

ZOMBICIDE CUSTOM

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Dedicated to the greatest teacher, educator and board game player of all time. Thank you for the wonderful time spent on the „Kostka“.

TUTORIAL

Objectives

- The objectives must be completed in the following order
 1. Pick up the green target
 2. Break down the door
 3. Go to the exit

Special rules

- For each objective, the survivor scores 5 exp. points
- The green door can only be opened after obtaining the objective
- A necromancer cannot spawn

Preparation

- Games: Zombicide 2nd edition
 1. Put together a 3R, 6R, 8R, 9R game plan
 2. Prepare tokens (spawn doors, etc.)
 3. Prepare the target



TWO BUILDINGS

Objectives

- The objectives must be completed in the following order
 1. Collect all targets
 2. Destroy spawns
 3. Kill the monster
 4. Go to the exit

Special rules

- For each objective, the survivor scores 5 exp. points
- Green and blue doors, can only be opened after destroying the spawns
- Spawns are destroyed by a given target using 3 actions

Preparation

- Games: Zombicide 2nd edition
 1. Put together a game plan 6V , 9R, 8V, 3V, 4V, 1V
 2. Prepare tokens (spawn doors, etc.)



CAR DRIFTING

Objectives

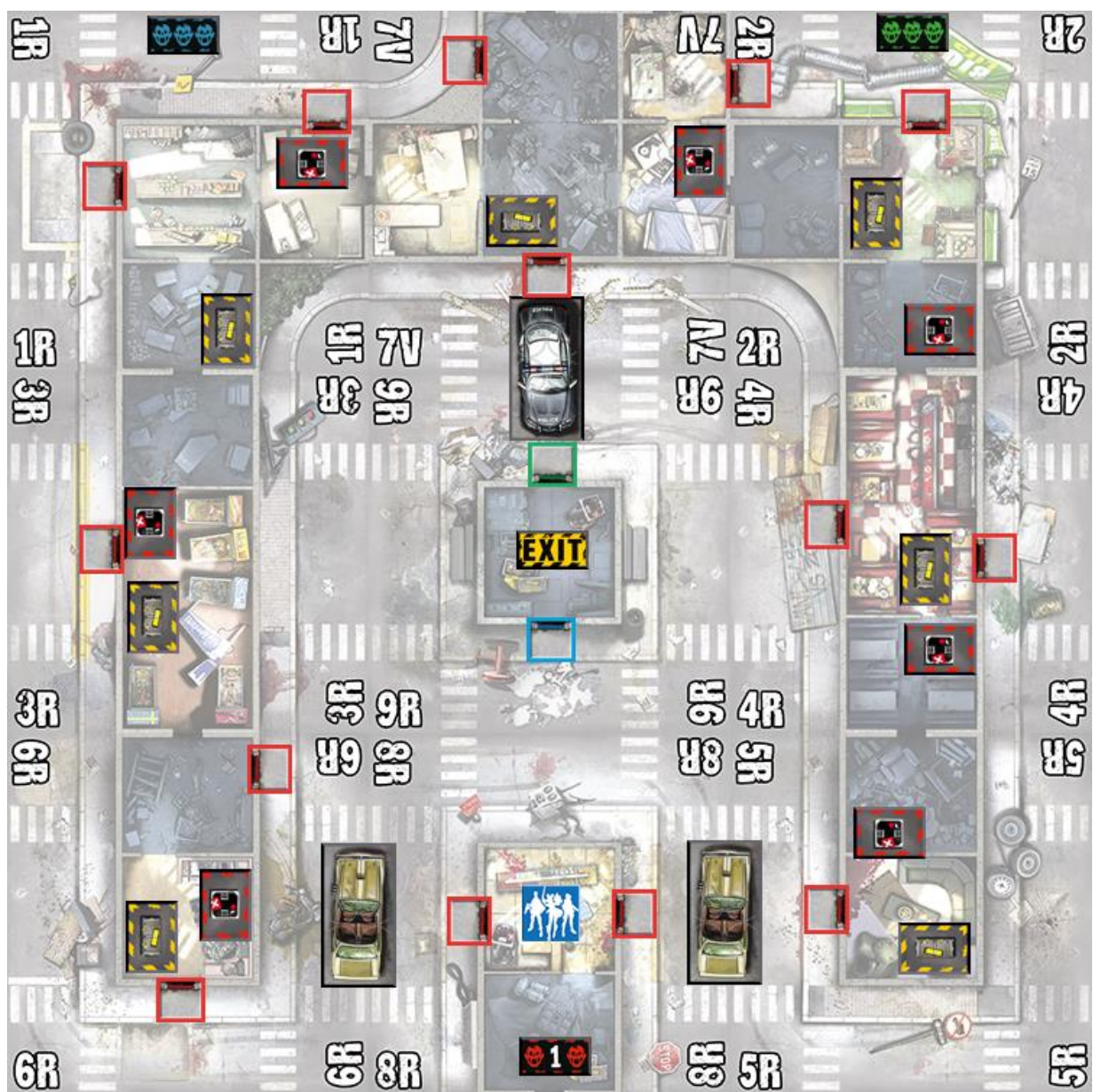
- The objectives must be completed in the following order
 1. Pick up the green and blue target
 2. Blue and green aim to destroy the blue and green spawn
 3. Go to the exit

Special rules

- For each objective, the survivor scores 5 exp. points
- The green and blue doors can be opened after destroying both spawns

Preparation

- Games: Zombicide 2nd edition
 1. Make a game plan 1R, 7V , 2R, 3R, 9R, 4R, 6R, 8R, 5R
 2. Prepare tokens (spawn doors, etc.)
 3. Prepare the target



PICK YOUR CHALLENGE

Objectives

- The objectives must be completed in the following order
 1. Either:
 - a. You collect all the targets -> the blue door will unlock
 - b. You destroy 2 spawns -> the green door will unlock

Special rules

- For each objective, the survivor scores 5 exp. points
- A molotov or 3 player actions are required to destroy the spawn

Preparation

- Games: Zombicide 2nd edition
 1. Put together a game plan 1R, 2V , 5V, 6R, 7R, 9R
 2. Prepare tokens (spawn doors, etc.)
 3. Prepare the target

BOSS FIGHT

Goals

- Objectives must be completed in the following order

1. Collect all objectives

Kill the green and blue necromancer

Kill the monster

2. Destroy all spawns

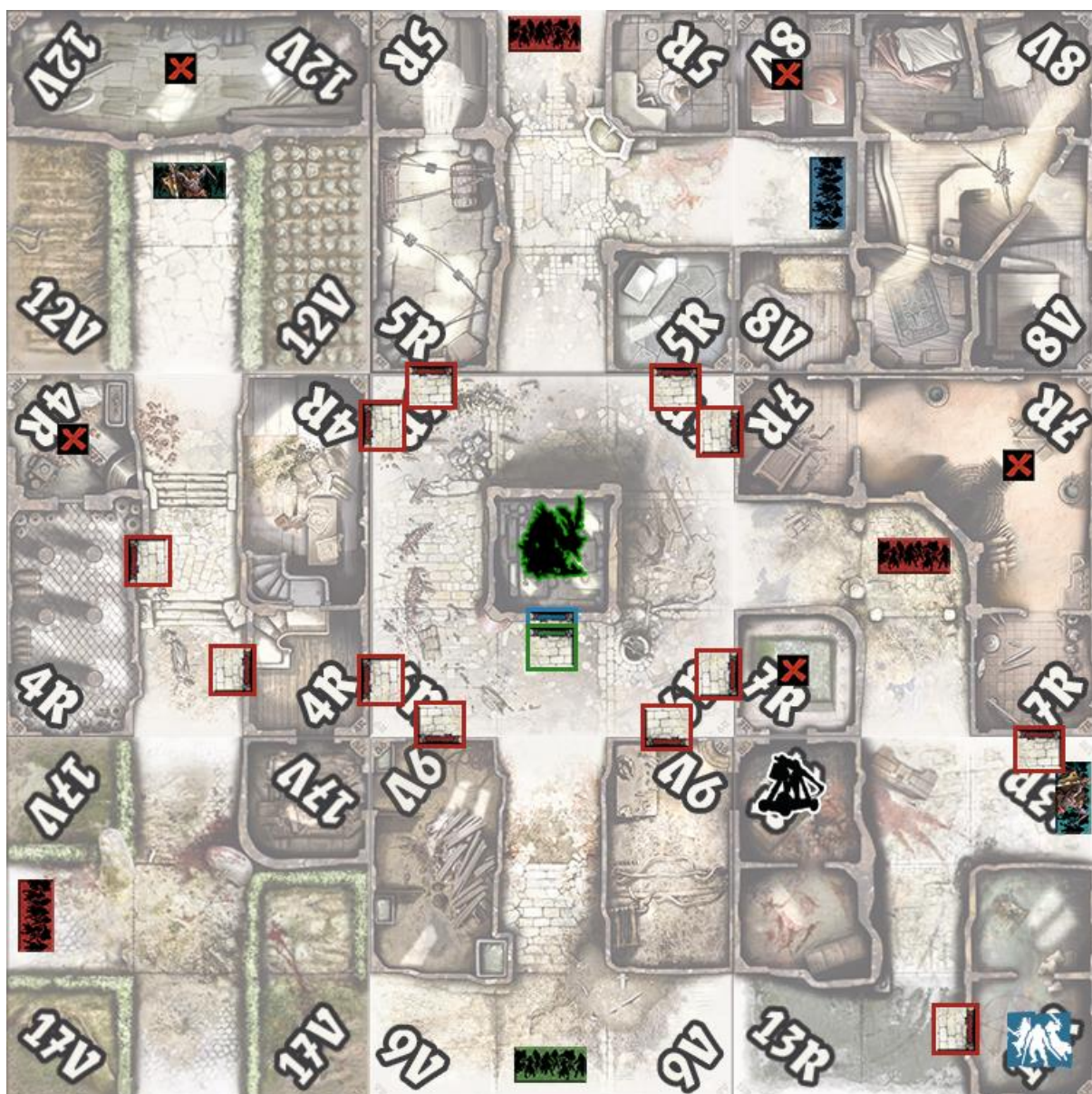
3. At least one player must be in red the others in orange

Special rules

- Survivor scores 5 hp points for each objective .
- When destroying and spawning you roll and die (1-3 hit, 4-6 miss)
- The monster can don't believe disappear (it always spawns on center when killed)
- Necromancer spawns work like normal spawns on necromancers , except there are no zombies to spawn
- Blue and green doors can only be opened after killing two necromancers
- Necromancer cannot spawn naturally (or remove their cards from the zombie card deck)
- When a blue/green target is picked up, the blue/green necromancer in that necromancer spawn will automatically spawn (the necromancer goes to that colored zombie spawn)
- Each boss (monster and necromancer) have double life and damage

Preparation

- Games : Zombicide Black Plague , Zombicide Green Horde
- 1. Layout the game plan 12V , 5R, 8V, 4R, 6R, 7R, 17V. 9V, 13R**
 - 2. Prepare tokens (spawn doors etc.)**
 - 3. Prepare monster and trebuchet**
 - 4. Shuffle and prepare targets (1 blue 1 green + 3 red)**



FIGHT ARENA

Objectives

- The goal of each team is to get 43 exp.

Special rules

- When a player dies, it takes one turn to respawn
- The first round starts with the first team and the second round with the second team, etc.
- Scoring:
 - **Zombie Kill: 1 exp.**
 - **Necromancer/Monster Kill: 3 exp.**
 - **Goal: 5 exp.**
 - **Player:**
 - **1 hit 5 exp.**
 - **More mornings 3 exp.**
 - **The whole team 10 exp.**

Preparation

- Games: Zombicide 2nd edition
1. Put together a 3R, 6R, 8R, 9R game plan
 2. Prepare tokens (spawn doors, etc.)
 3. Arrange the crates of cuddly toys according to the plan



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