

GAMING NIGHT #3

ZOMBIE TRAP



We are just in front of the Newhaven County prison. It isn't the biggest prison we've ever seen, but it's easily one of the most overcrowded. Maybe it was used to hold zombies at the beginning, when there were still people foolish enough to try to contain the outbreak. Maybe this was just the usual state of this place. We'll never know.

In any case, this prison is a time bomb. If the zombies locked up here escape, they will flood the entire city within a few hours before spreading into the whole country. We don't want that, so we are going to clean this place. It has to be done, and it's going to be a lot of fun!

The question is, how?

We don't fear the zombie horde—we've zombicided more dangerous ones—but there are so many zombies in this place that a conventional cleaning would take months. We don't want to spend months in an old, half crumbled prison.

We thought about it, and we have set a course of action, a zombiciding tactic. We run into the prison, killing all the zombies we stumble across and making lots of noise. This should get them to follow us into the prison yard and then...bang bang, as usual.

This tactic has a serious drawback: we must get them all. Hey, wait. You're right. That's not such a drawback.

Zombie Trap is a 3-Mission campaign designed to let you play Zombicide all night long. A Zombicide Season 2: Prison Outbreak Core Game box is needed to enjoy it.

Zombie Trap is about the very title of this game: Zombicide. Your Survivors will face hordes of zombies and destroy them. This means that you will quickly gain busloads of experience and will need the most powerful weapons just as quickly. You will probably have several Survivors turned into Zombivors. It's a challenge, but you love a challenge, don't 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- 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.



ZOMBIE TRAP CELLS SPECIAL RULES

Newhaven County prison is really overcrowded with Zombies. You've never seen something like this before, and you better hope you'll never see it again. Through whatever method or madness, a staggering number of Zombies were lured into the prison's numerous cells. The plan inevitably went wrong, of course, and all the cell doors opened. Fortunately, there was no one alive left to set the Zombies on the warpath, so they just stood there. To reflect this, use the **Cells full of Zombies** rule below.

Cells full of Zombies. At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **Tiles showing cells are 7P, 12P & 13P.**

- **Cells full of Zombies.** At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **Tiles showing cells are 7P, 12P & 13P.**



M01 ZOMBIE TRAPPERS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

The Newhaven County prison is filled with freaky noises; scratching, howling, deep breathing, the works. All the signs are clear: this place is zombie concentrate-100% pure zombie, no additives, no preservatives. Just entering this prison requires some nerves, but the first step is the hardest. Everything should go smooth and quick after that. We hope.

Tiles needed: 6P, 7P, 8P, 10P, 12P & 13P.

OBJECTIVES

A simple plan with a simple objective: 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

- **Useful stuff.** Each Objective gives 5 experience points to the Survivor who takes it.



M02 SETTING THE TRAP

DIFFICULT / 6+ SURVIVORS / 150 MINUTES

Entering Newhaven County prison was the easy part, as we expected. Now, there is a zombie horde behind us. (This part of the plan also worked just fine.) We also have another horde in front of us. That we didn't expect. It wouldn't be a real problem, though, if one of the prison wings didn't have a rotating security gate and two locked doors. We'll need to rotate the gate and find both keys to let the zombies access the last wing of the prison, where our trap is waiting for them. Oh, and one other thing I forgot. There is a secondary access to this part of the prison that must be closed in order to redirect the zombie flow in the right direction. Doing this with two or three zombies hordes trying to eat us will be... a challenge, at the very least.

Tiles needed: 8P, 9P, 11P, 12P, 16P & 18P.

OBJECTIVES

This plan won't be as simple as the previous one.

- 1- Take the keys. Take the green and the blue Objectives.
- 2- Rotate the security gate, open the neutral door in tile 18P, and activate the violet Switch. You choose the order, but all must be done.
- 2- Move to the last prison area once you are sure all the Zombies are after you. Once there are no more Zombies in the building (there can still be Zombies on street Zones), 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

- **Useful stuff.** Each Objective gives 5 experience points to the Survivor who takes it.

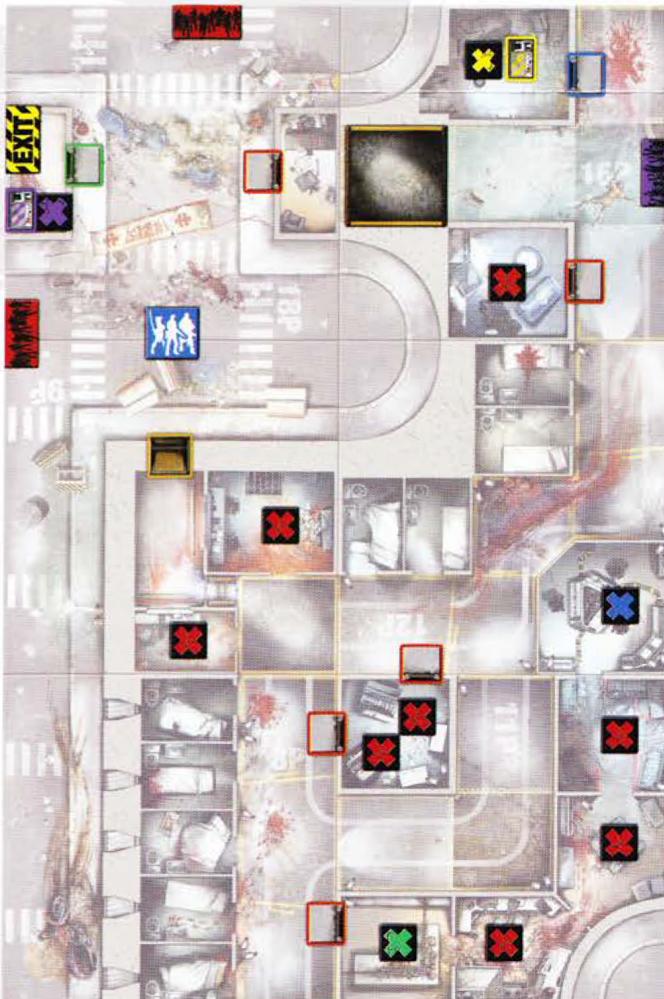
- **Cells full of Zombies.** At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **Tiles showing cells are 8P & 12P.**

- **The blue key.** Once the blue Objective is taken, the blue door can be opened.

- **The green key.** Once the green Objective is taken, the green door can be opened.

• **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the yellow Switch for the first time also takes the yellow Objective and gains 5 experience points.

• **The violet Switch for the violet Spawn Zone.** When the violet Switch is activated, the violet Spawn Zone is removed. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points.



M03 ENDING THE JOB

DIFFICULT / 6+ SURVIVORS / 180 MINUTES

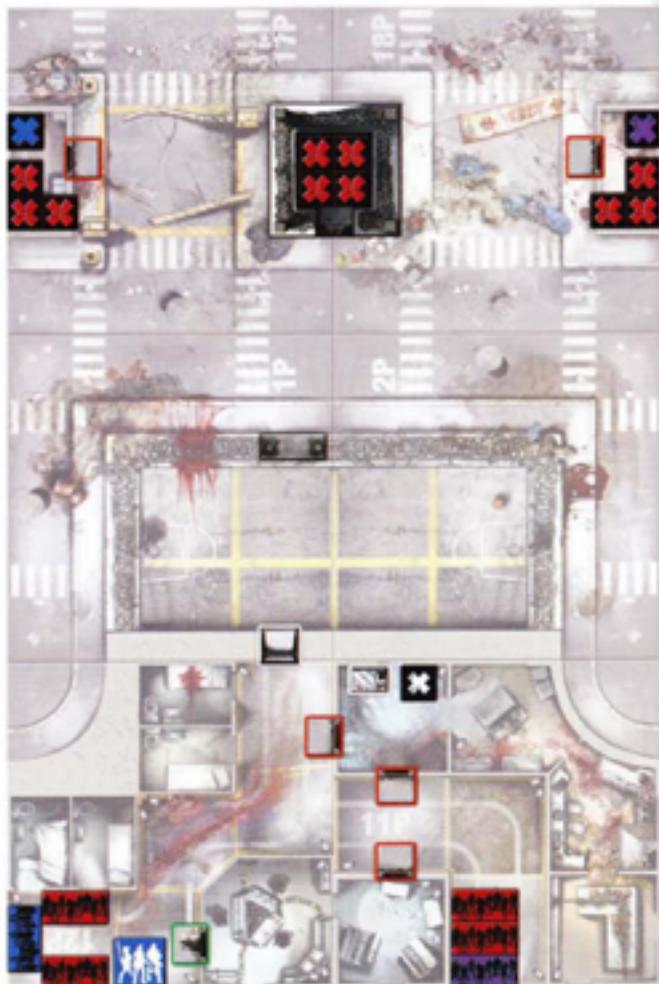
Our plan is working really, really well. Zombies are pouring in from everywhere and all draining into the yard, just like we wanted them to do. We don't have to worry about ammunition, since we have lots of stuff stashed just outside the yard. That's the good news.

The bad news is that our plan maybe worked a bit too well. The zombies are coming really quick and are extraordinarily excited. We can't make any mistakes. We have to cull them fast if we don't want to be overrun by the oncoming hordes.

Tiles needed: 1P, 2P, 11P, 12P, 17P & 18P.

OBJECTIVES

Reach the Red Danger Level with all Survivors. **The Mission is lost** if a Zombie reaches a street Zone through a torn barbwire.



SPECIAL RULES

- **Ammunition reserves**, just in case. Each Objective gives 5 experience points to the Survivor who takes it.
- **Cells full of Zombies**. At the beginning of the Spawn resolution during every Zombies' Phase, but before drawing any Zombie card, place one Standard Walker in every cell, on every tile where at least one Survivor stands (as with standard manhole spawning). Choose the first cell to fill, and then proceed clockwise. If there aren't enough miniatures, Standard Walkers gain one extra activation per cell that didn't receive its Zombie host. **The tile showing cells is 12P.**
- **Blue explosives**. You probably prefer to kill the Zombies yourself, but in case of emergency, you can use an explosive device that you have previously set along one of the paths the Zombies are following. Once the blue Objective is taken, remove the blue Spawn Zone.
- **Violet explosives**. In case of real emergency, you can also use a second explosive device to block another path followed by the Zombies. Once the violet Objective is taken, remove the violet Spawn Zone.
- **The white Switch for the prison main entry door**. When the white Switch is activated, the white prison main entry door opens. The Survivor switching the white Switch for the first time also takes the yellow Objective and gains 5 experience points. The white door closes when the white Switch is set back to its original setting.

