

CAMPAIGN: BOOMTOWN



WHAT IS BOOMTOWN?

Beaumont used to be a nice city whose main activity was a huge game factory. Half the town, if not more, used to work there, and they often called for backups in nearby suburbs for the Christmas shipping. The whole Beaumont was throbbing with the pulse of its twin tidal waves: the first in the morning, when employees checked in, and then in the evening, when they came back home. The city attracted lots of people and thus was very crowded. Now, this happy workforce has turned into a zombie legion. This is a real problem, because Beaumont's zombies kept their "tidal wave" habit, but for hunting. When a pack of them encounters resistance, you can be sure the swarm moves for the kill in the next hours. They already attacked us several times in nearby towns and now represent a serious threat to our turf. After a hot debate, we decided Beaumont would take too much effort to redeem, and had to be erased from the surface of Earth. We'll collect every flammable substance in the nearby towns, each and every available explosive device, and turn Beaumont into...Boomtown.

Boomtown is a 7-Missions campaign for *Zombicide Season 1*. Players gather their favorite Survivors in an elite team and go for a task never heard of in the *Zombicide* universe: nuking a zombie town with every mean available. Make sure to select the best Survivors for this task, and watch out for each other: surviving through seven chained Missions is a challenge. After winning the Boomtown campaign, you'll know what it really takes to be a seasoned Survivor in *Zombicide*.

CAMPAIGN RULES: LEARN ABOUT ENDURANCE

- 1- Missions are meant to be played as follow-ups. Keep the same Survivors from one Mission to the next.
- 2- Wounds remain between Missions. At the end of each Mission, gather the Canned Food, Rice, and Water Equipment cards plundered by your team. Each of them can be spent to eliminate one Wounded card suffered by a Survivor during the Mission. Discard unused food cards before the beginning of the next Mission.
- 3- A Survivor turned Zombivor remains a Zombivor until the end of the campaign. Infection is a one-way trip!
- 4- If an eliminated Survivor can't be turned into a Zombivor, or if a Zombivor is eliminated, the whole campaign ends in defeat. Try it again, more carefully!

01 EVAC!

EASY / 6+ SURVIVORS / 60 MINUTES

Josh made contact with several people who faced an unusual zombie invasion just two days ago. They spotted a whole zombie column coming their way and would need some help to get out. The thing is, zombie reinforcements will be here by the time we make our way, and will probably attract local zombies as well. We have to get everyone out, or the entire Boomtown will be upon us.

Tiles needed: 5B, 5C, 5E, 6B, 6C & 7B.

OBJECTIVES

Bring them back alive. Any Bystander (see Special rules) or Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies. You win the game when at least one Survivor per player and at least 6 Bystanders have been evacuated.

SPECIAL RULES

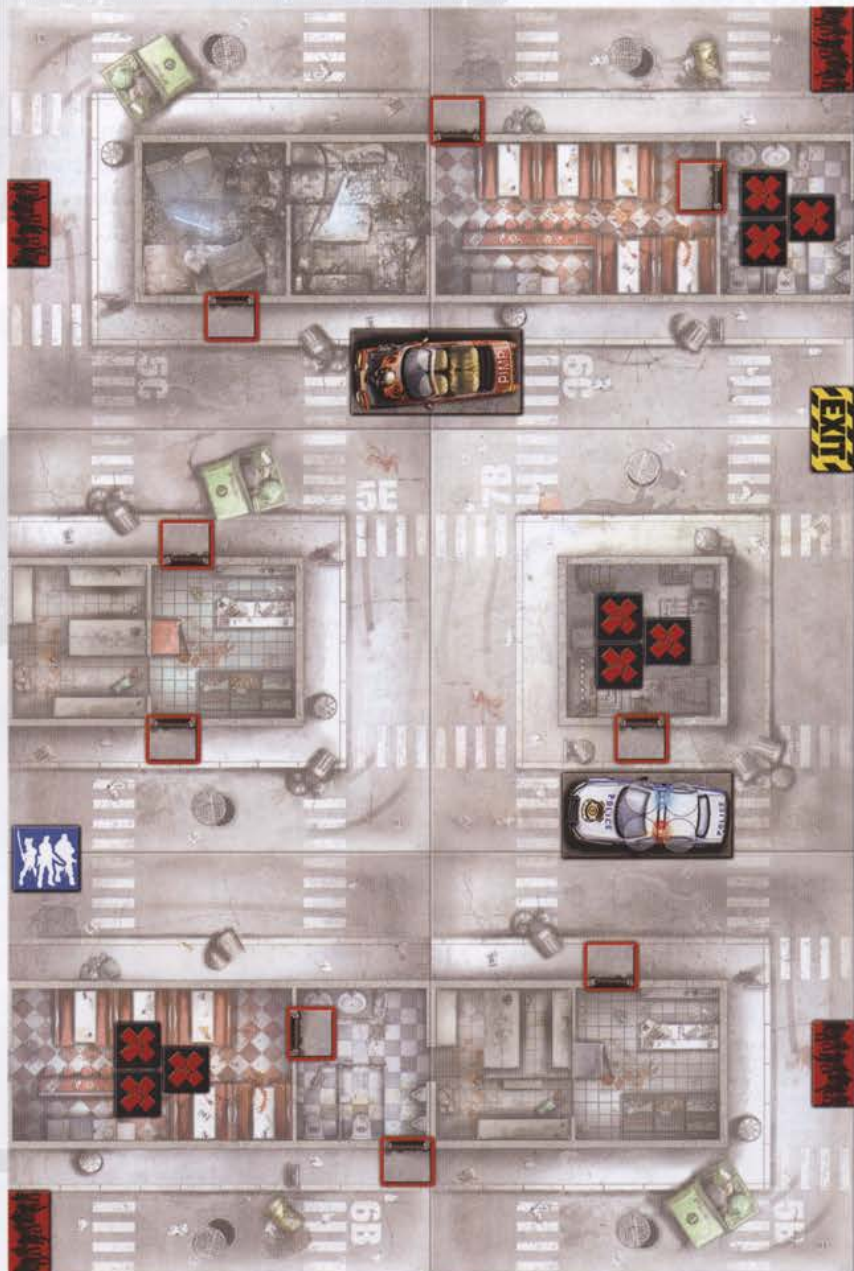
- **Bystanders.** Each Objective gives 5 experience points to the Survivor who takes it. It also stands for a Bystander.
 - Count it as a Survivor at all times. It is eliminated by the first Wound it endures.
 - Don't remove the Objective token from the board once taken. It is attached to the Survivor who rescued him. Bystanders can't do anything but Moving along his rescuer and escape through the Exit Zone.
 - If its rescuer is eliminated, all his Bystanders are lost as well (even if he comes back as a Zombivor).

TIP: Feel free to replace Objective tokens with Survivor miniatures if you own enough of them!

- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **You can't use cars.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).
- **Police car.** You can search the police car 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.



02 DOUG'S SECRET CACHES

MEDIUM / 6+ SURVIVORS / 120 MINUTES

Doug is a man of secrets. After we decided to gather lots of explosives, he told us about the caches he settled in a remote corner of the suburbs, waiting for the right moment to use them. There is a catch, however: it's been some time since he didn't make his way back here to check if everything was OK. Yep, the last time he did, an Abomination was roaming around.

Tiles needed: 1C, 2B, 2C, 3B, 5B, 5C, 5D, 5E & 7B.

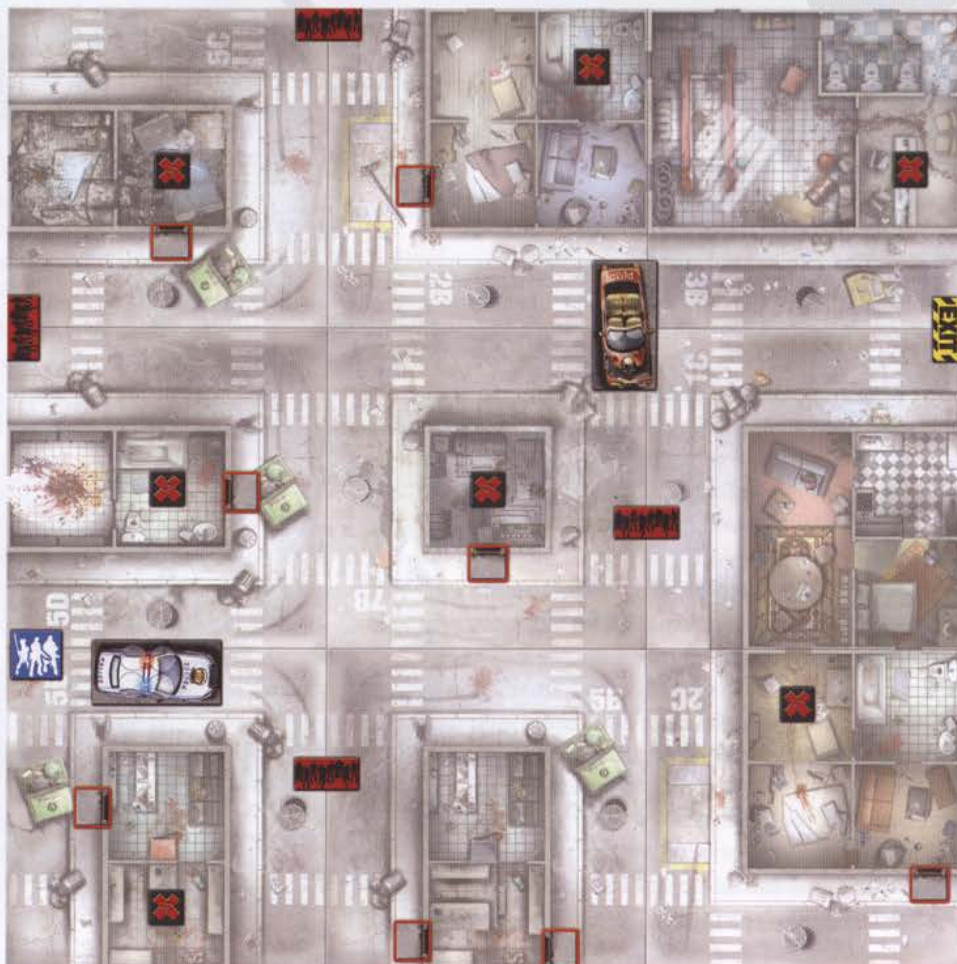
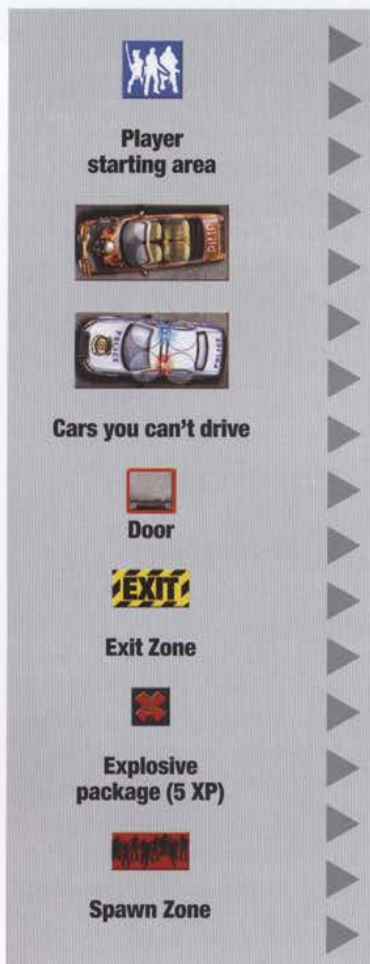
OBJECTIVES

Follow these steps to win the game:

- 1- **Take all the explosives packages (the Objectives).** They take some place in your pockets, so only keep your best equipment.
- 2- **Escape the scene with the explosives.** Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.

SPECIAL RULES

- **Shadow of the beast.** Zombie cards don't spawn Abominations. Spawn Fatties with their two Walkers escorts instead.
- **Explosive packages (with a surprise).** Each Objective gives 5 experience points to the Survivor who takes it. They mark the place where Doug's explosives are stored. Each of them takes a slot in Inventory, and has to be carried away through the Exit Zone. Put the blue-sided Objective randomly among them, face down. When the latter is revealed, replace it with an Abomination.
- **You can't use cars.**
- **Pimpmobile wreckage.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).
- **Police car wreckage.** You can search the police car 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.





03 CORNERED BEASTS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Another Boomtown zombie squad is coming right in front of us. We have to escape before getting cornered, it's a matter of minutes. Fortunately, Josh knows the block and its former inhabitants. A family he hanged with used to customize its member's cars and weapons. If we act fast and smart, we could find cool stuff as well as a way to get out.

Tiles needed: 2C, 3C, 5B, 5C, 5E & 7B.

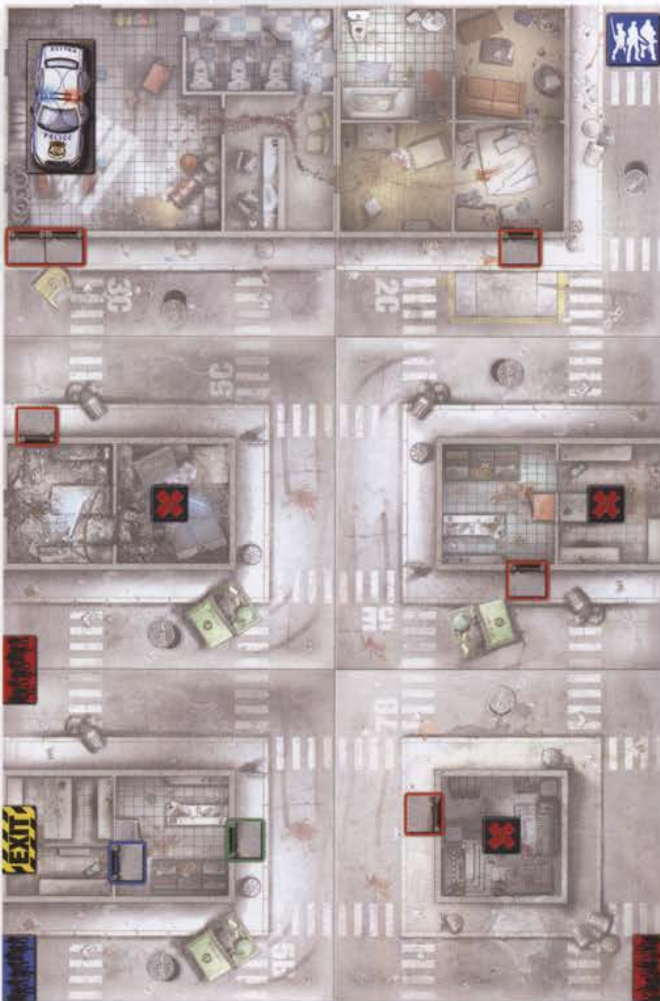
OBJECTIVES

Rush hour! The Exit Zone leads to an escape tunnel. Reach the Exit Zone with all Survivors. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.



SPECIAL RULES

- **Cool stuff.** If you are bold enough to take it, each Objective gives 5 experience points to the Survivor who takes it.
- **Doors, keys and an alarm.** Put the blue and green Objectives randomly among the Objectives, face down. The blue and green doors cannot be opened until the corresponding Objectives have been found. The blue Spawn Zone activates when the blue Objective is taken.
- **Collector weapons!** Finding the double-faced red Objective either grant the Evil Twins or Ma's Shotgun (draw randomly).
- **You can use cars.**
- **A suitable projectile.** The police car sitting in the garage can't be searched. It has been (badly) altered to use an unstable fuel, and has serious leakage issues. It can be driven out if both the garage doors are opened. It can also be specifically targeted at by a Ranged attack (ignore the Priority Targeting Rules). On a successful hit, the car explodes with a Molotov effect. Remove the car token, and any Spawn Zone token in its Zone.



04 DOOMSDAY CLOCK

HARD / 6+ SURVIVORS / 240 MINUTES

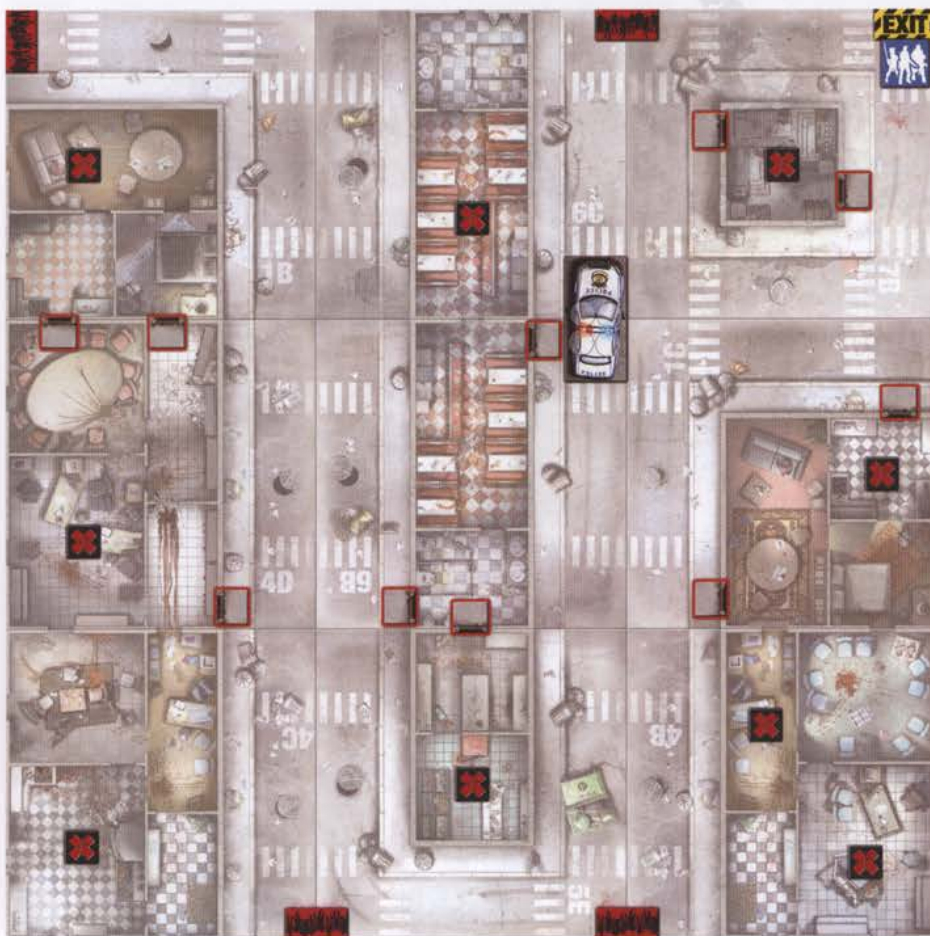
As potent as they are, Doug's explosives won't be enough to blast an entire zombie army. We'll use them as igniters to engulf Boomtown in a giant pyre. The thing is, we need some "fuel" to spread the destruction for maximum effect: chemicals, gasoline, domestic stuff mixed into low-tech explosives, etc. Ned's help will be invaluable here.

That's not our only problem. Another zombie wave is hitting the place we want to explore. The people we rescued before could provide a barrage fire while we look the area for suitable material, but they are so weak and hungry that we need to feed them first. We must hurry, though, they won't hold for long.

Tiles needed: 1B, 1C, 4B, 4C, 4D, 5E, 6B, 6C & 7B.

OBJECTIVES

Scout the area for explosive stuff and come back before it's too late. Objective tokens stand for dangerous material easily turned to explosives. Here is the plan:



- 1- Grab all what can burn or explode (the Objectives) and drop them on the Exit Zone.
- 2- Reach the Exit Zone with all Survivors. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.

SPECIAL RULES

- **A dangerous mix.** Each Objective gives 5 experience points to the Survivor who takes it for the first time. Each of them occupies a slot in Inventory and can be carried around like an Equipment card. It can be dropped on the Zone the Survivor stands in (free Action), and taken back again afterwards.
- **Time is running out.** Put aside 10 Skill counters standing for time counters for the incoming invasion.
 - Each time Zombies gets an extra activation (by Zombie cards or lack of Zombies), discard a Skill counter. The swarm is closing in.
 - Discard any Canned food, Rice or Water card to put back a time counter (max: 10 counters). Feeding your support team's bought you some time.
 The game is lost if the last time counter is discarded.
- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **You can use cars.**
- **Police car.** You can search the police car 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.



05 MUSCLE CAR

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We're almost done with the explosives, albeit I wouldn't mind having some more. The next step is getting a car fast enough to drive us to Boomtown as soon as possible, and strong enough to sustain heavy zombie damage. We need a muscle car. These babies are now quite rare and consume lots and lots of gasoline, a scarce resource nowadays. Wanda knows where we could find a muscle car, in a big family business a friend of hers used to run. I bet we're not the first ones to try to get this car. I expect some bad company. Ah, I could grab some batteries, too. And components for my favorite combined weapon: a sandwich.

Tiles needed: 2B, 2C, 3B, 3C, 5B, 5C, 5D, 5E & 7B.

OBJECTIVES

Get a car strong enough to go to Boomtown. Take at least 2 Objectives, then reach the Exit Zone with all Survivors and the car. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies. SPECIAL: Gasoline Equipment cards in escapees' Inventories counts as Objectives to fulfill the Mission.

SPECIAL RULES

- **Batteries or sandwich components, not to be mixed up.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **I'd better spare the gas for the car.** Gasoline Equipment cards count as Objectives to fulfill the Mission.

- **Red Zones.** Several Zones are marked as Red on the map. Read the Red Danger Level line when you use Zombie cards to spawn Zombies in these Zones, independently of the current Danger Level.

- **The garage.** The twin colored doors on tile 3B stand for the garage's great door. They can only be opened from the inside. The car can go in and out of the garage if both doors are opened. It can't go into other building Zones.

- **You can use the car.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).



06 DEATH FROM BELOW

HARD / 6+ SURVIVORS / 90 MINUTES

"WELCOME TO BEAUMONT", said the board at the entrance of this zombie town. Everything was eerily silent for a place reputedly overcrowded with infected. For a moment, we believed every last of them was now walking to our own territory. We were heading for downtown after planting some explosives, then understood our mistake. They are roaming in the sewers! Now, zombies are erupting from below, almost everywhere, like undead out of their concrete graves. We may turn this to our advantage: if we make enough noise, we could lure the entire horde to the area we already packed with explosives. It will be tight.

Tiles needed: 1B, 1C, 2C, 4C, 5B, 5D, 5E, 6B & 7B.

OBJECTIVES

Destroy cars to clear the path. Follow these steps:

- 1- Each sewer Spawn Zone can be neutralized if you destroy a pimpmobile above it. Neutralize all four Spawn Zones using the pimpmobiles.
- 2- Find the key to the Exit and escape the scene. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.

SPECIAL RULES

- **It's not the green key, but it can help.** Each Objective gives 5 experience points to the Survivor who takes it. They are revealed when a Zombie spawn is resolved in their Zone.
- **Pleased to meet you, Mr. A!** Put the blue Objective randomly among the Objectives, face down. When it is revealed, place an Abomination in its Zone.
- **The green door.** Put the green Objective randomly among the Objectives, face down. The green door cannot be opened until it has been taken.

- **Closed doors.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Danger Zones.** Several Zones are marked with colors (yellow, orange and red) on the map. Read the corresponding Danger Level line when you use Zombie cards to spawn Zombies in these Zones, independently of the current Danger Level.

- **You can use cars.**

- **Aim at the tank!** You can shoot a pimpmobile if it stands in a Spawn Zone without any Actor. If the Ranged attack is a success, the pimpmobile explodes. Remove the Spawn Zone token, and put the pimpmobile token as to block the Street Zone. The Zone the pimpmobile exploded in cannot be used until the end of the Mission, and blocks lines of sight. Use all four pimpmobiles to destroy the four Spawn Zones!

TIP: If you own Toxic City Mall, you can replace destroyed cars with small fiery rubble tokens.

- **Pimpmobile.** Each pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly). If both weapons have already been drawn, it can't be searched.



07 WHEN THE TOWN GOES BOOM

HARD / 6+ SURVIVORS / 120 MINUTES

We made it. Beaumont's zombies are on our heels and coming from all blocks to get us. Luckily, we planted many explosives here, along with gasoline and flammable chemicals. All we have to do now is tune the detonators and escape before the city undergoes an extreme architectural makeover. Wait a minute. That means getting around the block to handle sensible explosives while the battle rages all around, then going back against the zombie flow. Ah ah, nothing too fancy. I'll sure enjoy my canned doggy food tonight. Hey, I'll even heat it up in Boomtown's pyre. Yummy!

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

OBJECTIVES

Turn Beaumont into Boomtown. Follow these steps:

- 1- Tune all detonators. Take all Objectives, in any order you want.
- 2- Back to safety! Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through the Exit Zone at the end of his turn, as long as there are no Zombies.



SPECIAL RULES

- **Tic, tac, tic, tac...** Each Objective gives 5 experience points to the Survivor who takes it.

