

GAMING NIGHT #2

BLACK FRIDAY



INTRODUCTION: FIGHTING ON THE EDGE

If somebody had said a year ago that we'd be fighting zombies just to scavenge canned beans, everybody would have laughed. Now the world is turned upside down, and urban legends abound. That's how we first heard about the Jefferson Mall, a place described as "cursed" and "haunted". Naturally we decided to look into it.

From what we learned, this mall hosted a fierce battle during the first days of the zombie invasion and, quite amazingly, the survivors succeeded. They gathered lots of equipment, lots of people, and turned the place into a real zombie extermination headquarters for the whole area. And then...

Then a horde of berserkers and toxics appeared, and it all went straight to hell. All the lights went out overnight. By the groaning and foul stench, people knew Jefferson and its numerous defenders had fallen. Here began the urban legend about a mall stuffed with treasures and packed with zombies.

Some manufactured supplies are getting harder to find these days, and Jefferson instills enough fear that ordinary people stay clear of it. We are not ordinary people, though. We're going to go plunder this place. Such a raid could net us enough equipment to last several months and do some serious trading with other survivors.

Black Friday is a 3-Mission campaign designed to let you play *Zombicide* all night long. A *Toxic City Mall* box and *Zombicide Season 2: Prison Outbreak* Core Game box are needed to enjoy it.

Black Friday is about danger and power. Your Survivors will get interesting weapons and busloads of experience quite early in each Mission, putting them against tides of Zombies as they struggle to complete the objectives. Expect to use the Ultrared Mode (see *Toxic City Mall*) every time, slaughter Zombies with the best weapons around, and above all, reach unprecedented body counts. If you love having Red Level Survivors and fighting on the edge, then *Black Friday* is for you.

GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting with their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

1- Gaming Night rules replace Resurrection rules (featured in *Toxic City Mall* or *Prison Outbreak*).

2- When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any following Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh! cards).

Ongoing game effects previously applied to the Survivor no longer apply. Remember: getting killed voluntarily is for sissies. If odds seem too strong after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*



BLACK FRIDAY OBJECTIVE RULES

Jefferson Mall's previous occupants stashed lots of interesting equipment in their shelter. To reflect this, use the **Black Friday** rule below.

Black Friday. Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:

- The Survivor can still Search the Zone (if other conditions to Search are met).
- The Equipment cards are given even if there's a Zombie in the Zone.
- The Flashlight Equipment card's effect does not apply.
- The Destiny Skill applies.

MO1 ZOMBIE VAULT

EASY / 6+ SURVIVORS / 90 MINUTES

Jefferson Mall's surroundings are eerily silent. Its defenders clearly made their last stand here. They barricaded the entrance with everything they could find, probably to prevent the monsters from getting out. We will need a car to smash down the door.

Fasten your seatbelt.

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

OBJECTIVES

Reach the objectives in the following order.

- 1- **Get the hippiemobile's keys.** They are represented by the green Objective in the taxi.
- 2- **Smash the mall's door with the hippiemobile.** There may be Zombies behind it, so knock first.
- 3- **Grab all Objectives.** Hey, there's a little armory in there!
- 4- **Go deeper into Jefferson Mall.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:
 - The Survivor can still Search the Zone (if other conditions to Search are met).
 - The Equipment cards are given even if there's a Zombie in the Zone.
 - The Flashlight Equipment card's effect does not apply.
 - The Destiny Skill applies.

- **Blue Objective.** We need this electrical device, but removing it will trigger an alarm. The blue Spawn Zone activates when the blue Objective is taken.

- **Green Objective.** The green Objective represents the hippiemobile keys. The hippiemobile can be driven by anyone once the green Objective is taken.



• **Reinforced mall entrance.** The mall double door can't be opened by normal means. It's automatically opened when the hippiemobile is driven through it. It can't be locked down again afterward.

• **Hippiemobile.** The hippiemobile can be driven by anyone once the green Objective is taken. You can Search the hippiemobile only once per game. It contains Pa's Gun. Ignore car attacks made by the hippiemobile. It's harmless.

• **Taxi.** The taxi can't be driven. You can Search the taxi more than once per game. It is searched just like a building Zone but Flashlight cards have no effect. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

MO2 FORTRESS MALL

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We're at the heart of Jefferson Mall. The area is a massive warehouse of stashed equipment and supplies. There are gnawed remains, burnt patches, and bloodstains everywhere. Barricades block the alleys for the time being, but they won't last. The zombies know we're here. We have to grab some good weapons fast and be ready for the moment they bring down the barricades. Hey, is this a shirt from my favorite baseball team?

Tiles needed: 1M, 5M, 6M & 7M.



To add difficulty to this Mission, remove the rubble token. Zombie splitting time!

OBJECTIVES

To raid this place; this is why we came here in the first place, baby!

1- **I want it all.** Take all Objectives.

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

SPECIAL RULES

• **On our heels.** At the beginning of the game, put on each Spawn Zone:

- 5 Standard Walkers
- 2 Standard Runners
- 1 Standard Fatty

• **Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:

- The Survivor can still Search the Zone (if other conditions to Search are met).
- The Equipment cards are given even if there's a Zombie in the Zone.
- The Flashlight Equipment card's effect does not apply.
- The Destiny Skill applies.

• **The blue key.** Put the blue Objective randomly among the red Objectives, face down. Once this Objective is taken, the blue door can be opened.

• **Pimpmobile.** The pimpmobile can't be driven. You can Search it only once per game. It grants the searcher Pa's Gun and two Gunblades (yes, an epic package of three pimpmobile weapons!).



M03 A SPIRAL OF VIOLENCE

DIFFICULT / 6+ SURVIVORS / 180 MINUTES

We expected things to get nasty, which they did, but we never expected there would be so many zombies. No wonder this place turned into an urban legend! We've moved to the back of the mall, straight into the administrative and storage areas, and are planning to escape through the backdoors. There are still precious items all around, and after a short discussion, we don't plan to come back here again. We can't explore Jefferson methodically, but we need to grab as many of its treasures as we can.

We also can't kill all the zombies. Some will escape for sure. So long, boys.

Tiles needed: 1M, 3M, 5P, 6M, 7M & 11P.

OBJECTIVES

- 1- All you can eat. Take all Objectives.
- 2- Leave without looking back. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Black Friday.** Each Objective gives 5 experience points to the Survivor who takes it. Then draw two Equipment cards for the Survivor. This is not a Search Action:
 - The Survivor can still Search the Zone (if other conditions to Search are met).
 - The Equipment cards are given even if there's a Zombie in the Zone.
 - The Flashlight Equipment card's effect does not apply.
 - The Destiny Skill applies.
- **The blue trigger.** Put the blue Objective randomly among the red Objectives, face down. Once this Objective is taken, the blue door can be opened and the blue Spawn Zone activates.
- **Pimpmobiles.** The pimpmobiles can't be driven. You can Search each of them only once per game. Each contains a Gunblade.

