

# ZOMBICIDE

2<sup>ND</sup> EDITION



**EXTRA MISSIONS**

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# MEDIUM

## WM1 - AMY, AN ORIGIN STORY

Medium / 1 Survivor (Amy) / 45 minutes

Amy just saw her sensei turn into a zombie and kill his boss. She had to use his precious katana against him. Now, she's all alone in the streets, at the beginning of a zombie invasion. What's next? **Zombicide!**

Materials needed: Zombicide: 2nd Edition.

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

### OBJECTIVES

This is a solo Mission, played with Amy. Accomplish the objectives in this order to win the game:

1- **Did I hear someone screaming?** Take all Objectives.

2- **Leave the area!** Reach the Exit with all Survivors. A 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.
- Amy starts with a Katana instead of any regular Starting Equipment.
- Add Walkers in the indicated Zones.

- **Katana master.** Amy has the Charge Skill when equipped with a Katana in Hand. She can reroll all Melee Actions when using a Katana. The new results take place of the previous ones.

- **Unlocked doors.** All doors are unlocked and can be opened without any door-opening equipment.

- **Looking around.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- The Green Objective allows Amy to drive the Pimpmobile. When driving in any Zone with 4 or more Zombies in it, place a Noise token on the Pimpmobile. These Noise tokens are not removed during the End Phase. When it reaches 3 Noise tokens, the Pimpmobile crashes and the Mission fails.

- The Blue Objective adds a new Survivor to the game. Pick a random Survivor ID Card and place their miniature in the Zone. From now on, the player controls both Survivors. The new Survivor starts with no Equipment. Amy can immediately do a Trade Action with them, for free.

- **Sweet loot.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



6R	1V
3V	8V



<p>Amy Starting Zone</p>	
<p>Exit Zone</p>	<p>4x Walkers</p>
<p>4x Pimpweapon Crates</p>	<p>4x Objectives (5AP)</p>
<p>Pimpmobile</p>	<p>Spawn Zones</p>

## WM5 - NED, AN ORIGIN STORY

Medium / 1 Survivor (Ned) / 45 minutes

Ned lost the keys to his bunker. After spending a lot of time trying to find them, he received a mysterious note: "I found a large set of keys. If you are the owner, come find me!"

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **3V, 4V, 5V, & 6V.**

### OBJECTIVES

This is a solo Mission, played with Ned. Accomplish the objectives in this order to win the game:

**1- Get your keys.** Take the Green Objective.

**2- And out of here!** Reach the Exit Zone with Ned and another Survivor. They may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.



### SPECIAL RULES

#### Setup.

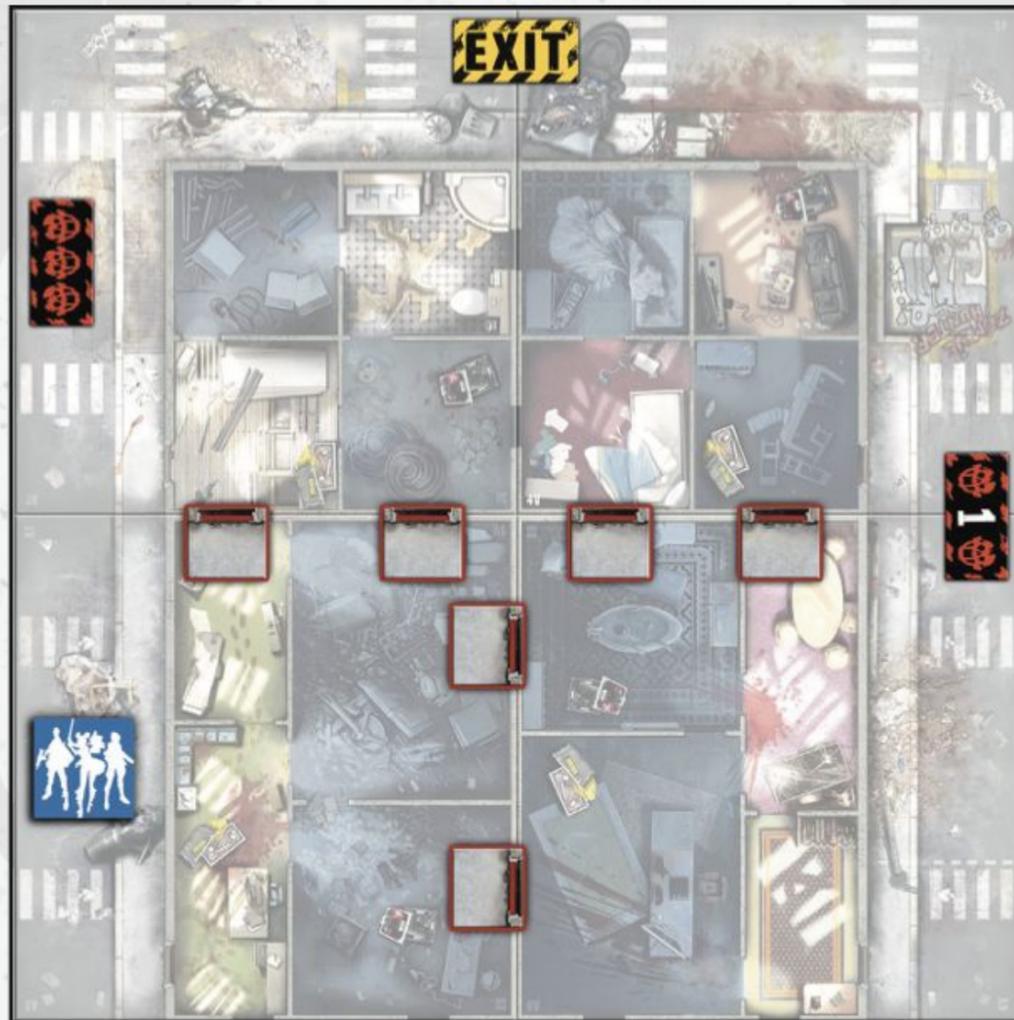
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Pick a random Survivor ID Card (except Ned's, obviously). The indicated Survivor is placed in the Survivor Starting Zone. They are now a Companion, and Ned becomes their Leader.
- Some rooms are isolated by doors. They are considered to be separate buildings for Zombie spawning purposes only.

• **Unlocked doors.** Doors can be opened without any door-opening equipment.

• **Looking around.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. The Survivor taking the Green Objective can also reorganize their inventory, for free.

• **A friendly face.** Taking the Blue Objective adds a new Survivor to the game. Take the Survivor that was set apart during Setup and place their miniature in the Zone. From now on, the player controls both Survivors. The new Survivor starts with no Equipment. Ned can do a Trade Action for free when the Blue Objective is taken. The additional Survivor always plays after Ned.

• **Sweet loot.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



3V	4V
5V	6V

	
Survivor Starting Zone	Spawn Zones
	
Exit Zone	Closed Door
4x 	4x 
Pimpweapon Crates	Objectives (5AP)

# WM6 - THE BUNNYLYMPICS

Medium / 90 minutes

Bunny G challenged his friends to a game he called the Bunnylympics. He has a secret list with secret tasks fit for real heroes. He will reveal the list... as soon as he remembers what he wrote, because he lost the list. And the key to the shelter, too! (Don't tell Ned.)

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: 1R, 2R, 3V, 6V, 8R, & 9R.

## OBJECTIVES

**Follow the Bunny.** Accomplish the Objectives in this order to win the game:

**1- Bunny challenges.** Accomplish at least 3 Bunny challenges by taking Red Objectives (see Special Rules). NOTE: For the extra tough, heavy metal Bunnies, you can increase this Mission's difficulty by tackling 4 or even 5 Bunny challenges!

**2- Time for a snack!** 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.

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

**Survivor Starting Zone**

**Exit Zone**

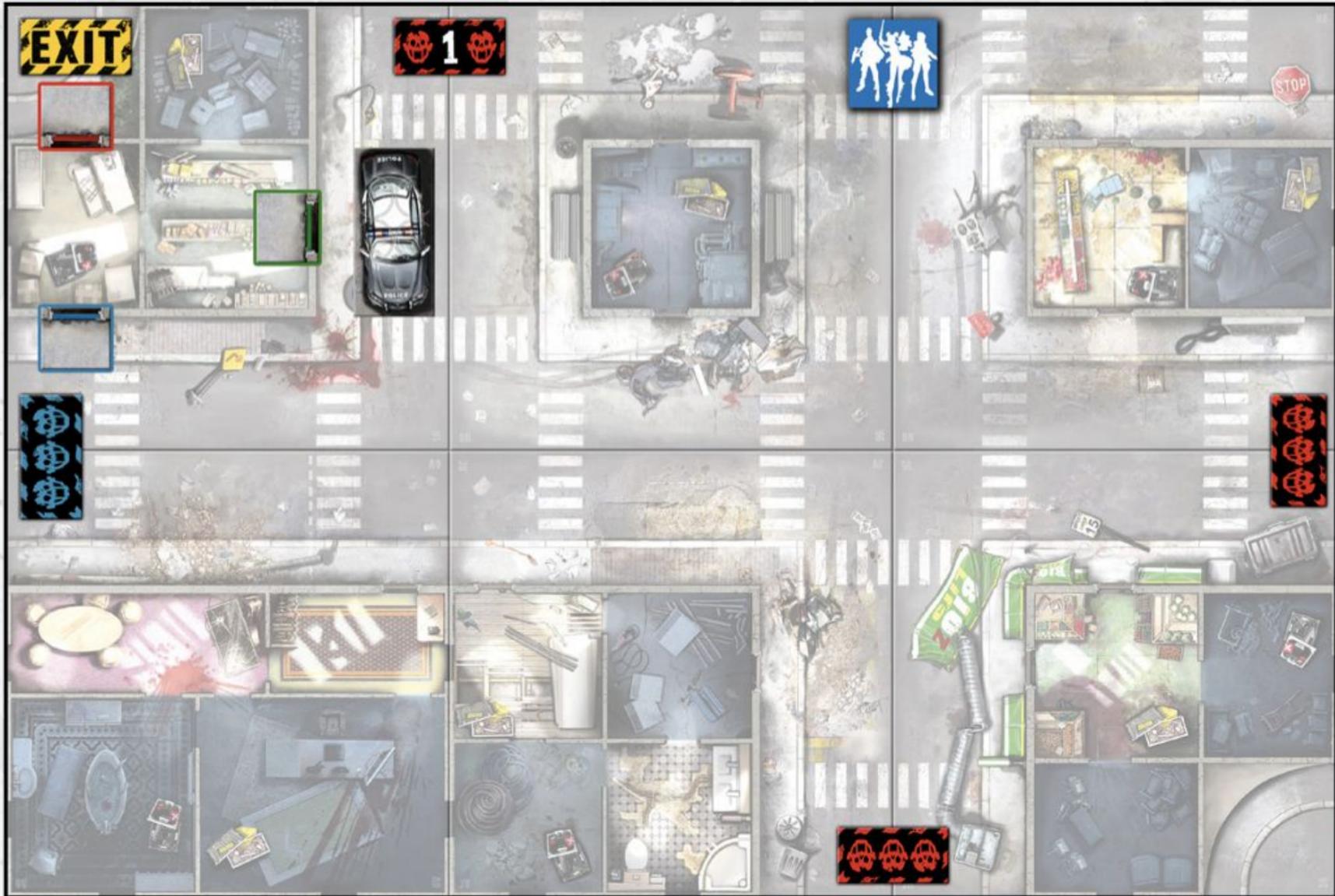
**Spawn Zones**

**Closed Door**

**Police Car (can be driven)**

**6x Pimpweapon Crates**

**6x Objectives (5AP)**



## ● SPECIAL RULES

### • Setup.

- Place a Red Objective in the building on tile 1R. Then, place the Blue Objective randomly among the remaining Red Objectives, facedown.

- Notice the Blue, Green, and Red Doors on tile 1R.

• **I'm a conceptual driver.** The Police Car **can** be driven. When searching it, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Everybody loves surprises!** Roll a die each time a Survivor takes a Pimpweapon crate. **This die can be re-rolled once if the Survivor has the Lucky Skill.** The new result replaces the previous one.

■-■: The Survivor gets a Molotov taken either from the Equipment deck (shuffle it afterwards), or the discard pile, among those still available. They can then reorganize their inventory for free.

■-■: The Survivor gets a random Pimpweapon among those still available. They can then reorganize their inventory for free.

■-■: The Survivor gets a Skill of their choice among those remaining on their ID Card, no matter the Danger Level.

• **Is that an electric guitar?** Taking the Blue Objective grants 5 Adrenaline Points to the Survivor who takes it. The Blue Spawn Zone then becomes active and the Blue Door can be opened. Throwing a Molotov on the active Blue Spawn Zone disables it. Remove the Blue Zombie Spawn token from the board.

• **Bunny challenges!** Taking a Red Objective assigns a Bunny challenge to the team. Roll a die to know which one players get. Each challenge be done only once: tick the corresponding box when it is accomplished. Re-roll if necessary. Several Bunny challenges may be ongoing at the same time. Taking a Red Objective does not grant Adrenaline Points. Instead, accomplishing a Bunny challenge grants 5 Adrenaline Points to **all** Survivors.

■: **Fight injustice.** If there is already an Abomination on the board, replace it with an Abominacop. Then, it gets an extra Activation. If there is no Abominacop on the board, spawn an Abominacop on the nearest Spawn Zone (if several are at the same distance, players choose). This Bunny challenge is accomplished when the Abominacop is eliminated.

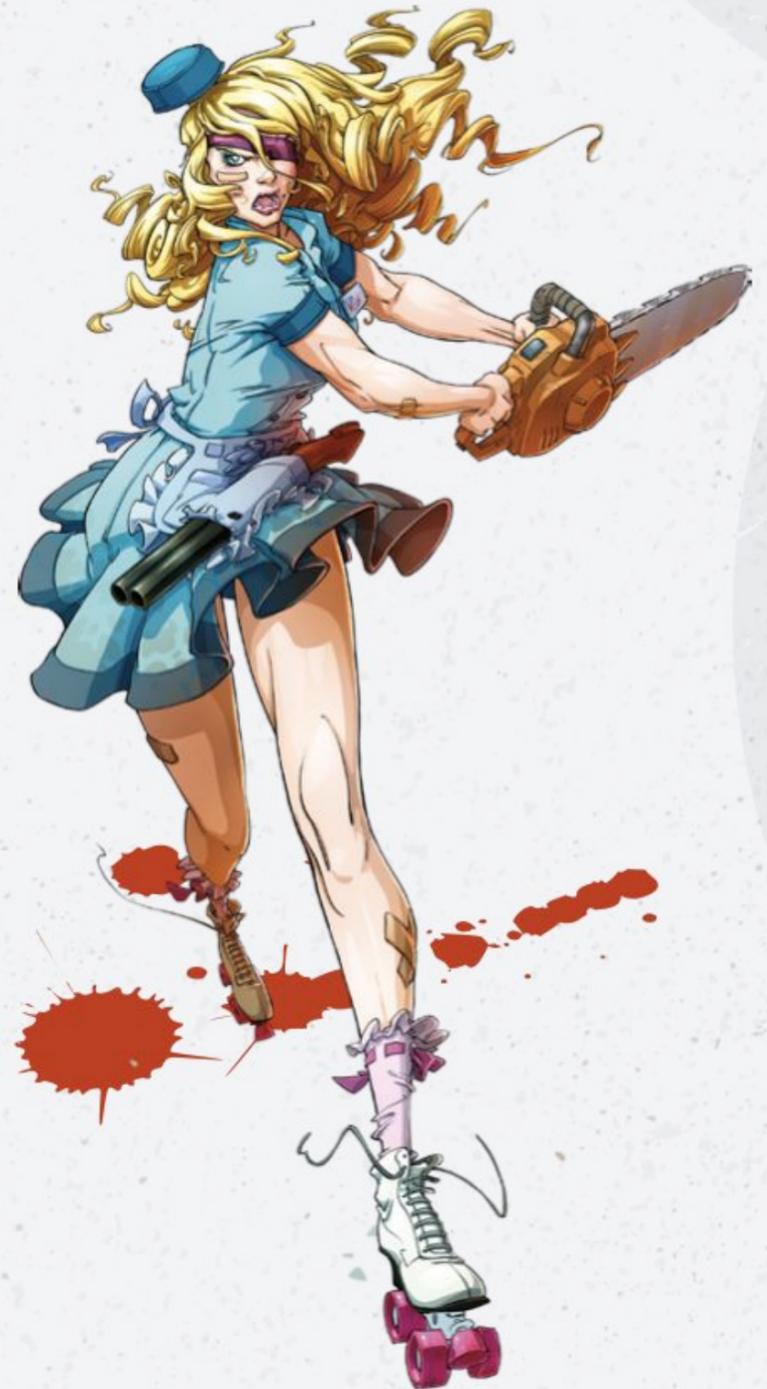
■: **Help a friend.** Place a random Survivor that the players didn't choose in the nearest Zone containing an Objective token (if several are at the same distance, players choose). If all Objectives are taken, place them on the Survivor Starting Zone instead. They are a Companion to rally. This Bunny challenge is accomplished when the Companion is rallied. If the Companion is eliminated, the game is not lost and this Bunny challenge can be rolled again.

■: **Pedal to the metal.** Eliminate 10 Zombies (no matter the type) with the Police Car. Set the eliminated Zombie miniatures aside to keep the count until this Bunny challenge is accomplished. When it is done, the miniatures go back to the miniature reserve.

■: **Clean my room.** Set 10 tokens of player's choosing in the nearest Zone containing a Pimpweapon Crate (if several are at the same distance, players choose). If all Pimpweapon Crates are taken, place them in the building Zone on tile 9R instead. A Survivor standing in the Zone may spend Actions to remove these tokens on a 1-for-1 basis. This Bunny challenge is accomplished when all tokens are removed.

■: **Hoard plushies.** This Bunny challenge is accomplished when all Survivors' inventories are full.

■: **I didn't lose the key! Mommy just hasn't looked for it yet.** Roll a die each time a Runner is eliminated. On a 6, place the Green Objective in the Runner's Zone. This Bunny challenge is accomplished when the Green Objective is taken. From then on, the Green Door can be opened.



## WM11 - A STUPID TRICK

Hard / 60 minutes

Last Halloween, we built traps in this abandoned house, luring zombies to their doom in hilarious ways. Setting their pants on fire, coconuts dropped from heights, lighting fireworks up their... let's just say we had lots of fun that week!

Then, we started noticing a problem. An unusual number of crawling, mutilated walkers started appearing. These crawlers tend to blend in with corpse piles, making it hard to spot until it's too late. Apparently, our bear traps don't kill zombies. Their limbs just get stuck until they rot off. So, before this Halloween swings around, let's clean up by removing the traps and killing these nasty things.

Material Needed: **Zombicide: 2nd edition**  
 Tiles needed: **2R, 3R, 4R, 5R, 6R, & 7V.**

### OBJECTIVES

**Clean up the mess.** Accomplish the Objectives in this order to win the game:

- 1- **Recover all Traps.** Take all Objectives (see Special Rules).
- 2- **Clean the Houses.** There must be no Walkers in the buildings (other Zombie types are ignored).
- 3- **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.

3R	2R
6R	5R
4R	7V

 Survivor Starting Zone	6x  Objectives (Special)	 1 Spawn Zones
 Exit Zone	6x  Pimpweapon Crates	

### SPECIAL RULES

- **Setup.** Place the Blue and the Green Objectives randomly among the Objectives, facedown.
- **Recovering the traps.** Each Objective grants 5 Adrenaline Points (AP) to the Survivor who takes it.
- **The triggered traps.** The Red Objectives represent traps that have been triggered. Roll a die when a Survivor takes a Red Objective.
  - **Odd result:** Nothing happens. The Zombies are long gone.
  - **Even result:** Some Zombies are left! Place Walkers equal to the die's result, laying them down to represent Crawlers. They cannot Move, but can still Attack. Their presence hinders Survivor Move Actions as usual.
- **These ones weren't triggered... until now.** The Blue and the Green Objectives represent traps that haven't been triggered by the Zombies. A Survivor taking a colored Objective earns 5 AP and triggers the luring mechanism, attracting Zombies! Immediately resolve a Spawn in each Spawn Zone. Then, resume the Survivor's Turn.
- **Oh, I thought I lost this!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



# WM13 - YOU GOT THE KEYS?

Medium / 30 minutes

Guns and ammo are useful in a Zombie apocalypse. Surely, we can find some in this police station. Hold on... That police car looks pristine! I bet the keys are somewhere in the station. If we can get this car started, getting out of here will be duck soup!

Material needed: **Zombicide: 2nd Edition**  
 Tiles needed: **3R, 5R, 6R, & 7V.**

## OBJECTIVES

**Get out!** Reach the Exit Zone with all Survivors and the Police Car. Any Survivor may escape through this Zone at the end of their Turn (or as a Passenger of the Police Car), as long as there are no Zombies in it.

**7V 3R 6R 5R**

 <b>Survivor Starting Zones</b>	 <b>Exit Zone</b>	<b>4x</b>  <b>Pimpweapon Crates</b>
 <b>Spawn Zones</b>	 <b>Closed Doors</b>	<b>2x</b>  <b>Objectives (Special)</b>
 <b>Spawn Zones</b>	 <b>Police Car</b> (can be driven with the Blue Objective)	<b>1x</b>  <b>Objectives (Special)</b>



## SPECIAL RULES

- **I found something different here.** Each Red Objective gives 5 AP for the Survivor who takes it.
- **An iron gate.** The Red door cannot be opened.
- **Finding the precinct storage keys.** The Green door cannot be opened until the Green Objective is taken. When the Green Door is opened, the Green Spawn Zone becomes active. When the Green Objective is taken, all Survivors gain 5 AP.
- **Finding the car keys.** The Blue door cannot be opened until the Blue Objective is taken. When the Blue Objective is taken, all Survivors gain 5 AP. The Blue Objective is considered as an equipment by the Survivor taking it, but doesn't occupy an inventory slot. It can be traded like an Equipment.
- **Do you know how to drive?** The Police Car can only be driven after the Survivor owning the Blue Objective enters it, either as the Driver or as a Passenger.
- **Those guys were tough!** When Searching the Police Car, draw cards until a weapon card is drawn, discarding all other cards. Any Aaahh!! card drawn interrupts the search and triggers the appearance of a Walker as usual.



## WM14 - THE ULTIMATE CHRISTMAS DINNER

Medium / 30 minutes

Today is December the 24<sup>th</sup>. To keep a sense of normalcy in this nightmare we're living in, we're just going to focus on preparing a huge Christmas feast for everyone! I'm pretty sure Uncle Clay's Butchery (rest his poor soul) had some frozen turkeys stocked in his locked freezer before all of this started. It's time to go shopping for some turkey!

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **1V, 5V, 7V, & 9R.**

### OBJECTIVES

**Shopping!** Accomplish these Objectives in any order:

- Take the Green Objective (a frozen turkey!).
- Find a Bag of Rice card and a Canned Food card.

**THEN**

**Get out!** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

5V	1V
7V	9R

### SPECIAL RULES

#### Setup.

- Shuffle the Blue Objective among the Red Objectives, facedown.

- Remove all Bag of Rice and all Canned Food cards from the Equipment deck. Then, set aside 1 Bag of Rice card, 1 Canned Food card, and 2 Ahhh!!! cards to form the Christmas Gifts deck.

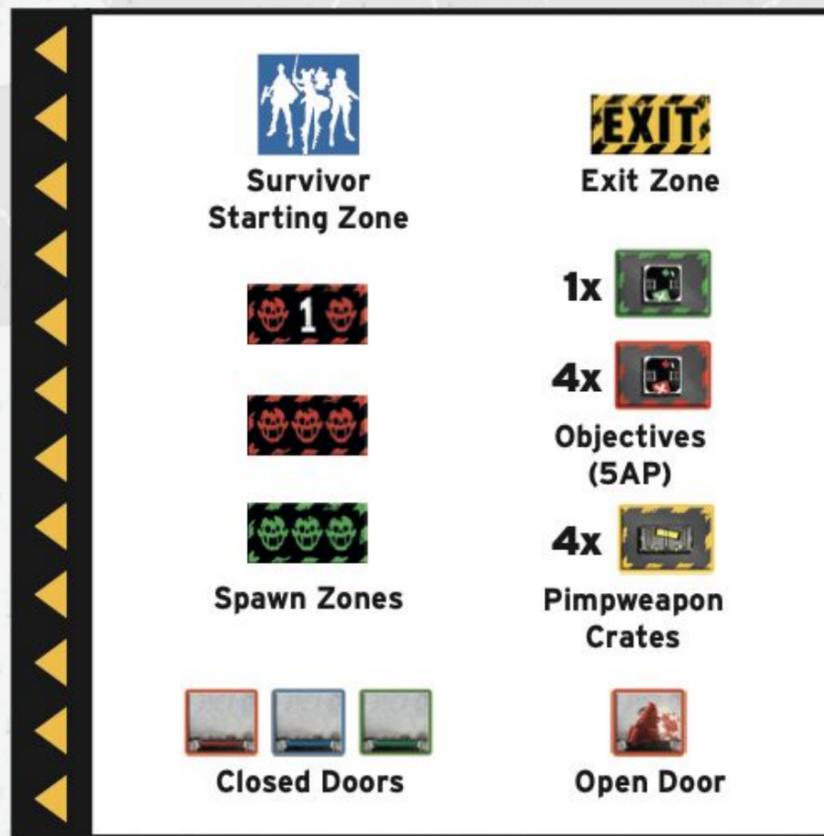
• **We'll need that!** Each Objective gives 5 AP to the Survivor who takes it. The Survivor then draws the top card from the Christmas Gifts Deck as if they had just Searched the Zone (for free, even if they already Searched this Turn). The Christmas Gift takes up a slot in the Backpack (even the Aaahh!! Cards), and cannot be removed from there or traded.

• **Uncle Clay is awake!** The first time an Aaahh! card is drawn, place a Walker in the Zone as usual. Then, place an Abomination on the Spawn Start.

• **Unexpected guests!** When the Red Door is opened (5V), the Green Spawn Zone becomes active.

• **Fridge assault.** The Blue door cannot be opened until the Blue Objective is taken.

• **There is our turkey!** The Green door cannot be opened until the Green Objective is taken. The Green Objective token occupies an Inventory Slot and can be traded like an Equipment card.



# WM29 - THE SANTA HELLPERS

Medium / 60 minutes

By Rodrigo Sonnesso and Toi Von Glehn

*Oh no! All of Santa Claus' reindeer have turned into horrible zombies and the jolly, old man won't be able to deliver gifts to the world's good children before dawn! How about we prove to him that we've been nice guys all year and help him now by delivering all his toys to the kids, like Santa's good helpers? He'll definitely be very grateful and we'll guarantee our Christmas gifts for decades! Do you think I would fit in that chimney across the street?*

Material needed: **Zombicide: 2nd Edition.**

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

## OBJECTIVES

**Helping Santa!** Accomplish these Objectives in order:

- 1- Deliver 6 Christmas Gifts (Red Objectives).
- 2- Reach the Exit Zone with all Survivors (see Special Rules). Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it (but before this, each one must give a huge Christmas hug to Santa Claus! If there is no Santa Claus at the table, they can hug the player to their left).

## SPECIAL RULES

### Setup.

- Do not place any Objective tokens on the board. Instead, each Survivor starts the game with 1 Red Objective next to their Dashboards. It cannot be traded.
- Do not place any Epic Weapon Crate tokens on the board or in the Muscle Car.
- Remove all Aaahh!! cards from the Epic Weapon deck.

- **This is for you.** A Survivor may spend 1 Action to place their Red Objective in an Objective Zone with no Objective and no Zombie in it. They gain 5 AP. The Objective cannot be taken.

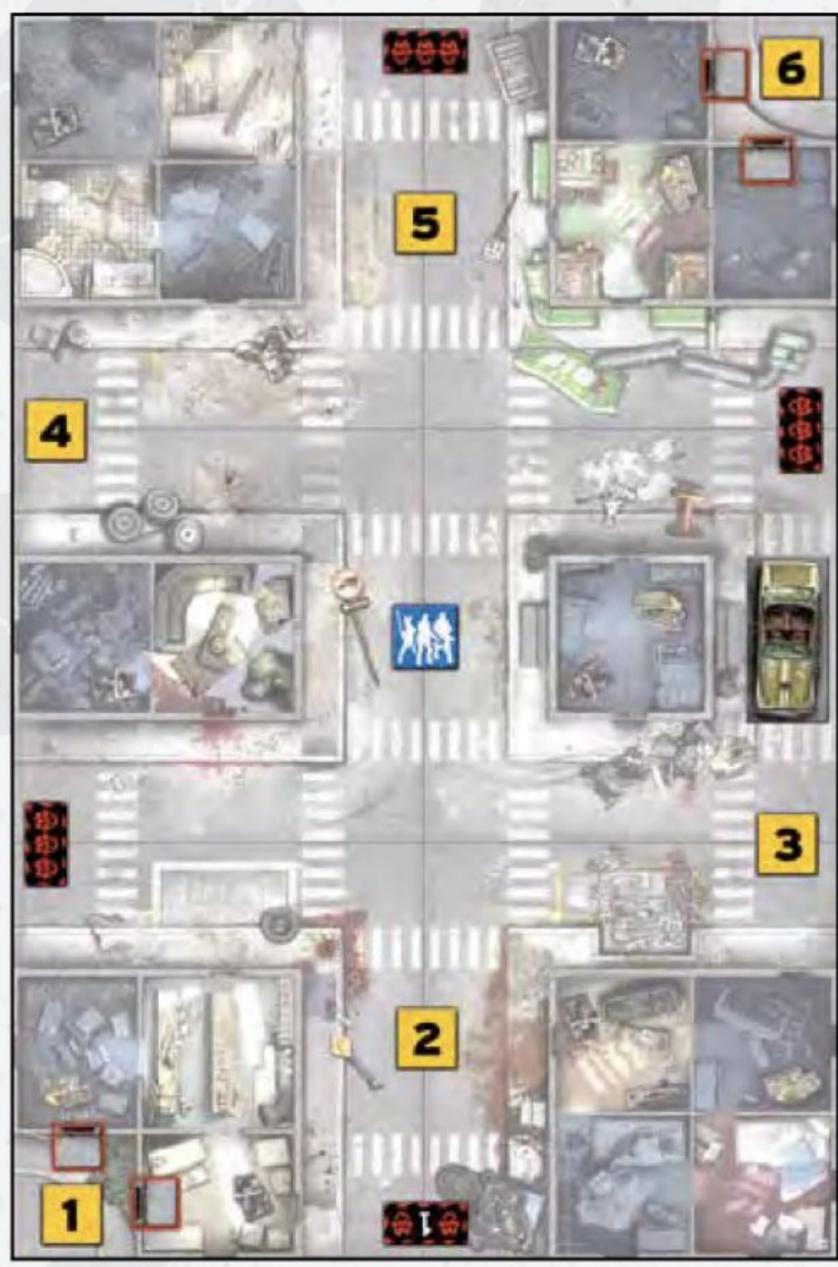
	<b>6x</b> 	<b>6x</b> 
<b>Survivor Starting Zones</b>	<b>Objectives (5AP)</b>	<b>Pimpweapon Crates</b>
		
<b>1</b> <b>Spawn Zones</b>	<b>Muscle Car</b>	<b>Closed Doors</b>
		
	<b>1</b> <b>Numbered Zones</b>	

- **Santa's gifts.** As long as Epic Weapons are available, roll a die at the end of each End Phase. Place 1 random Epic Weapon card in the Zone marked with the corresponding number. It can be taken in the same way as an Objective. Roll the die 1 last time when Epic Weapons are no longer available and place the Exit token this way instead.

- **Modern sled.** The Muscle Car can be driven. There is no Epic Weapon Crate on it.

- **The sun is rising.** To increase the mission difficulty, players may choose to apply this rule to the game. During the End Phase, while Santa's Gifts Special Rule is active, if there are no Epic Weapon cards to draw, the game is lost.

<b>3V</b>	<b>2R</b>
<b>5R</b>	<b>9R</b>
<b>1R</b>	<b>4V</b>





- **Agatha-pocalypse!** Remove an Agatha counter during each End Phase. As soon as the reserve is empty, no additional counters can be gained. Agatha starts crying! Apply the following effects:

- The Survivor holding Agatha must use the Taunt Skill once during each of their Turns, if possible.
- Remove any Abomination from the board (no AP gained) and place the Abominacop in the Police Car's Zone.
- The Blue Spawn Zone becomes active.

- **It's bath time!** Once during the game, a Survivor holding Agatha and standing in the indicated bathtub Zone  can spend 1 Action. Add 3 Agatha counters to the pool.

- **What do we have here? Toys!** Each Objective gives 5 AP to the Survivor who takes it. It also adds 1 Agatha counter to the pool.

As soon as both the Blue and the Green Objectives are taken, Agatha counters can no longer be lost or gained (the Blue Spawn Zone can stay permanently inactive this way). If the Abominacop is not on the board, remove any Abomination from the board and place the Abominacop in the Police Car's Zone.

- **A huge meat grinder.** A huge meat grinder stands in the marked diner Zone . Any Survivor standing in this Zone can spend 1 Action and eliminate all Zombies standing in it, gaining all related AP. Using the meat grinder is the only way to eliminate the Abominacop.

- **Reinforced doors.** The only doors Survivors can open are marked with Door tokens.

- **Sweet child o'mine.** Each Pimpweapon Crate gives a random Pimpweapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.

- **Cars.**

- The Police Car cannot be driven until the Abominacop has been placed on the board. When searching it, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

- The Pimpmobile cannot be driven. It does not hold a Pimpweapon. The first Survivor Searching it takes the hidden Molotov instead. They can reorganize then their inventory for free.

**THE SAMARITAN'S DAUGHTER**

Players may use the Survivor called Gabriel, featured as a Kickstarter exclusive for *Zombicide: 2nd Edition*. In that case, Gabriel must carry Agatha for the duration of the game.



# WM31 - A NEW DAWN - PART V

Medium / 6 Survivors / 60 minutes

by Rodrigo Sonnesso and Toi Von Glehn

*Dear diary,*

*We heard rumors about an abandoned warehouse filled with supplies and decided to check it out. We are running low anyway, and there's no harm to gather more for our new base. And guess who we came across. I can't believe it, but Rod is still alive and well... Turns out, he was a traitor all along, big surprise. We were led here by him, and we are now trapped inside with a bunch of zombies. Worst part is we have no idea where he has gone off to. But he can wait. We need to find a way to get out of here in one piece first!*

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **5V, 6V, 7V, & 9V.**

## OBJECTIVES

**Stayin' Alive!** Accomplish these Objectives in any order:

- Retrieve the Survivors' belongings (take both Red Objectives).
- Gain access to the Exit Zone by opening the Blue or Green Door (or both).

**Then**

- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn if there are no Zombies in it.

## SPECIAL RULES

### Setup.

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Place 3 Survivors in each Survivor Starting Zone. One group must have the Fire Axe starting Equipment and another the Crowbar starting Equipment.
- Set aside any Survivor miniature (without a colored base) to represent Rod and place it in Zone 1.

- **Closed rooms.** Doors inside buildings isolate parts of the building. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.

- **Here it is!** Each Objective gives 5 AP to all Survivors.

- **The only way out.** The Blue and Green Spawns Zones are inactive at the start of the game. When the Blue or Green Objective is taken, immediately open the door of the corresponding color and draw a Zombie Card for the corresponding Spawn Zone. From now on, this Spawn Zone is active.

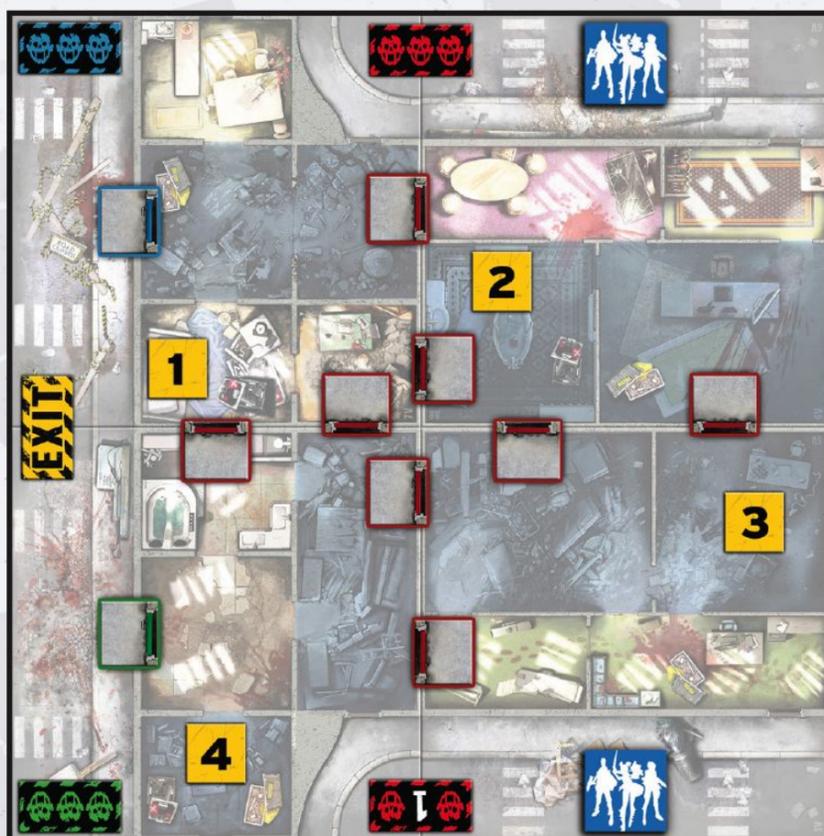
- **Rod's trap.** Rod cannot be attacked, is not considered a Noise token, and is never targeted by Zombies. Epic Weapons Crates and Objectives cannot be taken while he is in the same Zone. Survivors starting their Activation on the same tile as Rod have -1 Action during their Turn.

Roll a die during each End Phase:

- 1-4:** Place Rod in the corresponding numbered Zone. Then, spawn a Zombie Card at the Blue Danger Level in that Zone.
- 5-6:** Remove Rod from the map. He may return later!

- **Locusts' arsenal.** Each Epic Weapon Crate gives a random Epic Weapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.

7V	6V
9V	5V



Survivor Starting Zone	Spawn Zones	Closed Doors x8	Exit Zone
Numbered Zones	Epic Weapon Crates	Closed Doors	Objectives (5xp)
		4x	2x
			1x
			1x

# WM33 - CRAZY TAXI

Medium / 6 Survivors / 60 minutes

by Rodrigo Sonnesso and Toi Von Glehn

*Fleeing amidst the chaos, we arrived at a large freeway that cut through a part of the city where, in the golden days, was a large shopping center. For now, only traces of those fancy stores remain. And in the middle of it all, a taxi driver is driving around insanely, running over everything he sees! We don't know what's going on, but there is not much time to find out. Things are getting more and more dangerous. We must take care of this guy NOW!*

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **5V, 6V, 7V, & 8V.**

## OBJECTIVES

**Stayin' Alive!** Accomplish these Objectives in any order:

- Find and plant the explosives to destroy the car. (See below)
- Find the keys (take the Green Objective).

**Then**

- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn if there are no Zombies in it.

## SPECIAL RULES



### Setup.

Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.

- **Gunpowder.** Each Red Objective gives 5 AP to the Survivor who takes it. Keep this Red Objective next to their dashboard. It doesn't take up space in their inventory and may be traded like an Equipment card.

- **Hungry shopkeepers.** When the Blue Objective is taken, ALL Survivors gain 5 AP. Then, place a Blue Spawn Token in that Zone. The Blue Spawn Zone is active.

- **Run like a chicken!** When the Green Objective is taken, ALL Survivors gain 5 AP. The Green door cannot be opened until the Green Objective is taken.

- **Crazy Taxi.** At the end of the Player's Phase, the Muscle Car moves 4 zones following the arrows' direction on the map (towards the First Spawn Zone). When the Muscle Car would leave the map, it is immediately placed on the right side of the map (on the Red Spawn Zone on the right) and continues moving until it completes its entire movement (4 Zones).

- **Deadly Taxi** - Whenever the Muscle Car enters a Zone with an Actor, roll 3 dice. For each result of 4+, deal 2 Wounds to a Survivor or 1 hit to a Zombie (Survivors are first in target priority). Actors can move into the Muscle Car's Zone freely without suffering any Wounds or Damage.

- **Setting the explosives.** A Survivor in a Street Zone carrying 2 Red Objectives tokens may spend 1 Action to place them in their Zone. When the Muscle Car moves into the Zone containing the Red Objectives, eliminate all actors in that Zone and remove the Muscle car from the game (this doesn't generate AP).

- **Fancy stores.** Red Doors cannot be opened. Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.

- **Security stock.** Each Epic Weapon Crate gives a random Epic Weapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.

- **No ride.** The Muscle Car cannot be driven by Survivors. There is no Epic Weapon Crate in it.

		<b>4x</b>	<b>2x</b>
<b>Survivor Starting Zone</b>	<b>Muscle car (can't be driven)</b>	<b>Epic Weapon Crates</b>	<b>1x</b>
			<b>1x</b>
<b>Exit Zone</b>	<b>Spawn Zones</b>	<b>Closed Doors x6</b>	<b>Objectives (5xp)</b>



## WM34 - PLAYGROUND TIME

Medium / 6 Survivors / 120 minutes

by Rodrigo Sonnesso and Toi Von Glehn

*These lovely zombies are surrounding us more and more and it seems that we're running out of places to hide. Last night, while evading our oh so persistent pursuers, we saw some lights coming from the old school. We think that some incredibly smart kids are using it as a hiding place. Reeeally smart. They must think that they know every corner of that school since they play hide-and-seek all the time. Oh. Oh. Looks like that big group of zombies is about to invade the school at this very moment! Who would have thought? We better hurry and rescue those kids!*

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

### OBJECTIVES

**Stayin' Alive!** Accomplish these Objectives in any order:

- Rescue the 4 hidden kids (turning them into Companions).
- Find the Exit.

**Then**

- 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

• **Setup.**

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Place Bunny G, Lou, Ostara, and Odin (without color bases) in the indicated Zones. They are considered hidden kids. Set aside their respective ID cards.

- **Keep searching!** Each Objective gives 5 AP to the Survivor who takes it.

- **Hide and seek.** A Survivor may spend 1 Action in a hidden kid zone to turn them into a Companion. Companions cannot suffer Friendly Fire.

- **To the sewers!** When both the Blue and Green Objectives are taken, place the Exit token in the Zone where the second of the 2 Objectives was taken.

- **Love the Police!** The Police Car can be driven. When searching it, draw cards until a Weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.



- **Separate blocks.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

- **This is not a Playground.** Each Epic Weapon Crate gives a random Epic Weapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.

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



 Survivor Starting Zone	 Spawn Zones	 Closed Doors x5	 9x Epic Weapon Crates	7x 	1x 	1x  Objectives (5xp)	 Police Car (can be driven)	 Bunny G	 Lou
								 Odin	 Ostara

## WM36 - ZOMBIES ATE MY TURKEY!

Special / 2 Survivors / 45 minutes

By Henrique Garrigós, Rodrigo Sonnesso, and Toi Von Glehn

*Thanksgiving is right around the corner, and nothing beats having a feast with your loved ones to celebrate.*

*Using her 50-years-old secret recipe that has been passed down for generations, grandma has whipped up her specialty turkey! The scent (so delicious) has attracted even the zombies!*

*With the neighborhood overrun with zombies, will our teenage Survivors Zoe and Julio find the food, pick up their parents, and get back for Thanksgiving dinner in time?*

Material needed: **Zombicide: 2nd Edition.**

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

### • OBJECTIVES

• **Happy Thanksgiving!** Reach the Exit Zone with all Survivors carrying at least 3 Food Equipment cards (Canned Food, Bag of Rice, and Water), and at least 1 Companion (see Special Rules). Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

At the end of the Mission, players are graded based on how many Companions they have saved:

- **S Rank:** 4 Companions
- **A Rank:** 3 Companions
- **B Rank:** 2 Companions
- **C Rank:** 1 Companion

### • SPECIAL RULES

#### • Setup.

- This Mission is played with only 2 Survivors.
- Shuffle the Green Objective randomly among the Red Objectives, facedown.
- Set aside 4 Survivors to be used as Companions.
- Place 1 Companion in each Zone with an Objective token.

• **Roasted turkey legs.** Each Red Objective gives 5 AP to the Survivor who takes it.

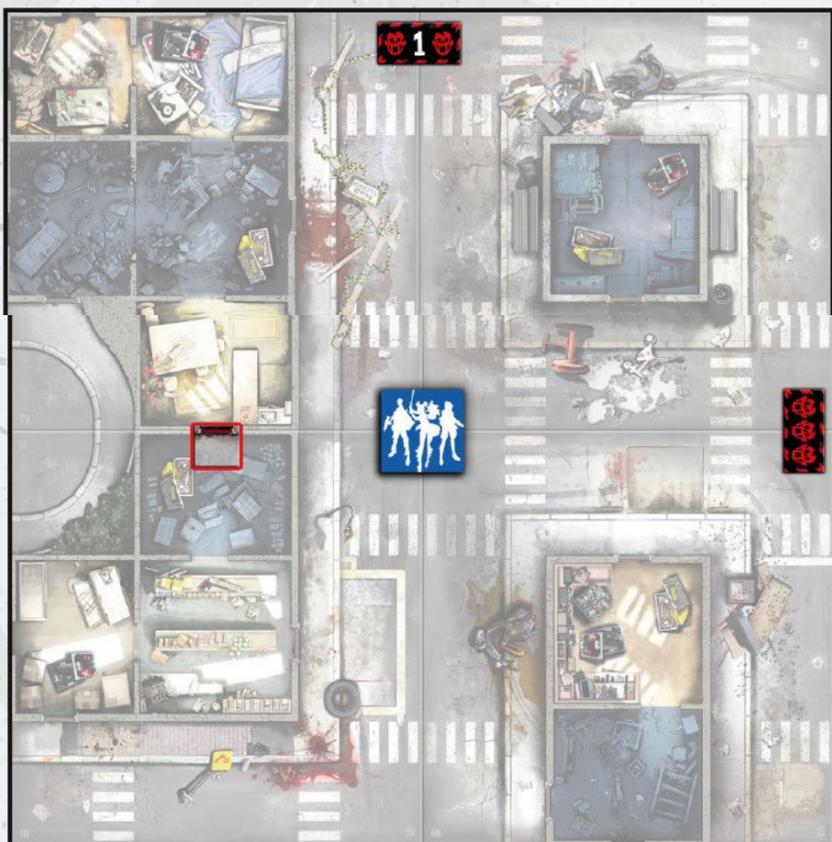
• **Mamas and Papas.** A Survivor may spend 1 Action to rescue a Companion in their Zone. Each Companion gives the Skill "+1 Die: Combat" to their Leader, in addition to any Blue Skills that they may already have. A Survivor may be the Leader of multiple Companions.

• **One less for dinner.** Losing a Companion does not cause the players to lose the game.

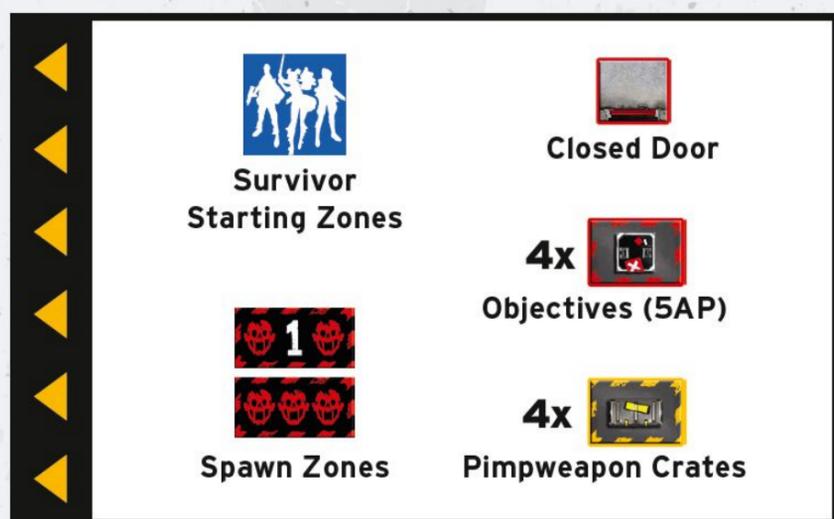
• **Dinner is ready!** When the Green Objective is taken, ALL Survivors earn 5 AP. Place the Exit Zone token in the Zone where the Green Objective was taken.

• **BYOB.** Each Epic Weapon Crate gives a random Epic weapon, among those still available, to the Survivor who takes it. Additionally, they may search the Equipment deck for a Canned Food, Bag of Rice, or Water card and put it in their inventory. They may then reorganize their inventory for free.

• **Grandma's apartment.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.



7V	9R
1R	6R



# Kvm04 - The restaurant

4 Survivors / Medium / 60 Minutes

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

Memories, the Thursday night restaurant...  
 An outing to a restaurant is always a pleasure,  
 and what a pleasure to sit down at Guccio's, the  
 best restaurant in town.  
 Umh! Its pasta carbonara, just thinking about it...

## • OBJECTIVES

- **Get food** (see "daily Special")
- **Let's have dinner!**

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

## • SPECIAL RULES

• Setup.

-  Place the Green Objective randomly among the Red Objectives, facedown.

• **One table for two please...** Each Survivor starts with a rallied Companion (see P. 33). They form a Survivor duo. Players choose the way each duo is formed. These duos cannot be separated. Trading Companions is not allowed for this game.

• **At Guccio's !** The building formed by the tiles 1V and 6V is the restaurant.

• **It was necessary to reserve?** Take an Invasion Step before the first Survivors' turn.

• **Sorry, we are full for tonight.** The green door cannot be opened until the green target has been taken.

• **Service door.** The blue door cannot be opened.

• **The menu please.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Daily special.** Each Survivor (*this only applies to Survivors with a dashboard, not their companions*) must have a Food card in their inventory at the end of the game. (see "Let's have dinner!")

• **Let's have dinner!** During an End Phase, the mission is won if all Survivors and their Companions are gathered in the Exit Zone, with 1 food card (Bag of Rice - Canned Food Water) present in each of the Survivor inventories, the restaurant empty of all Zombies.



• **Eh Taxi !** The Pimpmobile can be driven. The Pimpmobile contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Oh, oh, oh!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **"Kinder Surprise".** Each PimpweaponCrate located in a building gives the Survivor who picks it up:

- a pimpweapon, if there are any left in the reserve. He can then reorganize his Inventory for free.

Or

- a food card of his choice, among those available in the Equipment Deck (Bag of Rice - Canned Food Water). Then Shuffle the Equipment Deck.

• **You took your Tupperwares...** [Increase difficulty]. Optional Rule.

- Replaces the "Kinder Surprise" rule.

Set up: Remove the Food Cards from the Equipment Deck to form a Food Deck.

- Each Pimp Weapon Box in a building gives the Survivor who picks it up 1 Food Card of his choice from the Food Deck.



# A DARK HALLOWEEN

Medium / 60 minutes

*Halloween wasn't supposed to end like this...*

*Visiting haunted houses was our annual tradition. I mean, who doesn't like a great scare? As we approached the haunted house, things seemed eerily quiet. Where were the lines? The screams? The moment we opened the door, it was clear that this haunted house wasn't filled with actors in costumes.*

Materials needed: **Zombicide: 2nd Edition**

Tiles needed: **2V, 6R, 5V, 8R**

## OBJECTIVES

These zombies can never make it out of the city. Your team must destroy the two Spawn Zones and make it to the exit.

The entire team must make it to the exit. No one gets left behind. If a single member of your team dies, the game is over.



2V	6R
5V	8R

 Exit Zone	 Survivor Starting Zone	 Spawn Zones
4x  Pimpweapon Crates	4x  Objectives (5AP)	 Opened Door

## SPECIAL RULES

### Setup

- All players start the game on the blue Survivor Starting Zone.
- Place crates and objectives on the 4 locations shown on the map.
- The haunted house building starts with an open door.

### Destroying a Spawn Zone

Players must destroy a spawn zone by throwing a molotov cocktail onto the space of the zone. This will kill all zombies that are on this space as well. Remove the spawn zone once it's been destroyed.

### Supplies

Each Red Objective gives 5 AP to the survivor who collects it.



This mission was created by the team at One Board Family. Check out our board game content at [www.oneboardfamily.com](http://www.oneboardfamily.com)

HARD

## WM2 - BURN THE ALLEY!

Hard / 90 minutes

Materials needed: Zombicide: 2nd Edition.

Tiles needed: 1V, 2V, 3V, 4V, 7R, & 8R.

*You found something rather unusual. It doesn't matter how many zombies you kill, more and more keep coming from the same street. Maybe a bomb will block the alley so you can avoid being overwhelmed.*

### ● OBJECTIVES

Accomplish the Objectives in any order to win the game:

- **Burn the alley!** Destroy the Green Spawn Zone using the firebomb (see Special Rules).
- **Tango Down.** Kill an Abomination (or more).
- **Loot the Area.** Take all the Red Objectives.

### ● SPECIAL RULES

- **Setup.** Place an Abomination of your choosing in the indicated Zone.



- **Never-ending spawn.** Every time a Zombie is killed, place it beside the board, near the Green Spawn Zone. These Zombies form a reserve on their own. During the ensuing Spawn Phase, before the regular Spawn, perform these steps in order:

- 1- Count the number of Zombies in the special reserve.
- 2- The Green Spawn Zone spawns Walkers equal to half the number of Zombies in this special reserve. After the Walkers have been placed, empty this special reserve back into the regular Zombie reserve.
- 3- The Green Spawn Zone will still spawn normally during the Spawn Phase.

- **The firebomb.** A Survivor taking a Red Objective may receive either 5 Adrenaline Point OR remove up to 5 Zombies from the Green Spawn Zone's reserve (see above).

The Green Objective represents a firebomb. Any Survivor taking it places the token on their Dashboard. It does not take up space in their inventory and may be traded like an Equipment card. A Survivor holding the Green Objective may discard it, for free, within Range 0-1 of the Green Spawn Zone. The Spawn Zone is then removed permanently. The Never-ending spawn rule (see above) no longer applies.

- **Prestige weapons.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

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



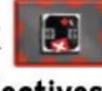
**Survivor Starting Zone**



**Abomination**

**6x** 

**Pimpweapon Crates**

**5x** 

**Objectives (5AP)**

**1x** 

**Objective (5AP)**



**Spawn Zones**



## WM4 - ALL SYSTEMS ONLINE

Hard / 120 minutes

Hey, this old antenna looks like it's still working! We could set up a local communication network with this. However, we will need to activate two different circuits at the same time for it to work. We're gonna need a lot of teamwork for this mission. There's no time to waste. Let's get this system started!

Material needed: **Zombicide: 2nd Edition**  
 Tiles needed: **3V, 5V, 6V, 7V, 8V, & 9V.**

### OBJECTIVES

On my mark, 3, 2, 1... Accomplish the Objectives in this order to win the game:

**1- Now!** Find the Blue and the Green Objectives. 3 Survivors must be in the Zone containing the Blue Objective and 3 Survivors must be in the Zone containing the Green Objective at the same time.



8V	6V
5V	9V
3V	7V

Exit Zone	Closed Door	Spawn Zones
<b>6x</b>	<b>6x</b>	
Pimpweapon Crates	Objectives (5AP)	

**2- Let's Go!** 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.
  - There is no Survivor Starting Zone. Place each Survivor on a different tile. Players may freely choose where to start but it must be in a Street Zone.
  - Some rooms are isolated by doors. They are considered as separate building for Zombie spawning purposes only.
- **Levers.** Once found, the Blue and Green Objectives cannot be taken. Once you accomplish the "Now!" Mission Objective, remove both Objectives tokens. Then, each Survivor earns 10 AP.
- **Supplies.** Each Red Objective gives 5 AP to each Survivor.



# WM8 - COMMON ENEMIES

Hard / 120 minutes

Grudges may be carried beyond reason, even throughout a zombie apocalypse. Anger, and the growing scarcity of resources, have reignited the spark of war between old rivals. They made a real mess in the area, crashing cars all around the place and firing everything they had at each other. Now, the streets are on fire and these idiots are stranded in an abandoned building, surrounded by zombies. We have to stop this petty war right now, or they will get killed! We all have common enemies now.

Material needed: Zombicide: 2nd Edition.  
 Tiles needed: 1V, 2V, 3V, 5R, 6R, & 7V.



7V	1V
5R	6R
3V	2V

Survivor Starting Zone	Exit Zone
Closed Doors	Spawn Zones
4x	
1x	
1x	Police Car (cannot be driven)
6x	
Pimpweapon Crates	Pimpmobile (cannot be driven)



● OBJECTIVES

**Rescue your next friends.** Accomplish the Objectives in this order to win the game.

**1- Rescue the cop and the thug.** Take the Green Objective (see Special Rules).

**2- Evacuate!** 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

• **Flaming cars.** Survivors cannot enter or cross a Zone with a car token in any way (with the Jump or Sprint Skills, for example). Zombies are not affected by this rule. Of course, cars cannot be used or Searched.

• **Rescue material.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- Taking a **Red Objective** also grants the Survivor a fire extinguisher. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot. By spending 1 Action at Range 1 from a car, a Survivor may use it to put out the flames. Discard both the Red objective token from the Survivor's Dashboard and the car token. The Zone the flaming car occupied can now be entered or crossed normally.

- The Blue door cannot be opened until the **Blue Objective** has been taken. The Blue Spawn Zone becomes active as soon as the Blue Objective is taken. Then, remove the Spawn Zone token next to the Survivor Starting Zone.

- The Green door cannot be opened until the **Green Objective** has been taken. The Green Spawn Zone becomes active as soon as the Green Objective is taken. Then, remove the Spawn Zone token straddling tiles 2V and 6R.

• **Weapons of a new era.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **(Optional) That's enough!** As soon as the Blue Door is opened, spawn Zombies, then place 2 Survivor miniatures that the players didn't choose in the Green Objective's Zone. They are Companions to rally.

## WM10 - JOSH, AN ORIGIN STORY

Hard / 1 Survivor (Josh) / 30 minutes

Josh cursed as he realized his friends were caught by the cops and he was the only one to escape the Subway station. Life was never easy on them. Now, he was on his way to the police station to figure out what bogus charges the cops would pin on his friends, but he quickly realized that while the streets were filled with people, none of whom were alive. Never. ever easy...

Material needed: Zombicide: 2nd Edition.

Tiles needed: 1R, 2R, 5R, & 8R.



### OBJECTIVES

**Where are my friends?** Accomplish the Objectives in this order to win the game:

**1- Find and take the Green Objective.**

**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.

### SPECIAL RULES

#### Setup.

- Prepare a Dashboard with a Survivor of the player's choice. Set it aside, along with its miniature and ID Cards. The Survivor is equipped with a Baseball Bat.

- Shuffle the Green and Blue Objectives among the Red Objectives, facedown.

- Josh starts the Mission with a Fire Axe and a Pistol.

• **Critically wrecked.** The Police Car blocks Lines of Sight and Movement in its Zone. The car cannot be driven or searched.

• **Loot!** Each Objective gives 5 AP to the Survivor who takes it.

• **Finding your friend.** The Green Spawn Zone activates as soon as the Green Objective is taken. Place the miniature of the Survivor (that was previously set aside) in the Zone where the Green Objective was taken. From now on, the player controls both Survivors.

• **Take a breath.** The Blue Spawn Zone is active from the start of the game. It becomes inactive as soon as the Blue Objective is taken.

• **Zombie cops.** Zombies can trace their route to their destination Zone through doors. All Zombies standing in the same Zone as a door at the start of their activation, and whose route goes through it, spends an Action opening that door. If a building is opened that way for the first time, Dark Zones within spawn at 1 Danger Level higher than the current one (max: Red Danger Level).



	
Survivor Starting Zone	Exit Zone
	
4x Objectives (5AP)	
	
4x Spawn Zones	4x Pimpweapon Crates
	
Police Car	Closed Doors



# WM11 - A STUPID TRICK

Hard / 60 minutes

Last Halloween, we built traps in this abandoned house, luring zombies to their doom in hilarious ways. Setting their pants on fire, coconuts dropped from heights, lighting fireworks up their... let's just say we had lots of fun that week!

Then, we started noticing a problem. An unusual number of crawling, mutilated walkers started appearing. These crawlers tend to blend in with corpse piles, making it hard to spot until it's too late. Apparently, our bear traps don't kill zombies. Their limbs just get stuck until they rot off. So, before this Halloween swings around, let's clean up by removing the traps and killing these nasty things.

Material Needed: **Zombicide: 2nd edition**  
 Tiles needed: **2R, 3R, 4R, 5R, 6R, & 7V.**

## OBJECTIVES

**Clean up the mess.** Accomplish the Objectives in this order to win the game:

- 1- **Recover all Traps.** Take all Objectives (see Special Rules).
- 2- **Clean the Houses.** There must be no Walkers in the buildings (other Zombie types are ignored).
- 3- **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.

3R	2R
6R	5R
4R	7V

## SPECIAL RULES

- **Setup.** Place the Blue and the Green Objectives randomly among the Objectives, facedown.
- **Recovering the traps.** Each Objective grants 5 Adrenaline Points (AP) to the Survivor who takes it.
- **The triggered traps.** The Red Objectives represent traps that have been triggered. Roll a die when a Survivor takes a Red Objective.
  - **Odd result:** Nothing happens. The Zombies are long gone.
  - **Even result:** Some Zombies are left! Place Walkers equal to the die's result, laying them down to represent Crawlers. They cannot Move, but can still Attack. Their presence hinders Survivor Move Actions as usual.
- **These ones weren't triggered... until now.** The Blue and the Green Objectives represent traps that haven't been triggered by the Zombies. A Survivor taking a colored Objective earns 5 AP and triggers the luring mechanism, attracting Zombies! Immediately resolve a Spawn in each Spawn Zone. Then, resume the Survivor's Turn.
- **Oh, I thought I lost this!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



	<b>6x</b> 	
<b>Survivor Starting Zone</b>	<b>Objectives (Special)</b>	<b>1</b>
	<b>6x</b> 	
<b>Exit Zone</b>	<b>Pimpweapon Crates</b>	<b>1</b>

## WM12 - OSTARA'S FLASH MOB

Hard / 30 minutes

"We MUST go! It's huge! Full of BOXES! Full of... of... things! No one ever goes there. Everybody was turned into zombies in the first hours. Can you imagine what we could find in a warehouse that big, from the big, big, big e-commerce Am..."

"OK, Ostara. We'll go. But remember, other survivors have tried and were forced to retreat, leaving everything behind..."

"Even better! More things for us! Imagine... We plan this like... a flash mob! We appear suddenly, rush for the boxes, and get away before the zombies react. It's a plan! Let's go! Let's Go! LET'S GOOOOO!!"

Material Needed: **Zombicide: 2nd edition**  
 Tiles needed: 1V, 2V, 3V, 4V, 7V, & 9V.



### ● OBJECTIVES

**Flash mob.** Accomplish the Objectives in this order to win the game:

- 1- **Get all Pimpweapon Crates.**
- 2- **Exit with all Survivors.** Any Survivor may escape through any eligible street Zone (See Flash Mob Exit Special Rules below) at the end of their Turn, as long as there are no Zombies in it.

### ● SPECIAL RULES

- **Setup.** Split the Survivors as evenly as possible between the 3 Starting Zones.
- **The Storage Alarm is still Working.** The U-shaped building represents a storage building. As soon as a door leading inside this building is opened:
  - ALL other doors of this building also open.
  - The green and the blue Spawn Zones become active.
- **The Cars are Out of Order.** The cars can't be driven. Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- **Flash Mob Exit.** Once all the Pimpweapon Crates have been taken, any street Zone on the edge of the board is considered an Exit Zone.

7V	9V
1V	2V
3V	4V



 <b>Survivor Starting Zones</b>	<b>6x</b>  <b>Objectives (Special)</b>	   <b>1</b>  <b>Spawn Zones</b>
 <b>Pimpmobile (cannot be driven)</b>	<b>9x</b>  <b>Pimpweapon Crates</b>	

## WM15 - SAINT SYLVESTER MARATHON

Hard / 45 minutes

If there's a bad place to be during a Zombie apocalypse, it's on the streets during a marathon full of really fit Zombies. We need to be faster than them to grab all the isotonic drinks. We'll need them waaaaay more than our Zombie competitors. "Ma," Ned's mother, used to watch the Brazilian Saint Sylvester Marathon. I guess she even took part once or twice. She taught her son a trick or two. Let's put them to good use.

Material Needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **2R, 3V, 5R, & 8R.**

### OBJECTIVES

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

- 1- Take all Objectives.
- 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 **and no Abominations on the map.**

### SPECIAL RULES

- **Setup.** Place an Abomination and Runners in their indicated Zones on the map.
- **Isotonic drinks.** Each Objective token gives 5 AP to all Survivors.
- **How does it go so fast!?** Abominations move 2 Zones instead of 1.
- **Run, Zombie, run!** After each Spawn Step, place an additional Runner in each Spawn Zone.
- **Runner award!** Runners consider the Exit Zone as their target Zone. They are removed from the game as soon as they reach it and are set in a pile. If 6 or more Runners escape the board this way, the Mission is lost.
- **Where's my gold Molotov, I mean, medal?** The Survivor who takes the last objective may take any card from the Equipment deck, then reorganize their inventory for free. Shuffle the deck afterwards.



3V	8R
5R	2R

 Survivor Starting Zone	 Exit Zone
4x  Objectives (5AP)	4x  Pimpweapon Crates
 Spawn Zones	3x  Runners
 Abomination	1x  Abomination

## WM16 - RED LIGHT, GREEN LIGHT!

Hard / 45 minutes

The longer we survive in this apocalypse, the weirder the things we get to see are. This new Abomination we found has its feet rooted to the ground and started growling in an unusual manner, which somehow eggs on every zombie in its vicinity to go super-aggro. We're pinned down and have no choice. We need to get rid of this new, mutated zombie before it evolves even further.

Material needed: **Zombicide: 2nd Edition**  
 Tiles needed: 1V, 3V, 5V, 6V, 8V, & 9V.

### OBJECTIVES

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

**1- Kill the Abomination.**

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



### SPECIAL RULES

#### Setup.

- Shuffle the Blue and Green Objective among the Red Objectives, facedown.

- Place an Abomination of the player's choice in the indicated Zone.

- Set aside all the Abomination cards from the Zombie deck. These cards won't be used in this Mission.

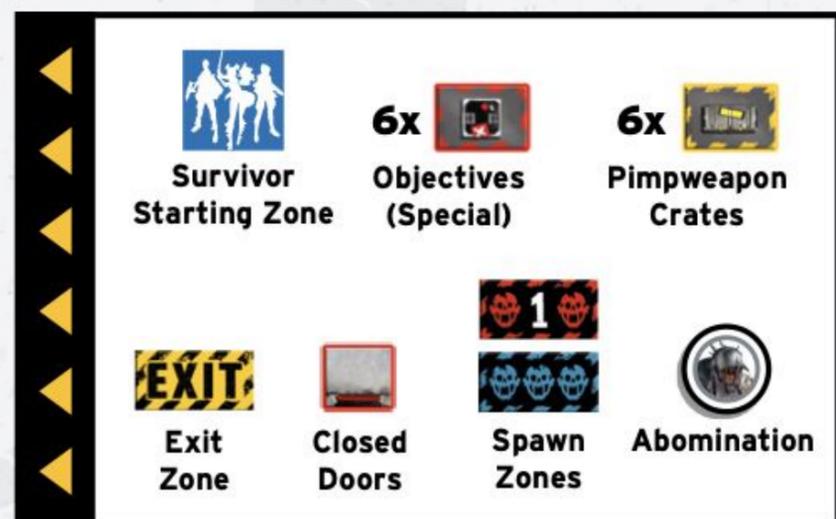
• **Blocked doors.** Red doors are locked and can't be opened.

• **Fuel additive!** Each Objective token gives 5AP for the Survivor who takes it. When an Objective is taken, place a Red Zombie Spawn token in the same Zone. The Blue and Green Objectives are placed on the Survivor's Dashboard upon being taken. They don't take a slot in the Inventory and can be traded like Equipment cards. When the Blue or Green Objective is taken, the Blue Spawn Zone is activated. The Blue Spawn Zone always spawns Zombie cards at the Blue Danger Level.

• **Red light, Green light!** At the end of the Players Phase, all Zombies from the same type as the last drawn Zombie card gain an extra Activation for each Survivor in Line of Sight of the Abomination.

• **The evolving Abomination.** The Abomination has no Actions. It doesn't move or attack. A Survivor may spend an Action to use a Molotov and discard both the Blue and the Green Objectives from their inventory to kill the Abomination. Killing the Abomination gives 5AP to the Survivor who kills it.

1V	3V
8V	5V
6V	9V



## WM18 - WANDA, AN ORIGIN STORY

Hard / 2 Survivors (Wanda & Ned) / 30 minutes

Wanda was working hard at Clancy's Dinner when the zombie apocalypse started. One moment, it was full of customers, and the next, it was surrounded by infected people. She was ready to fight them or die trying, but her friend Ned convinced her otherwise. He told her that the best plan was to gather weapons and supplies, then find someplace safe. Wanda grabbed an old cleaver from the kitchen, but she had a good feeling she'd soon be slicing zombie heads with something much bigger...

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **2R, 3V, 4R, 5R, & 9R.**



9R

5R 2R

3V 4R



### • OBJECTIVES

**Stock Up.** Accomplish these Objectives in any order to win the game:

- Take at least 2 Red Objectives.
- Gather and keep at least 2 food cards (Bag of Rice, Canned Food, or Water).

**THEN**

**Are we really safe here?** Reach the Exit with both 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.**

- Ned starts the Mission with a Sniper Rifle. Wanda starts with a Machete. There is no additional Starting Equipment.
- Shuffle the Green Objective among the Red Objectives, facedown.
- Set aside all Chainsaw cards and 1 Flashlight card.
- Place Walkers in the indicated Zones.
- There is no Objective token or Pimpweapon Crate on tile 9R.

• **One step beyond.** Each Objective token gives 5 AP for the Survivor who takes it.

• **Just walls.** The closed Red doors cannot be opened.

• **Ned's truck.** The Pimpmobile is broken and cannot be driven. It can be searched once per Survivor, earning predefined Equipment:

- Wanda gets a Chainsaw.
- Ned gets a Flashlight.

• **Uh-oh.** The Green Spawn Zone becomes active as soon as the Green Objective is taken.



Survivor Starting Zones



Exit Zone



Pimpmobile (cannot be driven)



5x Walkers



Spawn Zones



3x Objectives (5AP)



1x Objective (5AP for all Survivors)



4x Pimpweapon Crates



Doors

## WM19 - A NEW DAWN - PART I

Hard / 1 Survivor / 30 minutes

Dear Diary.

The outbreak has been going on for quite some time now. I haven't seen a single living soul for the past 3 months. Only the infected. I heard some gunshots last night. I'm glad the undead don't know how to shoot. I hope to find someone... and my dream of building a little community might finally come true.  
Wish me luck!

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: **2V, 4V, 5V, & 8V.**



### OBJECTIVES

Look for other survivors! Accomplish the Objectives in this order to win the game:

**1- Take the Green and Blue Objectives.**

**2- Reach the Exit with all Survivors and Companions.** Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

8V	4V
2V	5V

 Survivor Starting Zone	 Exit Zone
 Spawn Zones	 Closed Doors
 4x Objectives (5AP)	 4x Pimpweapon Crates



### SPECIAL RULES

#### Setup.

- Place the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Remove all Aaahh!! cards from the Pimpweapons Deck.
- The player's Survivor starts with a Fire Axe and a Pistol.
- Pick 1 Survivor of the player's choice, along with their ID Card. Prepare a Dashboard for them and give them the Baseball Bat and Pistol from the Starting Equipment deck.

• **Closed rooms.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

• **Resources.** Each Objective gives 5 AP to the Survivor who takes it.

• **You are alive! You're not one of them!** When the Green Objective is taken, place the additional Survivor in its Zone. They have as much AP as the starting Survivor. The player controls both of them. The additional Survivor can be played right after the starting Survivor in the Game Round they are found.

• **Happy to meet you! Where does all this blood come from?** When the Blue Objective is found, place a random Survivor in its Zone. They are a Companion and the Survivor is their Leader. Roll a die during each ensuing End Phase: if it rolled 1-3, spawn a Walker in any Zone adjacent to the Companion with an open route and a Line Of Sight on the Companion.

## WM20 - A NEW DAWN - PART II

Hard / 2 Survivors / 30 minutes

Dear Diary,

I'm not alone anymore... It feels kinda weird, actually. Being an introvert, avoiding people my entire life, now I have a new challenge: two strangers, almost as hungry and worried as me. However, one of them is rather annoying, talking constantly about nothing, and struck with bad luck wherever we go. His name is Rod. He pretends to belong to a group of organized survivors that call themselves "The Locust," and he wants to take us to join up with. But first, he has to finish his mission: getting a map from inside a vault located in the Locust's previous shelter. They lost many people there and many zombies are around. I'm a bit skeptical... but haven't I always been? Perhaps this is a good time for me to make my dreams come true.

Material needed: **Zombicide: 2nd Edition.**

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

### OBJECTIVES

**Do you know the way?** Accomplish the Objectives in this order to win the game:

**1- Take the Blue Objective.**

**2- Reach the Exit with all Survivors and Companions.** Any Survivor and Companion may escape through this Zone at the end of their Turn if there are no Zombies in it.

1R	5R
7V	6V



### SPECIAL RULES

#### Setup.

- Shuffle the Blue Objective randomly among the Red Objectives, facedown.
- The Survivors get the following Starting Equipment: 1 Fire Axe, 1 Baseball Bat, and 2 Pistols. Distribute them as desired.
- A Survivor of the player's choice is the Leader of Rod, a random Companion, for this Mission. Place Rod in his Leader's Zone during Setup.

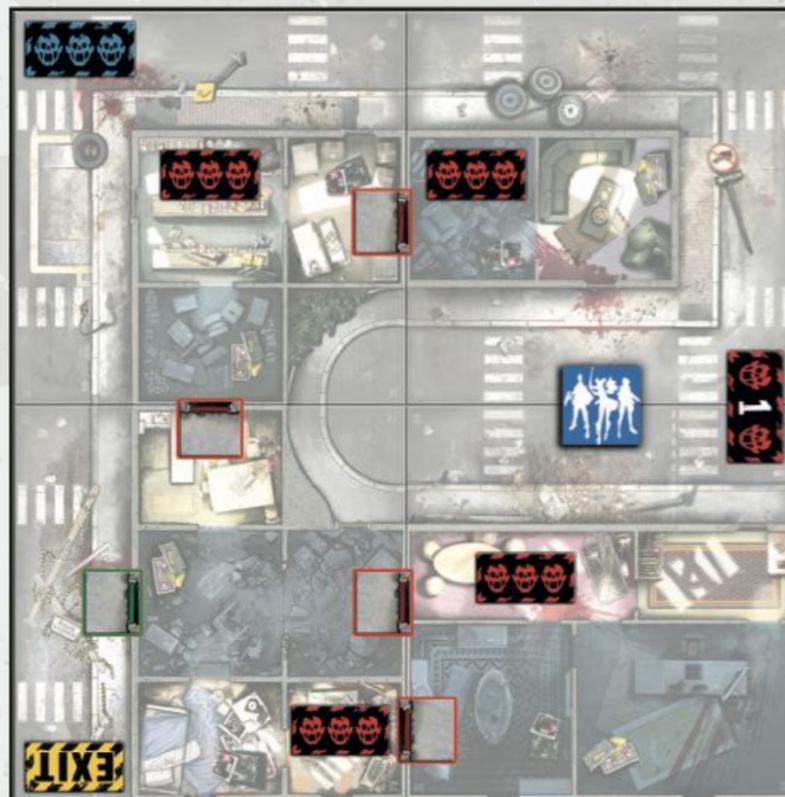
**Rod's karma.** Indoor Spawn Zones are only active when there is at least 1 Survivor in the building. If Rod is inside as well, spawn 1 Danger Level higher (max: Red).

**Green door.** The Green Door is blocked and cannot be opened.

**Closed rooms.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

**Finding the vault and the map!** Each Objective gives 5 AP to the Survivor who takes it. The Blue Objective can only be taken if Rod is in the same Zone. Leave the Blue Objective revealed if it was found without Rod. No AP is gained, and another Action will be required to take it.

**The horde is growing.** The Blue Spawn Zone becomes active as soon as the Blue Objective is taken.



## WM21 - A NEW DAWN - PART III

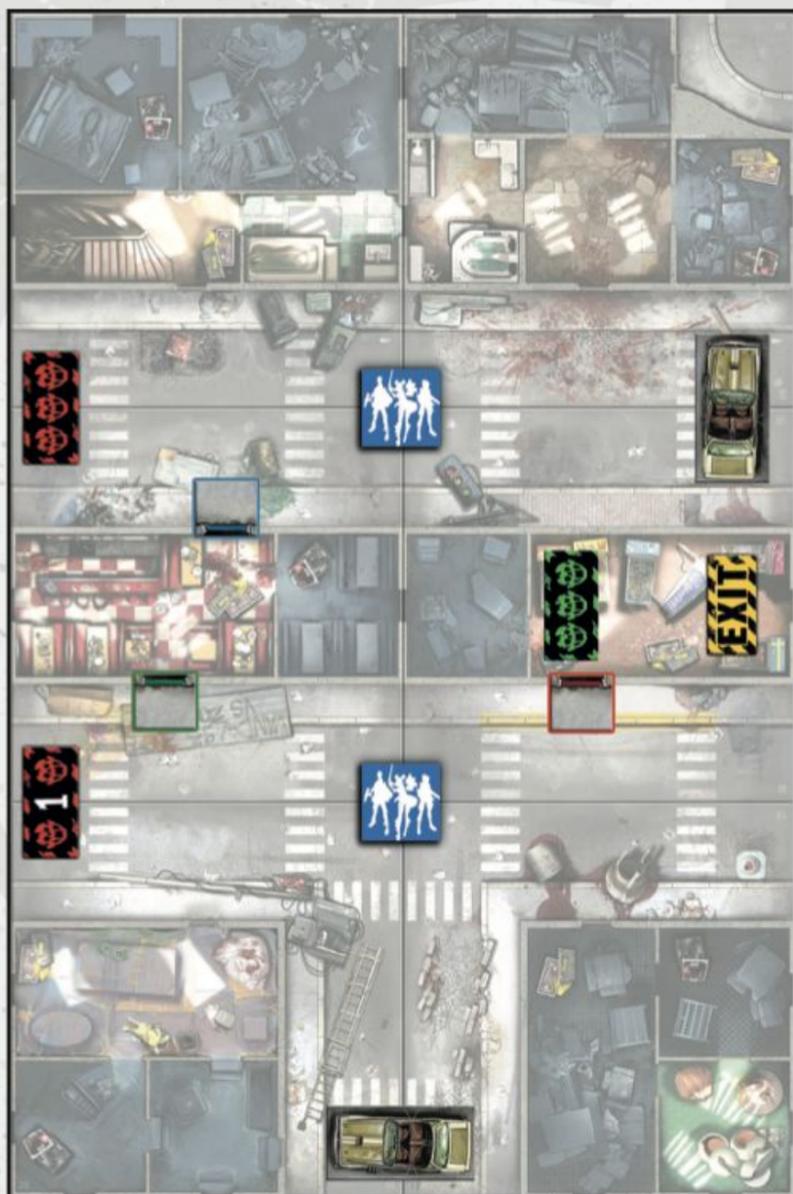
Hard / 2 Survivors / 30 minutes

Dear Diary,

I guess being optimistic about 'The Locust' and trusting Rod wasn't the brightest idea. These jerks took our stuff... and being bullied was NOT part of my plan. Maybe humanity is doomed after all.

Destiny, however, is a tricky devil, and cursed Rod from the start. The same zombies we fight and hide from daily were our saviors. Awakened in the middle of night by a surprise breakout, we managed to escape amidst all the chaos. But then, we lost sight of each other. The Locusts can't be far. Maybe they went for the cars we saw in the area?

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



Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **1V, 2V, 3R, 4R, 8V, & 9V.**

### ● OBJECTIVES

**Get together and run!** Accomplish the Objectives in this order to win the game:

- Take the **Blue and the Green Objectives.**
- Reach the **Exit with all Survivors and Companions.** Any Survivor or Companion may escape through this Zone at the end of their Turn if there are no Zombies in it.

### ● SPECIAL RULES

- **Setup.**
  - Don't place Objective tokens on Tiles 3R and 4R.
  - Shuffle a Blue and Red Objective and place them on the top two tiles of the map. (8V and 9V).
  - Shuffle a Green and Red Objective and place them on the bottom two tiles of the map. (2V and 1V).
  - Place a Survivor in each of the Starting Zones. Each of them starts at the Yellow Danger Level and is equipped with a Fire Axe and a Pistol. In addition, each Survivor suffers 1 Wound.
  - Place a Companion in each of the Starting Zones. The Survivor standing there is their Leader.
  - Set aside 2 Survivors of the player's choice, along with their Dashboards, and random Starting Equipment taken from what remains.

- **Red door.** The Red Door is blocked and cannot be opened.

- **Resources.** Each Objective gives 5 AP to the Survivor who takes it.

- **Strength in numbers.** When the Blue or Green Objective is taken, place a new Survivor in the Zone it occupied. The additional Survivor can be played right after the Survivor who found them.

- **Ramming doors.** The Blue and Green Doors are immediately opened whenever the Pimpmobile enters their Zone.

- **Green Spawn Zone.** The Green Spawn Zone is inactive. When the Blue Door or Green Door is opened, draw a Zombie Card for it. From now on, the Green Spawn Zone is active.

 Survivor Starting Zones	4x  Objectives (Special)	6x  Pimpweapon Crates
 Spawn Zones	 Exit Zone	 Closed Doors
	 Pimpmobile	

# WM24 - THE LAST PASSAGE

**Hard / 120 minutes**

Based on a Mission by Elwyn Pidoux-Le Pessec

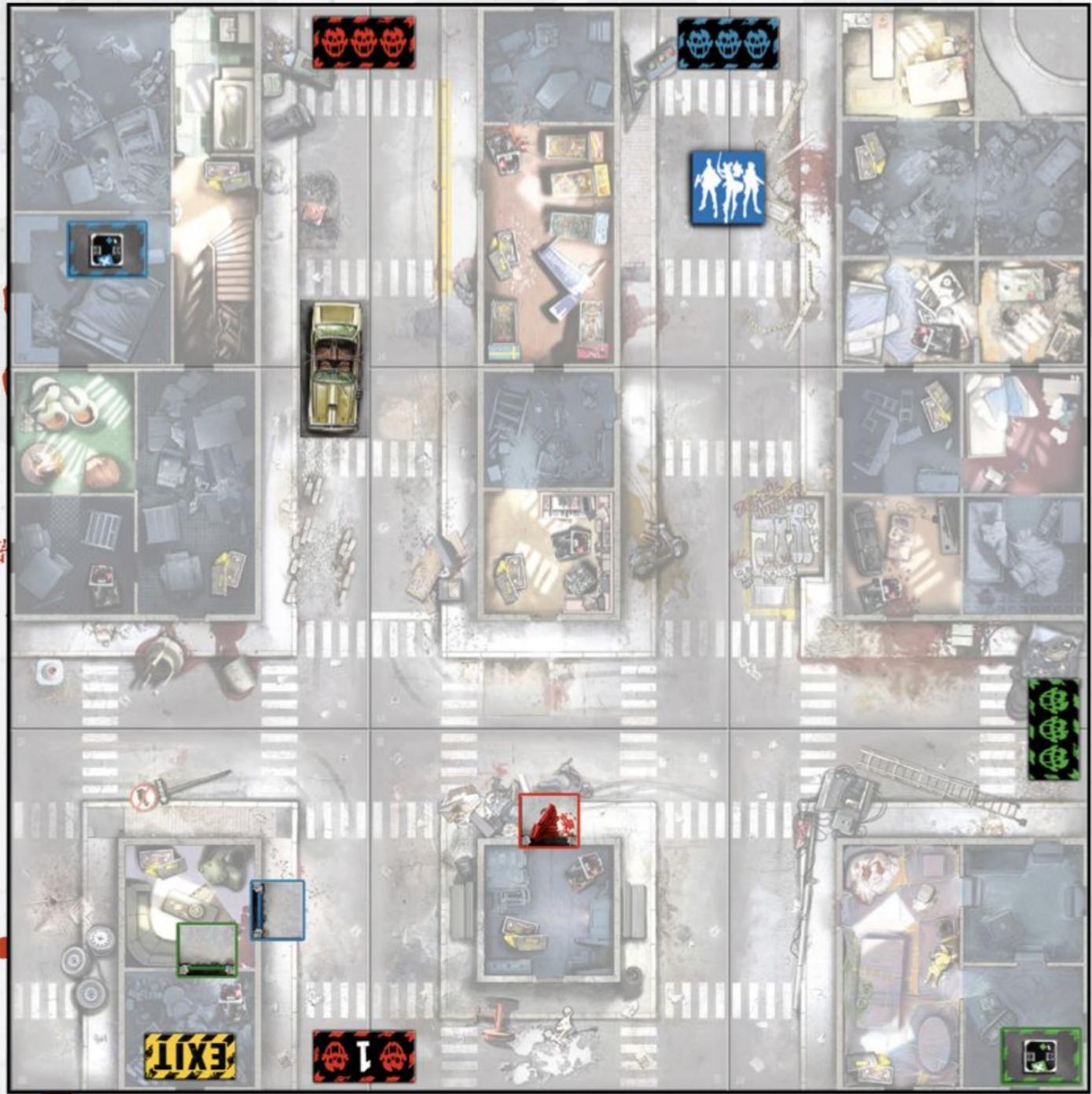
The city overflows with zombies. We've been working with other survivor groups in the region to get rid of these infected. We managed to gather most of them into a single, gigantic horde and lured them to a district we previously enclosed with everything we could find. Soon, we will be able to join together with the other groups to get rid of the horde in a single assault of epic proportions, including explosives. There is an issue, though. We cannot find our friends and no one is answering our talkie-walkie calls. We are on our own and the horde is hot on our tail. The only exit is the only passage we left out. It is closed with reinforced, electrical doors. We need to gather enough fuel to start the generators, open these doors, and get out!

Materials needed: **Zombicide 2nd Edition**

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

		<b>7x</b> 
<b>Survivor Starting Zone</b>	<b>Exit Zone</b>	<b>1x</b> 
		<b>1x</b> 
		<b>Objectives (Special)</b>
	<b>Open Door</b>	<b>9x</b> 
<b>1</b> 		<b>Pimpweapon Crates</b>
<b>Spawn Zones</b>	<b>Pimpmobile</b>	

<b>8V</b>	<b>3R</b>	<b>7V</b>
<b>1V</b>	<b>6R</b>	<b>4V</b>
<b>5R</b>	<b>9R</b>	<b>2V</b>



● **OBJECTIVES**

**It's a trap!** Accomplish the Objectives in this order to win the game:

- 1- Open the doors!** Take the Blue and Green Objectives.
- 2- Push through!** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

● **SPECIAL RULES**

● **Setup.**

- Note the Blue Objective on tile 8V.
- Note the Green Objective on tile 2V.

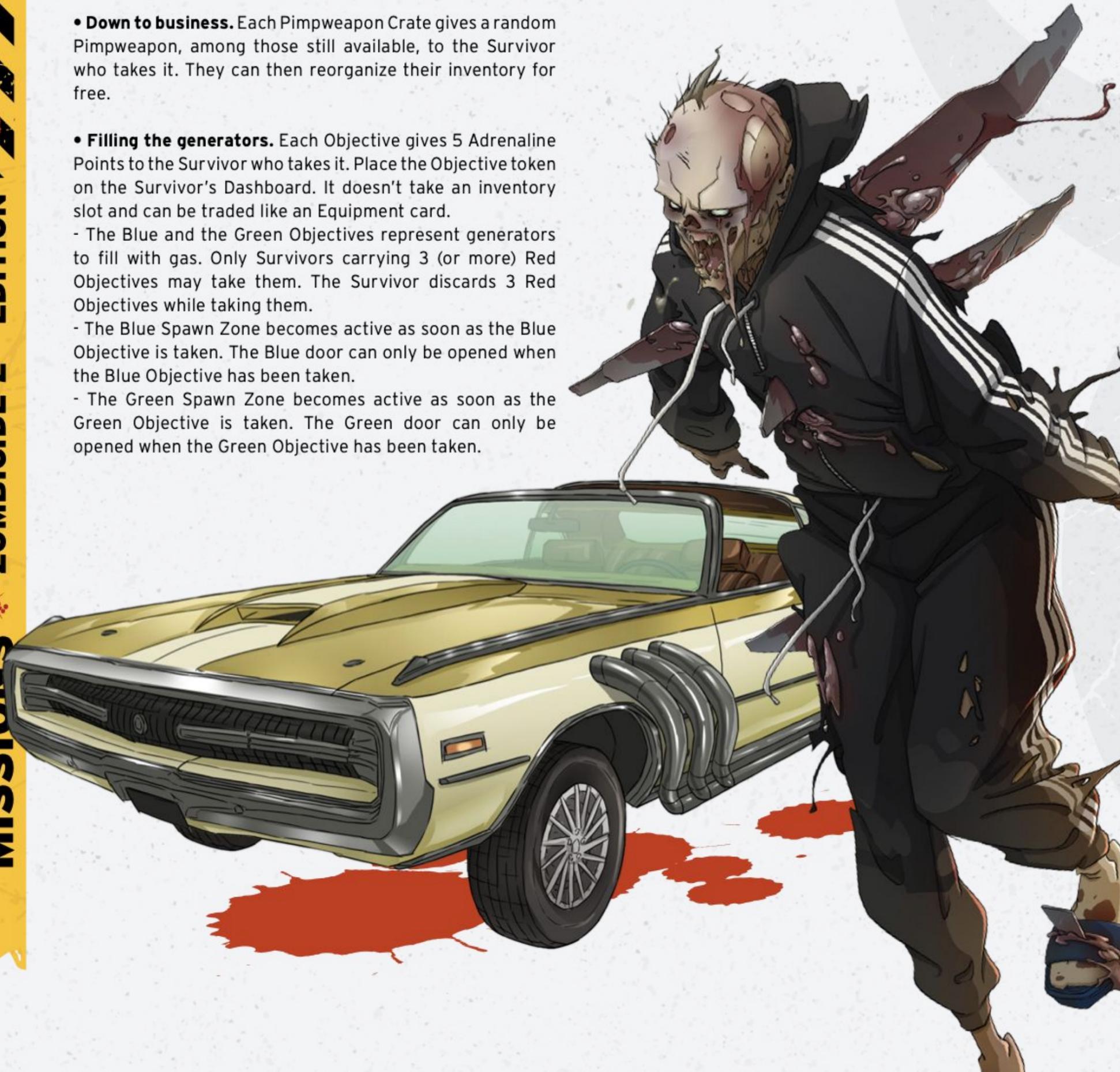
● **Down to business.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

● **Filling the generators.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Place the Objective token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.

- The Blue and the Green Objectives represent generators to fill with gas. Only Survivors carrying 3 (or more) Red Objectives may take them. The Survivor discards 3 Red Objectives while taking them.
- The Blue Spawn Zone becomes active as soon as the Blue Objective is taken. The Blue door can only be opened when the Blue Objective has been taken.
- The Green Spawn Zone becomes active as soon as the Green Objective is taken. The Green door can only be opened when the Green Objective has been taken.

● **A noisy time bomb.** The Pimpmobile can be driven. It contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

As soon as an Action is spent to interact with the Pimpmobile (taking the Pimpweapon Crate or Getting in), place 4 Noise tokens on the Pimpmobile. They move along with it as it moves. Remove 1 of these Noise token during each End Phase. The Pimpmobile explodes as soon as the last of these Noise tokens is removed. Resolve a Molotov effect in the Pimpmobile's Zone. Then, remove its token.



## WM25 - CREEPY CORNERS

by Rodrigo Sonesso and Toi Von Glehn  
Hard / 6 Survivors / 45 minutes

Lou discovered an underground passage leading to an old, abandoned subway station under construction. However, access to this tunnel is at a very "fun" location known as Creepy Corners. Maybe this subway station is one of the few places at the moment where we can take shelter. The plan now is to collect as much food as we can and take that hidden tunnel before we become zombie dinner.

Material needed: Zombicide: 2nd Edition.  
Tiles needed: 5R, 6R, 7R, & 8R.

### OBJECTIVES

**Zig-zag massacre!** Accomplish the Objectives in this order to win the game:

**1- Get food.** Take all Objectives.

**2- Get to the station.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

### SPECIAL RULES

• **Setup.** There is no Objective token on tile 8R (Exit).

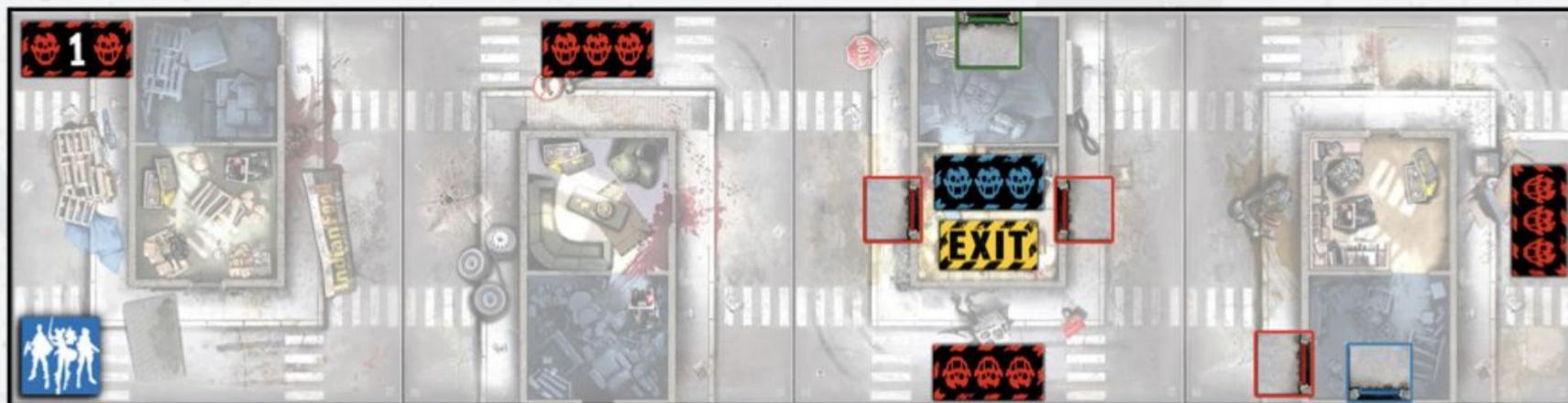
• **Give me food!** Each Red Objective gives 5 AP to **ALL** Survivors. Place the Objective token on the Survivor's Dashboard. It occupies an Equipment slot and can be traded like Equipment. If the Survivor's inventory is full, the player discards an Equipment card of their choosing to make room for the food.

• **Just walls.** The closed Red Doors cannot be opened.

• **The subway station's tunnel.** The Blue door (tile 6R) and the Green door (tile 8R) are considered linked by an underground tunnel. They don't share a Line Of Sight to each other, yet an Actor may Move from one to the next as if they were adjacent. Opening the Blue door opens the Green door as well. Perform a Zombie Spawn on tile 8R's Dark Zone and in the Blue Spawn Zone. From then on, the Blue Spawn Zone is active.

 <b>Survivor Starting Zone</b>	 <b>Exit Zone</b>	 <b>Closed Doors (cannot be opened)</b>
 <b>Spawn Zones</b>	<b>4x</b>  <b>Pimpweapon Crates</b>	 <b>Closed Doors (Subway Tunnel)</b>
<b>1</b>  <b>Objectives (5AP)</b>	<b>3x</b>  <b>Objectives (5AP)</b>	

7R 5R 8R 6R



## WM26 - A QUIET PLACE

by **Rodrigo Sonnesso and Toi Von Glehn**  
**Hard / 6 Survivors / 60 minutes**

Amazingly, the streets on this side of town are strangely quiet and deserted. It looks like all this zombie apocalypse madness hasn't arrived here yet. The houses are mostly intact. There must be valuable supplies still inside. Hey, wait. I think I heard something coming from over there... In fact, they were the ones who heard us! And there are hundreds! I spoke too soon!

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **1R, 3V, 4V, & 7R.**

### OBJECTIVES

**Get out... but silently!** Accomplish the Objectives in this order to win the game:

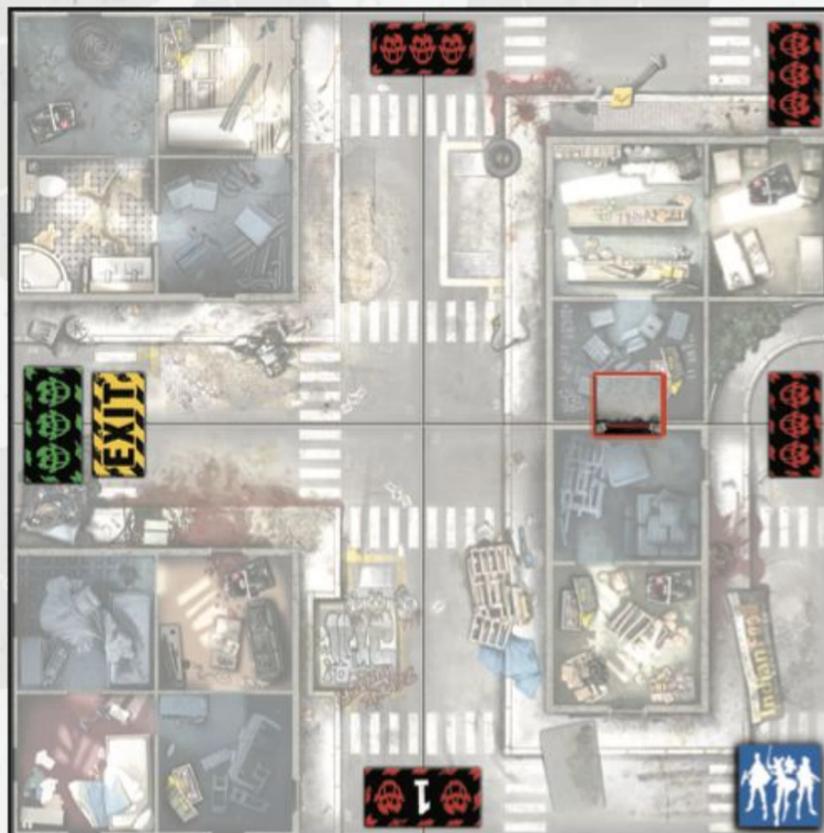
- 1- **Get rare supplies.** Take all Objectives.
- 2- **Exit in a quiet and polite manner (or not).** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

3V	1R
4V	7R

 Survivor Starting Zone	 Exit Zone	 Closed Door
4x  Objectives (5AP)	4x  Pimpweapon Crates	 Spawn Zones

### SPECIAL RULES

- **Closed rooms.** The door straddling tiles 1R and 7R isolates rooms of the building. They are considered to be separate buildings for Zombie spawning purpose.
- **Fresh clothes, meds, and SOAP!** Each Objective gives 5 AP to the Survivor who takes it. Place the Objective token on the Survivor's Dashboard. Each token occupies an Equipment slot. If the Survivor's inventory is full, the player discards an Equipment card of their choosing to make room for the supplies.
- **Be quiet!** Whenever a Survivor makes noise, put a Noise token beside the closest Red Zombie Spawn token that does not already have a Noise token. If all of them have a Noise token, ignore this rule. These Noise tokens are ignored to determine Zombies' routes. During the ensuing Zombies' Phase, draw Zombie Cards for the Green Spawn Zone and for each Red Spawn Zone with a Noise token. Then, remove the Noise tokens during the following End Phase.



## DD1 - ALL YOUR BASE

Hard / 90 minutes

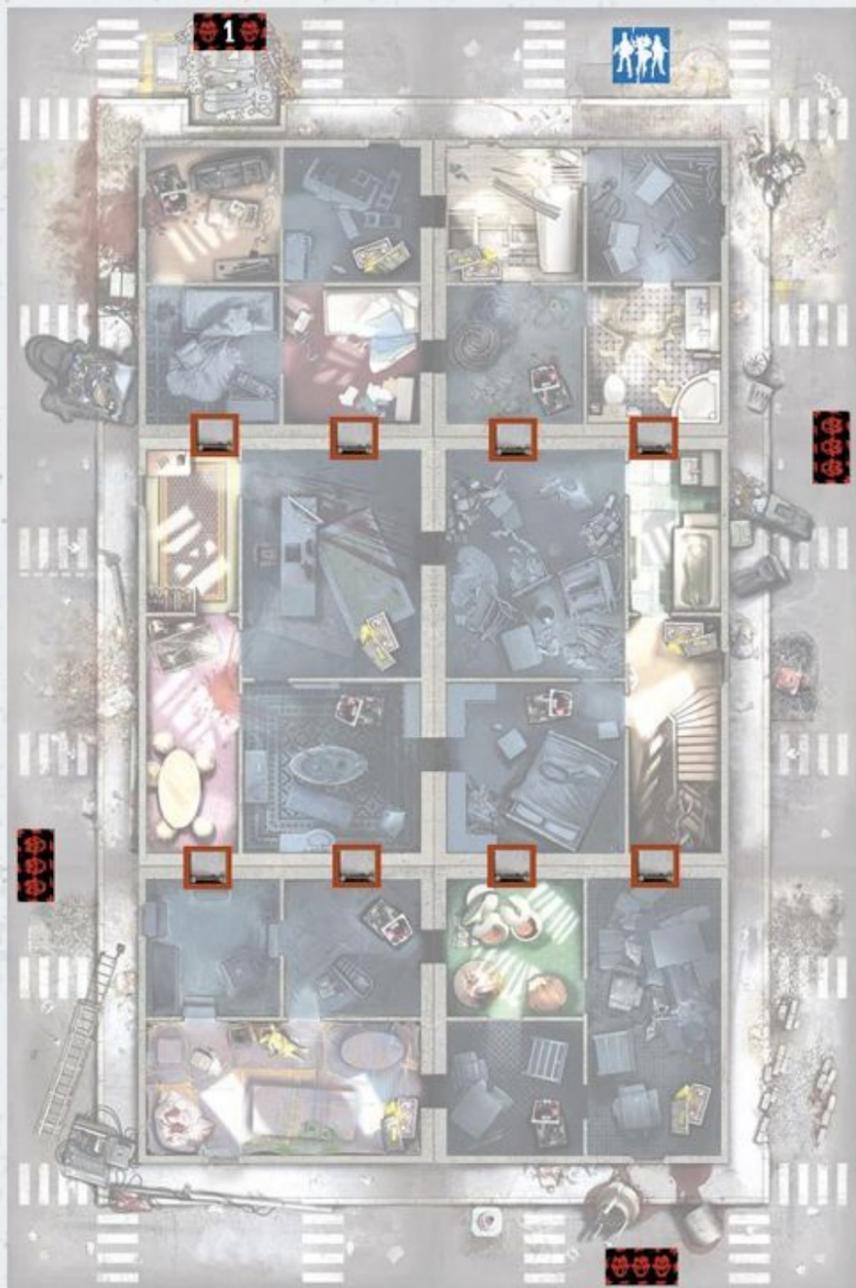
We found a new shelter, but the area is infested. Taking out the zombies around the area isn't a problem, but it could take days. Here's hoping we can find enough supplies and weapons to last...

Materials needed: Zombicide 2<sup>nd</sup> Edition  
 Tiles needed: 1V, 2V, 3V, 4V, 6V, & 8V.

### OBJECTIVES

Accomplish the Objectives in this order to win the game.

- **Survive the horde.** Cycle through the Zombie Card deck at least once.
- **Barricade the doors.** Close all doors leading to a Street Zone.
- **Clear the building.** No Zombies are left in the building.



### SPECIAL RULES

- **What was that?** When the last card is drawn from the Zombie Deck, before resolving the card, all doors open. This could cause additional spawns if the area wasn't opened by Survivors yet.
- **Close the gates!** After the Zombie Deck has cycled, any Survivor may use an Action to close a door leading to a Street Zone.
- **What's this?** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- **Sweet loot.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- **Compartmentalized.** The doors separating the interior rooms isolate them from each other. Each area is considered a separate buildings for Zombie spawning purpose only.
- **Who designed this place?** When a door is opened, all doors in the area leading to a Street Zone are also opened.



	6x 	4V	3V
Survivor Starting Zone	Objectives (5 AP)	6V	8V
	6x 	2V	1V
Closed Door	Pimpweapon Crates		
			
Spawn Zones			

# Kvm01 - John Doe

Hard / 60 Minutes

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

- Hello ! Can't you hear me ?! Oh eh !...  
 Weird guy ? The infected people seem to totally ignore him, and he, he walks like that in the street among the dead who seem to get up ...  
 - Oh eh ! Wait for me !



## • OBJECTIVES

- **prepare for the worst:** take all the Objectives.
- **to take in tail:** follow "John Doe" to the Exit.
- . The mission is won when "John Doe" activates from the Exit area, and all Objectives have been taken.
- . The mission fails if "John Doe" activates from the Exit Zone and all Objectives have not been taken.

## • SPECIAL RULES

- . Setup.
  - the Blue Zombie Spawn Zone is inactive.
  - take an unused Survivor miniature to represent "John Doe" (if you have Zombicide Black Plague, its Necromancer is the perfect miniature to represent "John Doe".)

. **Surprise!** In this Mission, the Zombies have the initiative. Take an Zombie Spawn Phase Step before the first Survivors' turn.

. **That's powerful!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



. **It's good for morale.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

. **Police car.** it cannot be driven.  
 - When Searching the **Police Car**, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! Card triggers the appearance of a Walker as usual and interrupts the Search.

① **Alarm:** "A hand lands on the hood of the car... lllll lllll lllll, the alarm went off."

- As soon as a Survivor or "John Doe" enters the area of the police car: The Blue Zombie Spawn Zone becomes Active.



. **"John Doe".** At the beginning of the Zombie Phase, he moves 1 Zone on the street toward the Exit Area.

- Zombies ignore "John Doe" completely.
- During a Remote Attack "John Doe" has the last priority (after all zombies, before the Survivors.). **If he dies the mission is a failure.**
- As soon as a Survivor enters the "John Doe" zone: interrupt the activation of the Survivor, "John Doe" immediately moves 1 Zone in the street towards the Exit zone. If this movement does not bring him to a zone empty of any Survivor, **the mission is a failure.**

. **to take in tail.** *Reminder: At the beginning of each Zombie Phase: "John Doe" moves from 1 Zone on the street towards the Exit Zone.*

- Survivors must always keep "John Doe" in sight. At each End Phase make sure he is in line of sight of at least one Survivor. If Survivors lose sight of "John Doe" (no Survivor has him in his line of sight) **the mission is a failure.**



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



# Kvm06 - when there are no more, there are still some...

Hard / 50 Minutes

Tiles needed: 1R, 2R, 3R, 7V, 8V, 9V.

- I imagine us in the Walking D..., remember those streams of Zombies that arrived in uninterrupted waves, and...
- Shut up... this is not a TV show! We're all going to die if this keeps up...

## OBJECTIVES

**Zombies, kill them all!** You win the game as soon as all the Zombie miniatures have been put aside (stored in the box).

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



## SPECIAL RULES

- Barricaded doors.** Within this mission the doors cannot be opened.
- This could be useful...** Each Objective gives 5 adrenaline points to the Survivor who takes it.
- They are already here!** In this Mission, the Zombies have the initiative. Take an Zombie Spawn Phase Step before the first Survivors' turn.



- That's a nice trick!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- Until the last one.** The miniatures of the eliminated Zombies are put aside (stored in the box) and cannot be used to generate new Zombies.  
- Note: in order not to lengthen the game too much it is advised to play this mission with 4-5 different Abominations (of your choice / randomly determined) among those at your disposal.



# Kvm14 - The Pack

Hard / 80 Minutes

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



The phenomenon has happened again!  
 They form an inexorable pack, which advances without rest, which advances slowly but surely, which advances ...  
 Gather your things, let's go!

## • OBJECTIVES

- **Equip yourself:** each Survivor must have a Pimpweapon in his inventory before leaving the board (within the limit of available Pimpweapons).
- **Leave the avenue:** 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.

## • SPECIALES RULES

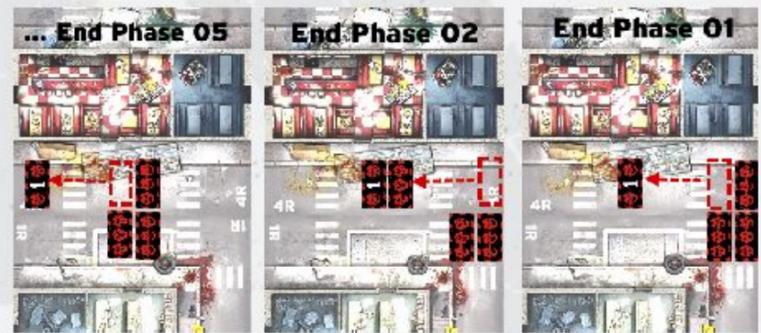
- **Setup.**  
 - Shuffle the blue Objective and the green Objective with 7 red Objectives. Then place 8 of them randomly, face down, in the corresponding spots on the board. Set the remaining Objective aside, without looking at it.
- **We take what we can.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- **Closed doors.** The green door cannot be opened until the green target has been taken. The blue door cannot be opened until the blue target has been taken.

• **Police car.** When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **it will bleed!** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free. .

• **Inexorable Pack.** At each End of Turn phase: advance the farthest Invasion Zone from the Exit Zone to the Exit Zone by 1 Zone (The Starting Invasion Zone first, then Survivors' choice).

Example



ZOMBICIDE 2<sup>ND</sup> EDITION

**VERY HARD**

## WM9 - THE GREAT FIRE

Very Hard / 90 Minutes

A fire has broken out in this building. Good news is it's been evacuated and is probably full of goodies. Bad news is the fire's spreading fast. Get in and grab everything as quickly as you can!

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: **1R, 2R, 7V, & 9V.**

### OBJECTIVES

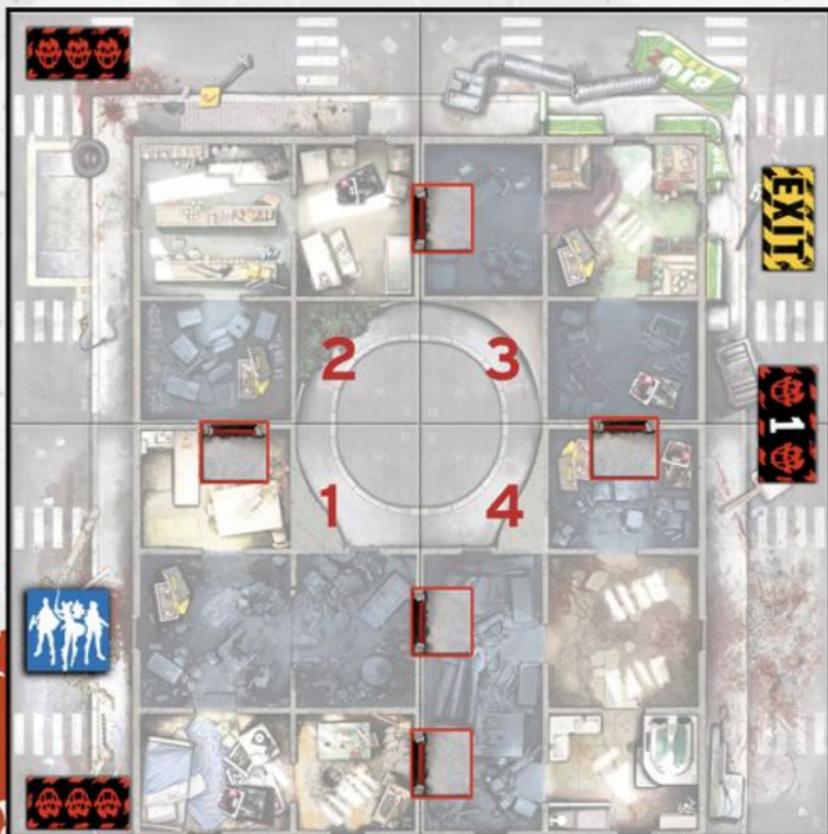
Accomplish the objectives in this order to win the game:

**1- My precious.** Recover as many Pimpweapons as possible before the building is engulfed in flames.

**2- And run!** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.



1R	2R
7V	9V



### SPECIAL RULES

• **Setup.** Set aside all Aaahh!! cards from the Pimpweapon deck.

• **Closed rooms.** Doors isolate closed parts of the central building. These parts are considered as separate buildings for Zombie spawning purpose only.

• **Board games, books, and plushies.** Each objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Flimsy doors.** Door Actions do not require Door-opening Equipment.

• **The fire spreads!** At the beginning of the first End Phase, place a Noise token in corner 1 of the middle Zone, as indicated on the map. This special Noise token serves as a **fire marker**. Fire markers are not removed during subsequent End Phases.

At the beginning of each subsequent End Phase, add a fire marker to all corners of the middle Zone that already have 1 or more tokens on them. Then, set 1 Noise token (as a fire marker) in the next corner, clockwise, that does not have already one. A corner cannot have more than 3 fire markers. As soon as a corner reaches 3 fire markers, all building Zones on its tile are engulfed in flames and cannot be entered anymore. Any Survivor standing in such a Zone is eliminated and the game is lost.

• **This smoke!** During each End Phase, Survivors without the Scavenger or Tough Skill endure 1 Damage if they stand in a Building Zone on a tile with 1 or 2 fire markers.

• **Pimp my day.** Count the number of Pimpweapons found by all Survivors at the end of the game.

- 4: **Trailblazer!** Congratulations! It's a complete victory!
- 3: **Not so hot.** Didn't quite get everything, did you? Congratulations, nonetheless!
- 1-2: **You're fired.** Did you get distracted, or just bad luck? Buck up. You'll do better next time.

 Survivor Starting Zone	 Exit Zone	 Closed Doors
 Spawn Zones	 4x Objectives (5AP)	 4x Pimpweapon Crates

## WM17 - ELLE, AN ORIGIN STORY

Very Hard / 1 Survivor (Elle) / 30 minutes

*Where did that kid go? I can't believe they decided to hide in the part of town where most of the dead ends are! Rumors say there is a secret lair around here. I could seize the occasion and check for myself... Such a place could be of great help, if it even exists! Now, it's time to look for shorty.*

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: 1R, 3V, 4V, & 8R.



### OBJECTIVES

**This is a solo Mission, played with Elle.** Accomplish the Objectives in any order:

- Find the Companion (Green Objective).
- Find the Exit Zone.

**Then,** reach the Exit with Elle and the Companion. They may escape through this Zone at the end of their Turn if there are no Zombies in it.

### SPECIAL RULES

#### • Setup.

- Elle starts the Mission with a Fire Axe and a Pistol.
- Choose any Kid Survivor, take their corresponding miniature and ID card, and set them aside. They will be a Companion in this Mission.
- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.

• **Growing up!** Each Objective gives 5 AP to the Survivor who takes it.

• **From the shadows.** During each Spawn Step, roll a die for each Spawn Zone before drawing a Zombie card for it:

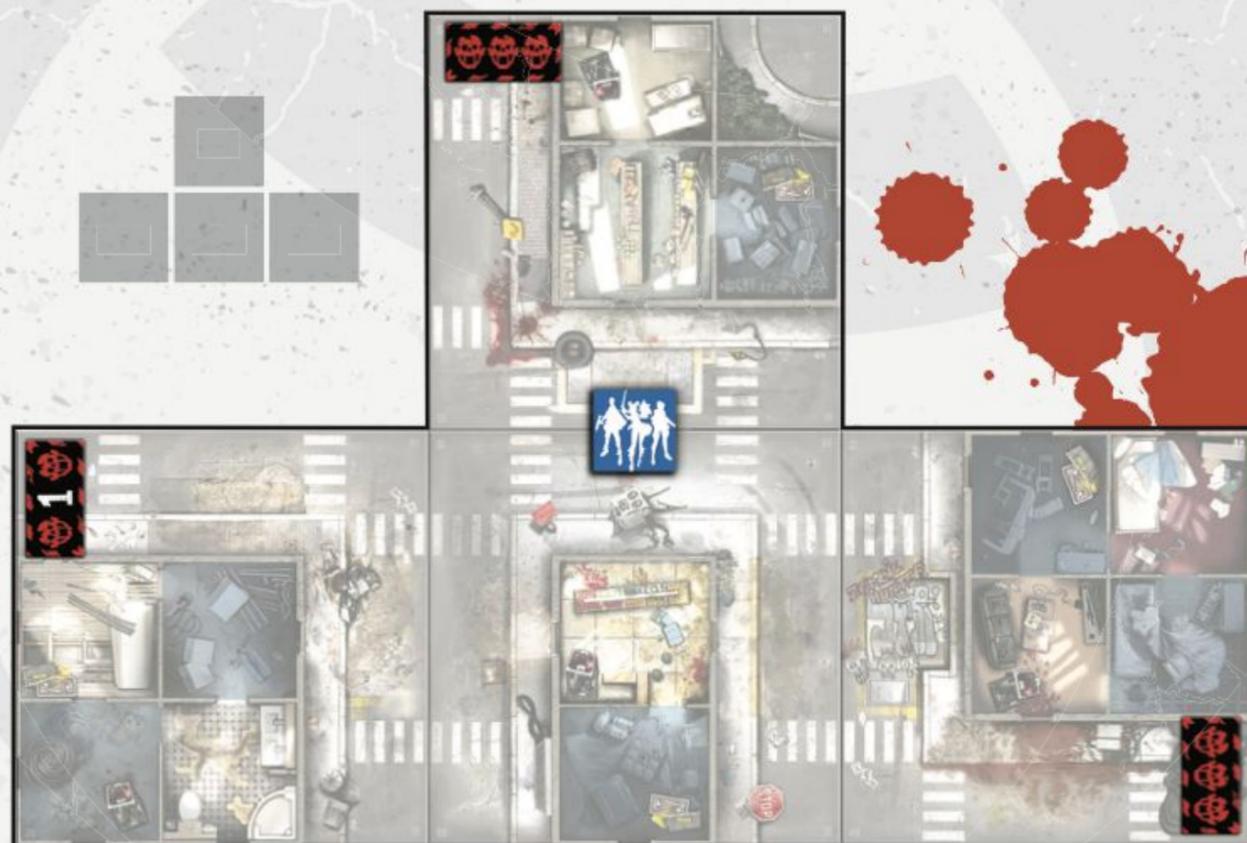
1-2: Draw a Zombie card as usual.

3+: This Spawn Zone don't spawn Zombies. If this tile's building has been opened, spawn 1 Walker in each of its Dark Zones.

• **I found the secret lair.** When the second Red Objective is taken, place the Exit token in that Zone.

• **Friends forever.** When the Green Objective is taken, place the Kid Survivor in that Zone. They are a Companion and Elle becomes their Leader (See Companion rules).

• **Extra firepower!** The Blue Objective gives either a Plenty Of Bullets or Plenty Of Shells card from the Equipment Deck to Elle (the player chooses). Elle may then reorganize their inventory for free. Shuffle the Equipment deck afterwards.



	Survivor Starting Zone
	Exit Zone
	Spawn Zones
	4x Pimpweapon Crates
	3x Objectives (Special)
	1x Objectives (Special)
	1x Objectives (Special)

## CREDITS

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<https://boardgamegeek.com/filepage/225027/kvm06-when-there-are-no-more-there-are-still-some>

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