

GAMING NIGHT #1

CARS, FOOD OR GUNS



INTRODUCTION: CARS, FOOD OR GUNS?

An argument started among survivors. What is the most important thing in survival? Doug and Phil favor guns, as they blow away any obstacle. Josh and Wanda prefer cars, as they drive you to safety and carry anything you might find. Amy and Ned speak about food because it's a basic human need. Would you help us settling this?

Cars, Food Or Guns is a 3-Missions campaign designed to play *Zombicide* all night long. A Season 1 Core Game box is needed to enjoy it.



Cars, food or guns? Each Mission brings its own answer to this question, and a nice reward too! Choose your priorities and play them all in the order of your choosing. In the end, you might have a definitive guess on the subject.

GAMING NIGHT MODE

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

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

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

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

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.
- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor no longer apply. And remember: getting killed voluntarily is for sissies.

If odds seem too strong after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the only rule.*

SETTING

Assemble your gaming group(s). Each group discuss and choose which Mission to start with:

- Cars (P. 2)
- Food (P. 3)
- Guns (P. 4)

Once the first Mission is done, choose the second Mission between the two you didn't choose at first. End your memorable.

Don't forget to apply Mission rewards! After the third Mission, you can play a Mission again to benefit from the last reward.

MO1 CARS!

HARD / 4 TO 6 SURVIVORS / 90 MINUTES

We're here for the cars. Before the zombies, it was the place to find tuned cars, overpowered engines and get in wild urban races. Finding a nice pimpmobile will be easy here. We won't hang on here for too long, though. Zombies are already after us. Another death race has begun.

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

OBJECTIVES

1- Find all the car keys. Car keys are spread all across the place. There is a red "X" in each room containing one of them. Take all Objectives.

2- Crush zombies until everyone reach the Red Danger Level. Reach the Red Danger Level with all Survivors.

SPECIAL RULES

- **Driving lessons.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue and green Objectives randomly among the Objectives, face down. These Objectives don't give experience when they are taken: you thought it was car keys, but it wasn't!

- **A police car in the grocery store.** A police car crashed in the grocery store. The car alarm and the shop's alarm are a bit noisy. Six Noise tokens are set in the marked Zone at the beginning of the game and aren't removed at the end of each turn. At the cost of 1 Action, a Survivor standing in the noisy Zone can remove or put back three of them (to a maximum of 6).

- **These zombies are accustomed to noise.** The blue Spawn Zone activates if there is NO Noise token on the board (Survivors don't count).

- **Pimpmobile keys.** The pimpmobiles can be driven when all Objectives have been taken. Until then, you can't drive them. They can't be Searched.

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

CARS! - MISSION COMPLETION REWARD

Start the next Mission with two pimpmobiles set on the Player starting area. They can be driven but can't be Searched. Survivors can begin the next Mission in the cars.



MO2 FOOD!

MEDIUM / 4 TO 6 SURVIVORS / 90 MINUTES

Sheer luck. We found a custom-made solar panel sorting out of a roof. It leads straight to a fast food. We think it could power the fridges, meaning there is some fresh food out there! Having a real meal could bring us back some energy and morale. Coming closer, we see the place is besieged by zombies. They somehow managed to enter without breaking the door. And what about this lousy music we hear from a nearby house?

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

OBJECTIVES

1- The right place to be. The previous owner obviously died. There is plenty of food waiting to be eaten. All Survivors have to eat in the fast food and get an Objective token (see special rules)

2- Stock for the hard days to come. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

Note: Taking as many food cards as you can will give your team a reward. Taking Objectives allows you to look for food cards in the Equipment pile.

SPECIAL RULES

• **Burger assault.** At the end of each Zombies' Phase, a single Survivor standing in the fast food can receive an Objective token. This token figures his full belly, is put on his ID card and doesn't grant experience points. A Survivor can carry only one of these tokens at any given time. It can't be granted if any Zombie stand in the fast food or if you don't have enough Objective tokens available (take Objectives on the board to get some).

FOOD! – MISSION COMPLETION REWARD

Gather the food cards (Canned Food, Rice or Water) your team found and distribute them among your Survivors at the beginning of the next Mission.

For the whole duration of the next Mission, Survivors can discard a food card when their turn comes to play. Each food card discarded that way gives back the Survivor all his Actions. He can spend them again. Multiple food cards can be spent that way in a row to refresh Actions.

• **"All your food are belong to us".** Each Objective gives 5 experience points to the Survivor who takes it. The player can also look for a food card (Canned Food, Rice or Water) in the Equipment pile and discard pile, and put it in his Survivor's inventory. If you look in the Equipment pile, shuffle it afterwards.

• **Fatty's fate.** The survivor finally got infected and came back as a zombie. A Fatty and his escorts are hanging in the fast food. Before the beginning of the game, put a Fatty and its 2 Walker escorts in the fast food.

• **Hell of a TV.** The solar panel was feeding a TV with a VCR. It must have lured zombies with music, as the volume is set on the maximum right. A Noise token is set in the marked Zone at the beginning of the game and is not removed at the end of each turn. At the cost of 1 Action, a Survivor can destroy the TV and remove the Noise token for good.

• **Zombie feast.** Lured by the TV sound and the smell of an open freezer, zombies have dig a hole in the ground and keep on coming from the sewers to the fast food's back-room. The blue Spawn Zone activates if there is one or more noise Token on the board (Survivors don't count).



MO3 GUNS!

MEDIUM / 4 TO 6 SURVIVORS / 90 MINUTES

A gun is like a skeleton key. With a good gun, you can crush any opponent, drive any car you want and grab all the food you can carry.

We know about an area crowded with zombies and left on its own devices since the first days of the invasion. As it was a stronghold for early survivors, it sure has lots of stuff to plunder, including guns. It's a very dangerous place, however, and securing it will require some nerves.

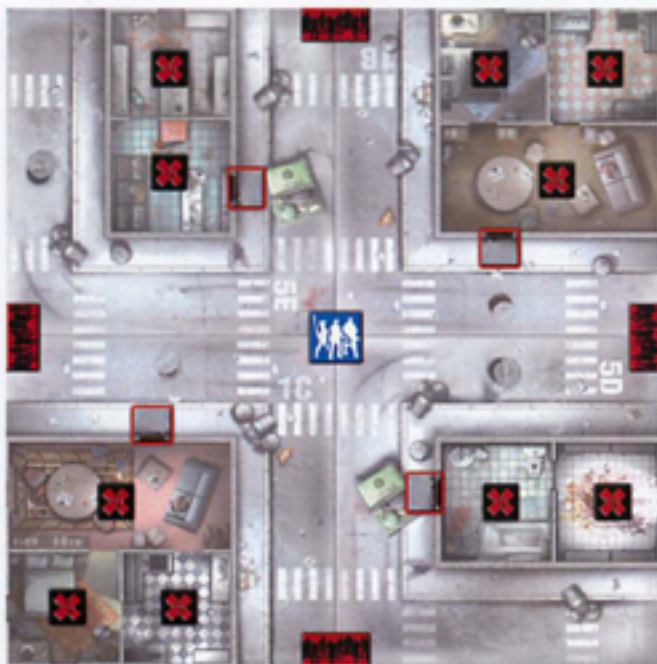
Tiles needed: 1B, 1C, 5D & 5E.

OBJECTIVES

This dangerous Mission requires a simple and robust plan. Follow each step.

1- **Seek and destroy.** Explore each house, empty them of Zombies and take all Objectives.

2- **Assemble for the next operation.** Reach the Player starting area with all Survivors. You win if, at any End Phase, they all stand here while there are no Zombies in the building Zones.



SPECIAL RULES

- **Objective: 0 zombies.** An Objective can only be taken if there is no Zombie in the whole building containing it. Each Objective gives 5 experience points to the Survivor who takes it.

GUNS! – MISSION COMPLETION REWARD

Your Survivors keep all weapons and Plenty of Ammo cards they have at the end of this Mission. They begin their next Mission with them. All other cards in inventories are discarded, including Wounded cards.