

# BoD2 CONFERENCE BLUES

A mission by zombie57

## Supplies!!!

*Yet again, the supplies are running low. Too many mouths to feed and not enough rice, water and cans to go around, never mind the cooking oil.*

*The shops are closed these days so time to dig deeper and go into the heart of the industrial center to raid the conference centre.*

You will need the following tiles for this scenario:  
1B, 1C, 2B, 2C, 4B, 4C, 4D, 4E

## OBJECTIVES

The camp leaders believe that the city conference centre will be an ideal place to secure supplies. The building appears to be secure so the internal threat will be minimal.

In order to protect the team from any outside zombie threat until absolutely necessary, the team will enter the conference centre via the roof skylight.

The mission is to recover 2 x rice, 2 x cans, 2 x water and 4 x oil drums.

The team must then escape by cars that will pick them up after a period of time.

The game is only won when all objectives have been taken away by car.

## GAME SETUP

Set out the map as shown below.

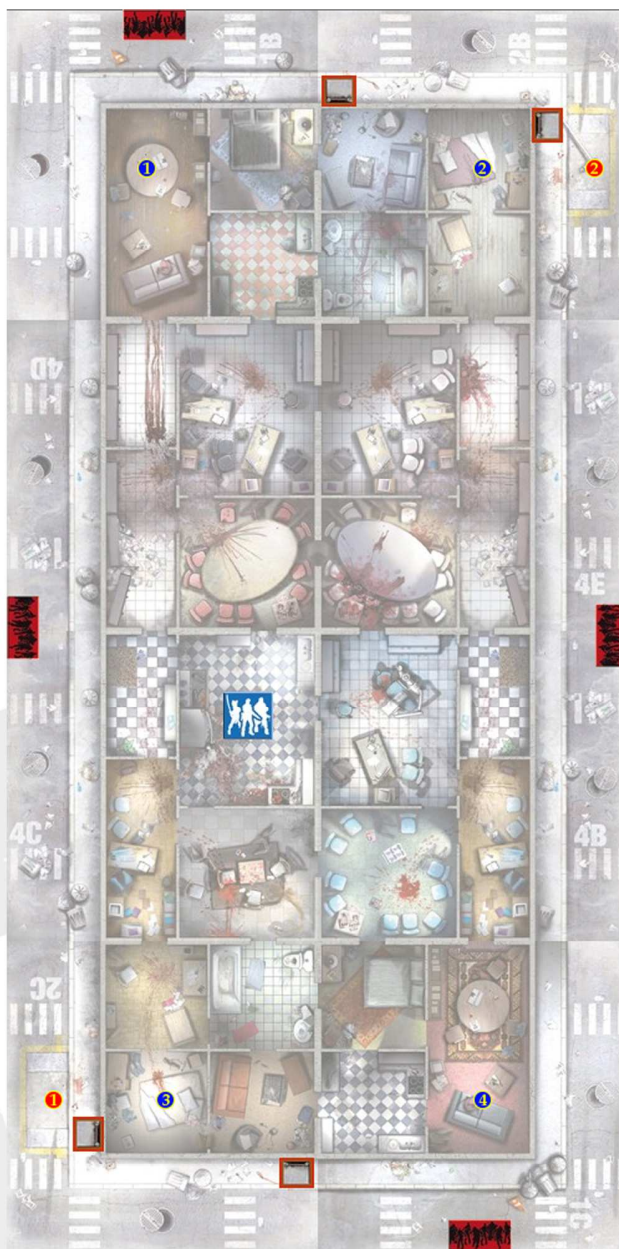
The oil drums are objective tokens, place them in the rooms marked 1 – 4 with the blue circles.

Also add a spawn card face down in each of the rooms marked 1 – 4 with the blue circles.

When play begins before the players first phase, the spawn cards can be revealed.

Discard them and place the spawn in each room.

Our heroes didn't think the conference center would be empty did they?



## SPECIAL RULES

### Zombie Spawns

Initially the zombies that spawn outside the conference centre cannot see the players.

They can however hear them and they will move towards and gather at the nearest door to their spawn point, pounding on it.

If a zombie is outside a door while no other doors are open to the conference centre the remainder of its turn is ignored and it forms part of the hoarde.

Example, no open doors in play. A runner is one move away from a closed door. It moves to the closed door and waits for either the door to be opened or another door elsewhere to be opened and then it moves towards that.

### Mission Objectives

The following items can only be carried as secondary items (cards in reserve).

- rice
- food cans
- water
- oil drums (objective tokens – 5pts)

If a player dies, the objective tokens and items are dropped in the room.

Each item can be picked up by another player and placed in their reserve cards at a cost of one action per pick up.

### The Search Deck

If during the search phase, a player draws any rice, cans or water cards, the remaining deck is shuffled.

If during the search phase a player draws a zombie spawn card, the card is activated and immediately returned to the deck. The remaining deck is shuffled.



### The Car Phase and Win Conditions

The car is a timed event and you will need to count the turns in play. The car will arrive after ten complete phases of play (player and zombie turns).

#### Car timing phase - Overview and Walkthrough

1. After the tenth timed turn it is possible for the car to arrive in either red zone 1 or red zone 2 on the map depending on the zombie situation. No car can turn up before the tenth turn cycle in gameplay so you need to count the turn cycles.
2. This event can only happen after the end of the zombie phase and before the beginning of the player turn who would be starting the eleventh or later go.
3. At this point roll a dice, 1-3 zone 1 or 4-6 zone 2. This zone is the dedicated zone for the car to arrive at.
4. If that zone is free of zombies then it arrives and players can get in it. If there are zombies present in the zone then no car turns up as there is no safe place to stop. At this point the car phase ends and it is attempted at the beginning of the next turn. If the car has arrived, then continue to 5.
5. The car can only carry three players at time as it already has a driver. The driver is assumed as there are only three seats left.
6. Assuming one full car, the three players can only take a maximum of nine mission items at once between them. This means that the car will need to return for the rest of the team and their remaining item(s) as there are ten items in total.
7. The car can only leave at the beginning of the next turn (before any players take their turns) as long as there are no zombies in the same zone as it at this point. Basically players have to ensure that an area is clear around the car before they get in.
8. If there are zombies in the zone with the player car, this area needs to be cleared and await an attempt to leave at the beginning of the next player phase (before any players take their turns) as long as the area is still clear.
9. Once the car leaves, the players in the car and all their items are permanently removed from play.
10. When the first car has left it's time to await the second car.
11. The counter is reset to zero and starts counting to ten again.
12. On the tenth timed go for the second car, go to point 1, but when it's time for the car to leave point 13 applies.
13. The second car can leave if there are no zombies in the zone at the end of the players move but before the zombies have had their move. This is because the area is clear and the players have reached the car with the final objective items and the game has been won.