadget:** The red Objective represents the fire gadget and cannot be taken. Survivors may spend 1 Action in its Zone to discard a Zombie they hold, and set a tent on fire. Then, take the following steps, in this order:
  - Choose 1 tent and flip it to the revealed side.
  - Spawn 2 Walkers + 1 Fatty for each GREEN Bed and 1 Runner for each BLUE Bed inside the tent.
  - Gain 1 XP for each Bed.
- **Emergence:** During each End Phase, select and flip 1 unrevealed Tent, spawning Zombies as instructed with the fire gadget rule. No XP is gained.





# A42 A STRANGE CALL

BOB'S CAMPAIGN, PART 1 OF 3

MEDIUM / 6 SURVIVORS / 60 MINUTES

A Mission by Marcelo 'Groo'

You heard rumors of a convenience store that, by some miracle, is still intact. You managed to reach it silently, avoiding some zombies lurking around. A few seconds after you stepped in, you hear a sound you never guessed you would hear again. A phone was ringing. The surprise was replaced by your survival instinct kicking in. You rushed to answer the phone quickly or the noise would attract unwanted visitors. The call was not very clear but through the garbled static you could hear a male voice:  
"... I'm Bob... at the Power Stat... everything... the transformer will blow up... die... everyone... trapped..."  
You hung up, not saying a word. You know the location of the Power Station, but it is such a large area. So... where is Bob?

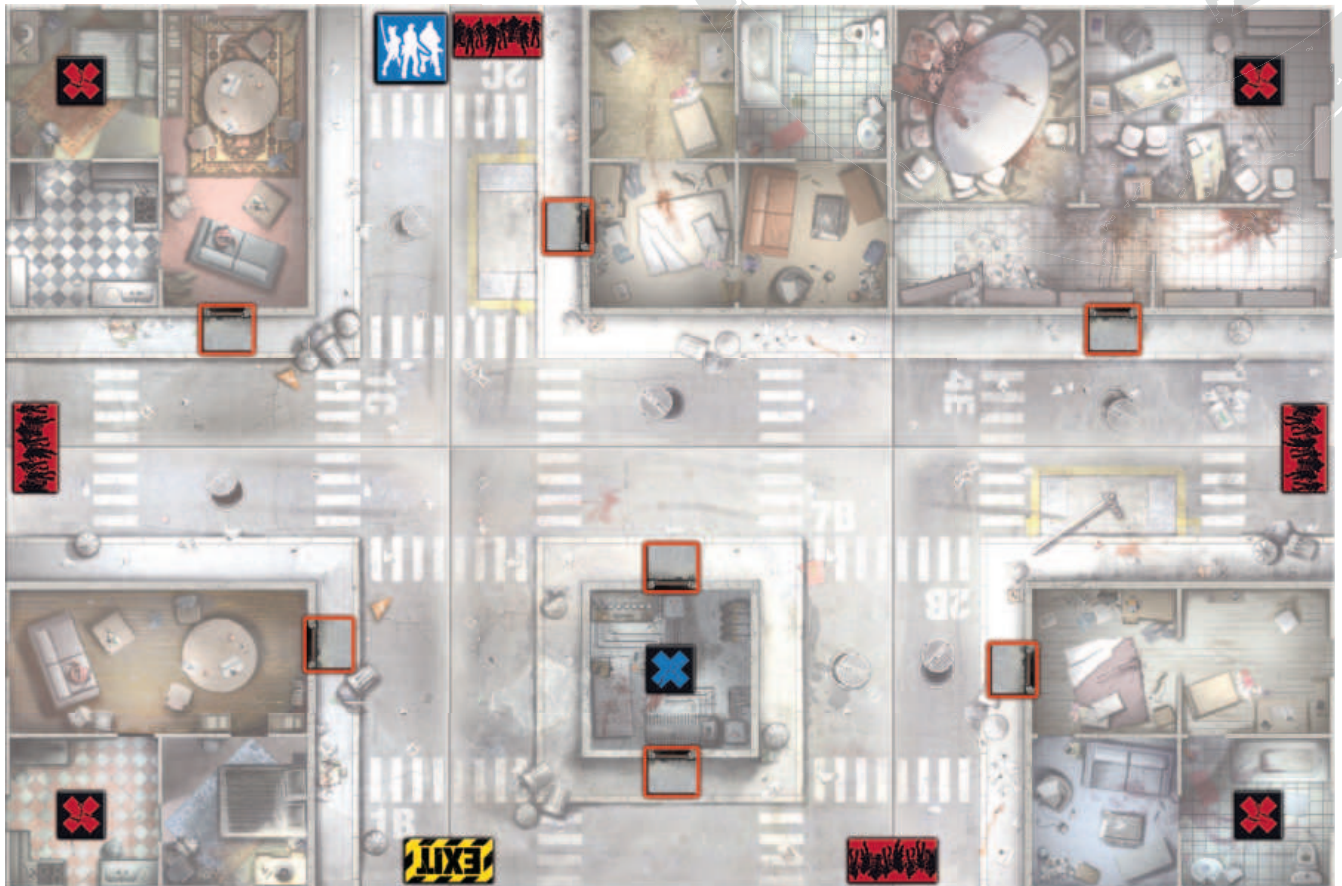
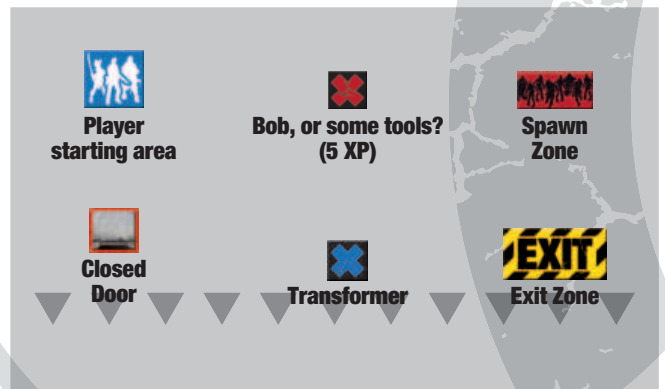
Material needed: **Zombicide: Season 1.**

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

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

- 1- Find Bob!** Take the Objectives until you find the Green one.
- 2- Rescue Bob!** Bob is weak and needs food! (See Special Rule "Rescuing Bob").
- 3- Shut down the system.** Bring Bob to the transformer to shut it down. The transformer is represented by the Blue Objective.
- 4- Exit.** Reach the Exit 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

- **Setup.**

- Place the Green Objective randomly among the Red Objectives, facedown.
- Place the Blue Objective in the designated Zone. The Blue Objective represents the transformer. It cannot be taken.

- **Looking for Bob.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Be careful, the Green one cannot be taken when it's found (see below "Rescuing Bob.").

- **Tools, not Bob.** When a Red Objective is found, place the token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.

- **Rescuing Bob.** The Survivor revealing the Green Objective found Bob. Unfortunately, he is too weak to be moved. Set the Objective back in the Zone where it has been found with its Green side up. To take the Green Objective, a Survivor must first discard a food card (Canned Food, Rice, or Water) in Bob's Zone. Then, place the Green Objective token on the Survivor's Dashboard (no additional XP is gained). It doesn't take an inventory slot and can be traded like an Equipment card.

- **Shutting down the transformer.** To shut down the transformer, the Survivor escorting Bob (carrying the Green Objective) must be in the Zone containing the Blue Objective without any Zombies. The Survivor spends 1 Action and rolls a die: on a 5+, the transformer is shut down. On any other result, the transformer explodes (see below "The Explosion!"). Add 1 to the dice result for each Tools (Red Objective) all the Survivors possess. In either case, the transformer is off-line and the Survivors have to exit the map.

- **The explosion!** If the Survivors fail the roll to shut down the transformer, it explodes during the next End Phase. All Actors in the Generator Zone (the Blue Objective's Zone) are immediately killed.

- **Campaign.** If the Mission ends in a success, Survivors can keep 1 Equipment card of their choice for the next Mission.



1C	2C	4E
1B	7B	2B

# A43 A SURVIVOR OF HIS WORD

BOB'S CAMPAIGN, PART 2 OF 3

HARD / 6 SURVIVORS / 90 MINUTES

A Mission by Marcelo 'Groo'

*Weakened by his wounds, Bob asked you for a favour which you agreed to in the heat of the moment. You need to rescue his daughter and wife.*

*They're trapped inside one of the buildings nearby. There is a catch, however. The transformer being inactive means the whole region is drowned in darkness. A fitting setting for a rescue, don't you think?*

Material needed: **Zombicide: Season 1.**

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

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

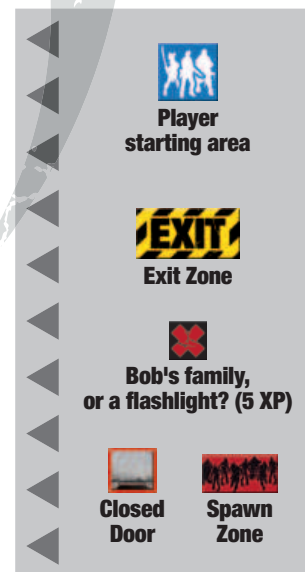
- 1-Find Bob's family.** Find the Green and the Blue Objectives. They represent his daughter and wife, respectively. Red Objectives spread through the buildings represent useful tools (see Special Rules).
- 2- Family first!** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

## SPECIAL RULES

- **Setup.**
  - Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
  - Distribute any Equipment kept from the previous Mission (A Strange Call) to their respective owners.
  - Survivors having played the previous Mission start with 5 XP.
- **The night is dark and full of terrors.** It is early night and without the transformer, it is hard for Survivors to see. All Ranged Attacks have a -1 max Range penalty (to a minimum of 0). Survivors with an equipped Flashlight ignore this penalty.
- **Look what I found!** Each Objective gives 5 Experience Points to the Survivor who takes it.
- **Not your wife.** Each Red Objective gives the Survivor a Flashlight. Take one from the Equipment deck (if any are available), then shuffle the deck. If they found a Flashlight this way, the Survivor can reorganize their inventory for free.
- **Where is my family?** The Blue and the Green Objectives are Bob's wife and daughter. Once they have been found, you can escape!
- **Campaign.** If the Mission ends in a success, each Survivor can keep 1 Equipment card of their choice for the next Mission.



2B	5B	2C
5F	5D	5E



# A44 TIME TO HIT THE ROAD

## BOB'S CAMPAIGN, PART 3 OF 3

VERY HARD / 6 SURVIVORS / 45 MINUTES

A Mission by Marcelo 'Groo'

We had to stop and rest... However, we were awakened by the sound of hundreds of footsteps.

We were surrounded. Our only way out is through the car workshop.

The bad part? It is on the other side of the road...

...And Bob died.

He's back as a zombie!

Material needed: **Zombicide: Season 1.**

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

## OBJECTIVES

**Just get out. Fast.** Reach the Exit 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

### • Setup.

- Place the Blue and the Green Objectives on the dashboards of up to two Survivors of your choice. They represent Bob's Wife (the Blue Objective) and his Daughter (the Green Objective).
- Place a Fatty in the Player Starting Area. It's Bob. He has just died. Sorry, Bob!
- Cars are set on the line between Zones, forming barriers. They cannot be driven or Searched.
- Spawn a Zombie card on each Spawn Zone. Zombies are coming!
- Distribute any Equipment kept from the previous Mission (*A Survivor Of His Word*) to their respective owners.
- Survivors having played the previous Mission start with 15 XP.

• **Tough crowd.** When spawning on Spawn Zones (**NOT** in buildings), use the Red Danger Level.

• **Car barricades.** Cars across the streets are obstacles between Zones.

- Survivors spend 1 additional Move Action to cross a car.
- Zombies cannot Move whenever they reach a Zone bordered by a car. When 10 Zombies are blocked this way in a Zone, the car is destroyed and removed from the board. The car no longer hinders Move Actions and Zombie movement.



5F	3C
5C	2C
5E	2B
5B	1B



# A45 THE WILD RIDE

MEDIUM / 6 SURVIVORS / 60 MINUTES

*It seemed like a great hiding spot to get some rest and finally get a little sleep. But Survivors don't sleep soundly, and you awaken to the muffled sounds of zombies trying to break down the doors! You need to escape, and there was a working car outside. It's your best chance!*

Material needed: **Zombicide: Season 1**

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









## OBJECTIVES

**Run!** Accomplish the Objectives in this order to win the game:

**1 – Where are my keys?** Take the Blue Objective.

**2 – The great escape.** Reach the Exit Zone with the Survivors and the Pimpmobile. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

2B	1B
2C	1C

	
Player starting area	Spawn Zone
	
Objectives (5 XP)	Noise token
	
Closed Door	Open Door
	
Pimpmobile	
	
Exit Zone	



## SPECIAL RULES

### • Setup.

Place 6 Noise tokens atop the Pimpmobile. They are not played normally (see below).

### • Objectives. Each Objective gives 5 XP to the Survivor who takes it.

- Place an additional Noise token atop the Pimpmobile every time a Survivor picks a Red Objective.
- The Blue Objective is needed to drive the Pimpmobile.

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

### • Road rage. The Pimpmobile cannot be Searched, and cannot be driven until the Blue Objective has been found.

- The Pimpmobile deals Damage 2.
- At the end of each Players' Phase, remove a Noise token from the Pimpmobile if there are 3 Zombies or more in its Zone. If there are no Noise tokens remaining, the Pimpmobile is destroyed and the game is lost.

# A46 ON THE FLY

MEDIUM / 6 SURVIVORS / 60 MINUTES

*Flying overhead, you see a faint distress beacon coming from a nearby hospital. It's a miracle they've survived thus far! With supplies dwindling, you don't think they'd last very much longer. Out of the goodness of your heart, you decide to give them a lift on this hunk of junk chopper that's been your lifeline out of sticky situations.*

Material needed: **Zombicide: Rue Morgue.**  
 Tiles needed: **2V, 4V, 5R, 6V, 7V, & 9R.**

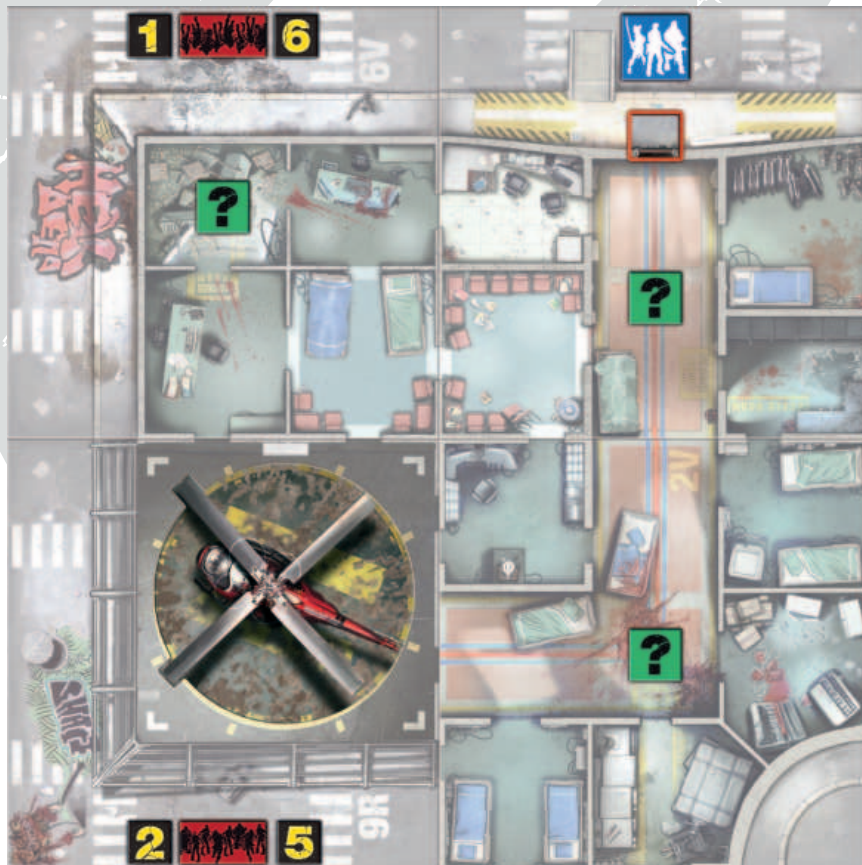
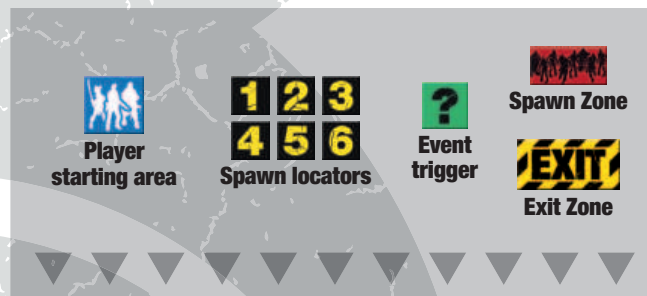
## OBJECTIVES

**Rescue and fly away.** Accomplish the Objectives in this order to win the game:

- 1 - **Lifeline.** Trigger all Events on the map.
  - 2- **Reach the Exit 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.
- To accomplish this Mission, you need at least one Survivor with the Helicopter pilot Skill.*

## SPECIAL RULES

- **Setup.** Tiles 5R and 7V for a separate board. They can only be reached by landing the Helicopter on tile 7V (see below).
- **Damn, amateurs!** Whenever you trigger an Event, roll the Spawn dice twice. The Survivor who triggered the Event receives 5 XP.
- **The helicopter can be flown.** The Helicopter can carry up to 6 Survivors. It can take off or land on the helipad (tile 9R) and wasteland (tile 7V).



# A48 TRICK OR THREAT

MEDIUM / 6+ SURVIVORS / 60 MINUTES

*It's Halloween time! And you promised a group of errand kids some candy. The problem? You lost them from sight and you don't have any candy. Trick or Threat?*

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

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

**1- It's Halloween time.** In any order:

- Save the kids. Find and take the Green Objective.
- Find the candy. Take 3 Red Objective tokens (or more).

THEN

**2- Reach the Exit with all Survivors.** Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombie in it.

3C	4D	4C
5E	6B	6C

## SPECIAL RULES

### • Setup.





- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- All doors are treated as regular doors.
- Some building are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

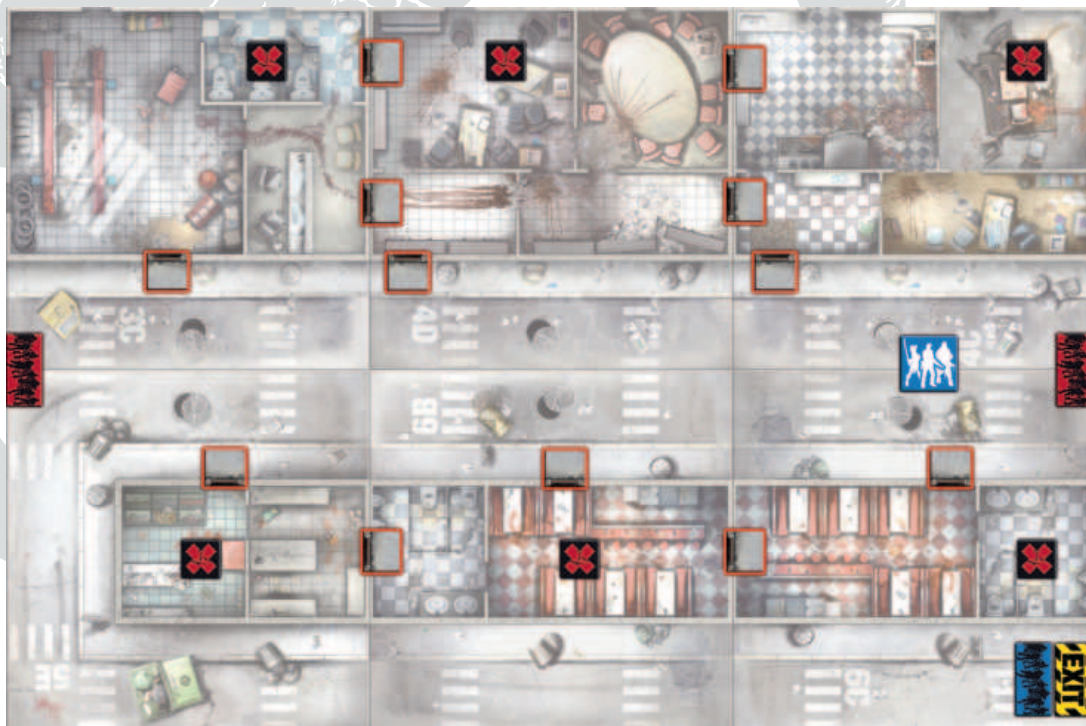
### • Blood red, sick green, and eerie blue.

- Each Objective gives 5 XP to the Survivor who takes it.
- Taking the Green Objective grants 10 XP instead.
- Taking the Blue Objective also spawns an Abomination in the Zone it was taken (if an Abomination is already on the board, it gets an extra Activation instead). From then on, the Blue Spawn Zone becomes active.

### • Trick or Threat? Survivors make a choice whenever they open a door:

- **Trick:** The Survivor earns 5 XP. Building Zones that are opened this way for the first time don't spawn Zombies. Instead, each Spawn Zone will spawn an extra Zombie card during the next Spawn Step (this effects stacks if multiple doors are opened that way). Building Zones opened this way cannot be Searched. Players may mark such Zones to remind them of the effect.
- **Threat:** The Survivor may immediately perform a free Search Action, even if they are not in a building Zone (a Survivor can still only perform a single Search Action during each of their Turns).

-  Survivor starting area
-  Exit Zone
-  Spawn Zone
-  Door
-  Objective (5 XP)



# A49 THE TAXI DRIVER

(A TAXI SAGA - PART 1)

MEDIUM / 6 SURVIVORS / 60 MINUTES

A *Taxi Saga* is a 3-Mission campaign. The same Survivors are kept from one Mission to the next. Any Survivor turned into a Zombivor stays that way until the end of the campaign.

We found an abandoned basketball court and thought it would be nice to shoot some hoops and reminisce about the good 'ole days. Our taxi driver friend left us and promised to come back. Unfortunately, during the game, we got a little distracted and didn't hear the zombies approaching. After a missed shot, we realized that we'd been surrounded. Can we survive until our friend comes back?

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

Tiles needed: **1P & 2P.**



## OBJECTIVES

**A game called survival.** The game is won as soon as all Noise tokens are removed from the Taxi with all Survivors still on the board.

This Mission can only be played with *Prison Outbreak* Survivors. The players lose if 3 or more Survivors are turned into Zombivors.

## SPECIAL RULES

### • Setup.

- Place the Taxi near the board with 6 Noise Tokens on it.
- Place an Observation Tower on the board in the indicated area.
- Place an Extra zone along the board in the indicated area. Players may search in the room.
- A Survivor of the player's choice gets a Rifle Equipment card during Setup in addition to their Starting Equipment.

**• A good view.** Any Survivor standing in the Player Starting Area may climb atop the Observation Tower. There can be only 1 Survivor at a time in the tower. While in the tower, Survivors can perform Ranged Actions aimed at any Zone on the map.

**• A long drive.** Remove a Noise token from the Taxi at the end of each Zombies' Phase.

**• A new challenger!** After you remove the second Noise token from the Taxi, place a Berserker Abomination on a Spawn Zone of the player's choice.

**• Gear up.** Each Survivor may keep 1 Equipment card (from the Equipment Deck) from this Mission and use it in the next.

1P

2P



# A50 A LITTLE HELP FROM MY FRIENDS

## (A TAXI SAGA - PART 2)

MEDIUM / 6 SURVIVORS / 60 MINUTES

A *Taxi Saga* is a 3-Mission campaign. The same Survivors are kept from one Mission to the next. Any Survivor turned into a Zombivor stays that way until the end of the campaign.

The taxi driver rescued us from a grisly death, but now he has a request. He wants us to rescue his driver friends who are trying to survive inside their own cars. He will use his car to support the rescue and we will receive a good night's sleep inside the prison. Maybe it is worth it after all...

Material needed: **Season 2: Prison Outbreak.**  
 Tiles needed: **3P, 4P, 5P, 8P, 17P, & 18P.**

8P	17P	18P
5P	4P	3P

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

- 1 - Rescue the drivers.** Take all Objectives.
- 2 - A good night of sleep.** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of the Turn as long as there are no Zombies in it. This Mission can only be played with *Prison Outbreak* Survivors. The players lose if all Survivors are Zombivors.

## SPECIAL RULES

- **Setup.** If continuing from the first part of this campaign, there is no Starting Equipment. Instead, each Survivor starts with an Equipment card they kept from the previous Mission.
- **Follow me.** Each Objective gives 5 XP to the Survivor who takes it.
- **Taxi driver.** The Taxi cannot be driven using the regular rules. Instead, the Taxi driver is already behind the wheel! Any Survivor having a Line Of Sight on the Taxi (including being in the Taxi) may spend 1 Action to have it Move (and potentially perform a Car Attack) as if the Survivor was the Driver.
- **They are coming.** When the Green Objective is taken, the Green spawn zone activates and the prison door opens. The Yellow Spawn Zone activates when the Yellow Objective is taken.
- **Gear up.** Each Survivor may keep 1 Equipment card (from the Equipment Deck) from this Mission to the next.

