

Zombicide Campaign Rules

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This set of Zombicide Campaign Rules is presented by Kulkmann's Gamebox
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The campaign rules are intended to be tribute to the great Zombicide boardgame.

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1. Preface

If the Zombicide Compendium and the missions published in the main games/expansions are taken together, quite a lot of different scenarios have been released by now. Some of these scenarios have been linked into mini-campaigns (like Switch City, Boomtown), but so far no official set of campaign rules has been released. This article tries to consolidate the existing missions and Zombicide extras into a larger campaign.

Ownership of the following Zombicide products is strongly recommended to use these campaign rules:

- Zombicide 1
- Zombicide 2
- Zombicide 3
- Toxic City Mall Expansion
- Angry Neighbors Expansion
- Zombicide Compendium 1
- Team-building Deck
- Experience Deck
- Lost Zombivors
- Zombie Dogz
- Dog Companions
- Promo Survivors

a. Campaign setting

The players begin the campaign with a small group of Survivors, searching for weapons, food and other useful equipment. After each mission the players will go through a special “camp” phase in which issues like food consumption, camp building, recovery etc. are resolved. When the players have collected enough gasoline, they will be able to go on scouting missions, ultimately searching for some kind of sanctuary.

b. Preparations before first game

Choosing starting Survivors:

A campaign should be started with 6 Survivors which are distributed equally between the players. These six Survivors may be chosen from all available Survivors.

Equipment deck:

The Equipment cards from Seasons 1, 2 and 3 and the expansions should be combined into one big Equipment deck. To keep the deck balanced, the following composition is suggested:

10 cards: Aaahh!

7 cards: Gasoline

6 cards: Bag of Rice, Canned Food, Energy Drink, Glass Bottles, Pan, Water

4 cards: Baseball Bat, Chainsaw, Claw Hammer, Crowbar, Fire Axe, Flashlight, Hatchet, Knife, Laser Pointer, Machete, Pistol, Plenty of ammo (heavy), Plenty of ammo (light), Rifle, Sawed Off, Scope, Shotgun, Sub MG, Zomb' Knuckles

2 cards: .44 Magnum, AK-47, Assault Rifle, Automatic Shotgun, Bow, Cookies, Crossbow, Double Barrel, Goalie Mask, Gas Mask, Gunblade, Handcannon, Hollow Point Rounds, Katana, Kukri, Mac-10, Meat Cleaver, MP 5, Nails, Nightstick, Riot Shield, Saber, SBF, Spare Change, Sword, Urban Mace, Wakizachi, Winchester

1 card: Concrete Saw, Flamethrower

Starting Equipment:

The normal Season 1 starting equipment (Gun, Crowbar, Fire Axe, 3 Pans) is available to the players only at the beginning of the campaign. During the campaign these six cards are treated like any other equipment.

Pimp Weapon cards:

All available Pimp Weapon cards should be combined into one Pimp Weapon deck.

Team-building deck:

A Survivor deck of all available Survivors (minus the six starting Survivors chosen by the players) is created and shuffled. If Companions/Dog Companions are used, all Companion Cards are shuffled into this deck as well. Before the first mission two of these cards are randomly drawn and shuffled into the Equipment deck.

Zombie Spawn card deck:

The deck of Zombie Spawn cards can be prepared to the players liking. A good suggestion can be found in Zombicide Compendium 1 (page 91), mixing Season 1 basic Zombies with Berserkers and Toxic Zombies. It is recommended to add Zombie Dogz or Season 3 Zombie Types/Crowz for more variety, but these cards should be used sparsely in order to keep the deck balanced.

More cards (like VIPs, Skinners etc.) can be added at the players' liking.

The Lost Zombivor cards are not yet added to the deck.

2. Mission setup

A suitable and thematically fitting mission for starting the campaign would be mission C-23: Day Zero which can be found on page 54 in the Zombicide Compendium.

a. Choose a mission

During the whole campaign, missions should be determined in a random fashion, using the "Standard Mission" rooster at the end of these rules. The "Special Building Complex" rooster is only used on special occasions.

Each mission is set up following the normal setup routine, but whenever possible the use of Spawn Locators (Season 3) is suggested in order to distribute Zombies more randomly. If the mission does not yet use Spawn Locators, try to assign one Locator to each Zombie Spawn Zone.

b. Additional Spawn Zones

If the players add companions or dogs to their mission team, one additional Spawn zone/dice is added for each two companions/dogs.

c. Early Exit conditions

Before starting a mission, the players should discuss and agree on a possibility to abort the mission (an additional Exit Zone, driving a car off the board etc.). This is not mandatory, but it seems more realistic if the characters can flee the scene, and in addition the campaign gets much harder if all missions must be won at any price.

d. Survivors

At the beginning of the campaign the players will be restricted to their chosen group of 6 Survivors. Later during the campaign, only one of the initial team of six Survivors must participate in every mission, the other participating Survivors may be chosen or drawn randomly from the Survivor pool available to the players.

If all six initial Survivors have been killed the whole campaign is lost!

3. During a Mission

Each mission is played normally with the players trying to reach the mission goal.

a. Survivors and companions

If a player draws a Survivor/Companion/Dog Companion card while searching, he may take the Survivor's dashboard /add the Companion/Dog to his team/inventory. To befriend a Dog, the player must discard one card of Cans, Bag of Rice, Water or Cookies. To make friends with a new Survivor or a Companion, the player must discard one Weapon card.

During the Zombies' Phase, one additional Spawn Zone/dice is added for every two Survivors/Companions/Dogs which have been found during the current mission.

Note: In contrast to the rules, Companion Cards and Dog Cards do not require a slot in a Survivor's inventory.

b. Zombivors and Lost

If a Survivor is killed, he is replaced by his Zombivor Version. If a Zombivor is killed, he is removed from the game and a Lost card is shuffled into the Zombie Spawn deck. The Lost card remains in the Zombie Spawn deck even when the mission is over, possibly resulting in more than one Lost card being available in the Spawn deck.

When the Lost card is revealed during a mission, the lost Zombivor returns as a Zombie. If several Lost cards are in the deck, randomly determine which lost Zombivor is spawned. If the players succeed in killing a lost Zombivor, the Lost card is removed from the Zombie Deck and returned to the stocks. The killed lost Zombivor is retired from the campaign.

The player killing the lost Zombivor is awarded a freely chosen Equipment card (no Companion or Dog) or he may randomly draw a Pimp Weapon card.

In addition to the normal Lost-rules, a Lost has several special powers:

- a Lost has its own Zombie entourage. If a Lost is spawned, one additional Spawn card is drawn for the Lost's zone during each round's Spawning Phase.
- a Lost in play gains an extra activation whenever a Lost card or a Seeker card is drawn.

- a Lost can make ranged attacks. Whenever it activates while having a Line Of Sight on a Survivor (or more) at Range 0-2, it performs a standard Zombie Attack on the designated Zone. If several Zones are eligible, it chooses the target according to these priorities:
 - 1- The Zone with the most Survivors.
 - 2- The noisiest Zone.
 - 3- If all Zones have the same amount of Survivors and Noise, the players choose.
 If a ranged attack is made in this fashion, the Lost does not move.

c. VIPs

Whenever a spawning card for VIP's Standard Walkers is drawn, the sculpts of the VIP miniatures are not chosen at random but instead they come in groups of two. In case the number of VIP's is odd one additional miniature of another sculpt is added.

Whenever a player has succeeded in collecting VIP miniatures of 5 different sculpts, he makes a dice roll on the following table to see what kind of benefit he gets:

1	"There must be something of use..." The player draws a card from the Equipment deck. Ignore "Aaargh" cards, Companions and dogs.
2	"He must have been a Tourist?!" Make another roll to see what you have found: 1-2: Cookies – take a Cookies card from the Equipment deck 3: Energy Drink – take an Energy Drink card from the Equipment deck 4: Water Bottles - take a Water card from the Equipment deck 5: A city map! For your next mission you may choose to roll on the Roll on the Mall, Prison or Hospital mission rooster. 6: A vacation brochure of "Zombie-free Island"! Gain 1 Scouting Mission!
3	"That's certainly a cop!" Make another roll to see what you have found: 1-2: Flashlight – take a Flashlight card from the Equipment deck 3-4: Pistol – take a Pistol card from the Equipment deck 5-6: Shotgun - take a Shotgun card from the Equipment deck
4	"A paramedic! Hopefully she has some equipment left..." One Survivor of the player's choice may discard all "Wound" cards.
5	"I knew that this was the guy we have been looking for!" The player may look through the Equipment deck and take a card of his choice. Ignore "Aaargh" cards, Companions and dogs.
6	"Let's nuke them!!!" The player draws a card from the Pimp Weapon deck.

d. Miscellaneous rules

Aaargh cards:

Instead of adding a Walker, a Spawn card is drawn, spawning Zombies according to the current Danger level.

Wounds:

A wounded Survivor loses a random Equipment card and – if applicable – an Experience card of the player's choice.

Pimp Weapons:

If the players gain a Pimp Weapon card, the card is randomly drawn from the deck of Pimp Weapon cards. Bowling Ball and Will's Comet Launcher are one-use items.

Flaming Nailbat:

A Nailbat can be discarded together with a Gasoline card to get a "Flaming Nailbat". The weapon can be used for 1D6 turns (use a dice to mark this) and is discarded afterwards.

4. Aftermath

a. Survivors/Companions/Dogs

The players will keep the Survivors, Companions and Dogs, including the Survivors/Companions/Dogs found in the current mission. This way the players will accumulate a bigger **Character Pool** for future missions.

If a Survivor has been killed during a mission, he will have turned into a Zombivor. However, as Zombivors slowly lose all signs of humanity, a Zombivor will not stay with the players' characters and so he cannot be used during a follow-up mission. The Zombivor is removed from the Character Pool and a Lost card is added to the Spawn deck for the next mission (see above "Zombivors and Lost").

All killed Survivors and Dogs are removed from the game. Companions are returned to the team-building deck.

b. Equipment

All Equipment cards carried by the Survivors will be checked whether they can be kept or whether they have been used up or are damaged beyond repair. The only exception to this rule is Survivor specific equipment (see below).

Survivor specific equipment ("Starts with..." skills):

Each Survivor keeps his specific equipment unless the equipment card has been lost/discharged during the mission. In this case the "Starts with..." skill becomes inactive until the Survivor once again finishes a mission with a matching piece of equipment or is assigned a matching Equipment card from the camp's inventory.

Firearms:

A ranged weapon may be kept if the players discard a duplicate weapon of the same type or a fitting Ammo card. Alternatively, a fitting unit of Ammo (AU) from the player's camp can be discarded.

- Small Ammo: Pistol, Rifle, Assault Rifle, Winchester, Thompson
- Big Ammo: Sawed Off, Shotgun, Double Barrel, Automatic Shotgun, Ma's Shotgun, SPAS 12
- Hollow Point Rounds: Magnum, Pistol, Rifle, Gunblade, Evil Twins, Pa's Gun, Desert Eagle
- Ross' Bowling Ball and Will's Comet Launcher are one-use items. The players may keep them if they have not been used.
- Other Pimp Weapons: if the cards cannot be kept, but are shuffled back into the Pimp Weapon deck.
- Molotov Cocktail: May be kept if it has not been used.

Melee weapons and archery weapons:

A dice must be rolled to see whether these weapons can be kept. They can be kept on a roll of “4” to “6”.

Scope/Laserpointer:

If they are attached to a weapon, they are kept/discarded together with this weapon (this includes Survivor specific starting weapons). If they have not been attached to a weapon, they are kept following the rules for other equipment.

Food / Gasoline / Ammo / Pans:

All these items can be stored in the players’ camp in form of generic “units”. In this case the stocks are recorded on the Camp Inventory Sheet and the Equipment cards are returned to the Equipment deck.

Food Units (FU):

1 FU: 1 card of Cookies, Energy Drink
2 FU: 1 card of Cans, Bag of Rice, Water
Pan: can be discarded to double a 2 FU-card to 4 FU.

Gasoline Units (GU):

1 GU: 1 Gasoline card

Ammo Units (AU – small, big, hollow): 1 AU: 1 Ammo Card

Storage Limits will be checked during Camp Phase. To avoid problems with storage capacity, the players can chose to keep some of these cards as normal Equipment cards (observing the applicable storage limit).

Tools:

Collected tools can be converted into generic Building Units (BUs). Since BUs represent unfinished works, the players can keep an unlimited amount of BUs.

Building Units (BU): 1 BU: Hatchet, Crowbar, Bottles
 2 BU: Fire axe, Claw Hammer, Nails
 5 BU: Chainsaw, Concrete Saw

Once again, the players may choose to keep some of these items in form of Equipment cards (observing the applicable storage limit) instead of turning them into BU’s.

Other equipment:

A dice must be rolled to see whether these items can be kept. They can be kept on a roll of “4” to “6”.

c. Experience Cards

Any Survivor who has reached the Red Danger Level in the current mission is entitled to one Experience Card. Weapon-specific Experience cards can only be chosen if the character finished the current mission with such a weapon and if this card has not been discarded during aftermath (see above). When taking a weapon-specific Experience card, the player may decide to take either a “Starts with...” card matching this weapon or draw a random Experience card for this weapon type. During the campaign, all Experience cards will be kept by the individual Survivors, and a Survivor can gain a maximum of 3 Experience Cards.

d. Mission aborted

If the players have chosen to give up (flee) before fulfilling the final mission goal, all Equipment cards in the Survivor's inventories are subject to an additional lost-check. A dice is rolled for every equipment card, with a 1 to 2 indicating that the card has been lost on the flight. After this lost-check the normal rules for keeping equipment still apply.

In addition, no new Experience cards can be gained by fleeing Survivors.

5. Camp phase

At the beginning of the campaign the players first will focus on finding some weapons and equipment and possibly improve their camp to make it a bit more save. However, their main focus will lie in finding enough Gasoline to go on scouting missions in order to find a sanctuary...

a. Companions

Companions can be used at any time during this phase to gain certain benefits. If the players decide to get the associated benefit, this companion must be shuffled back into the Team-building deck.

- Sniper: Roll a dice to gain Food Units:
1-2: 0 FU 3-4: 1 FU 5: 2 FU 6: 3 FU
- Searcher: Draw 4 Equipment cards and keep one. Ignore Companions, Dogs and Zombies.
- Handyman: Gain 3 Building Units.
- Gunman: Make a re-roll of one dice roll during the whole Camp phase.

The following steps should be performed in sequential order:

b. Generator

If the players possess a Generator, one GU can be discarded to gain 5 additional BUs.

c. Camp building

The players may spend some or all of their collected BUs to build improvements for their camp. All improvements are recorded on the Camp Inventory Sheet, and some of them can be built multiple times.

- Garden (5 BU): gain 1 FU during each camp phase (x3)
- Locker (5 BU): Store up to 3 additional Equipment cards (x4)
- Archery Weapon (5 BU): Discard a Knife Equipment card in order to gain a Bow Equipment card.
- Ammo Locker (10 BU): Store an unlimited number of Ammo Units.
- Water Tank (10 BU): collects water.
- Gasoline Tank (10 BU): Store up to 4 GU (x4)
- Generator (15 BU): Additional BUs and event related benefits
- Cellar (15 BU): store up to 20 Food Units
- Sickbay (15 BU): heal one Wound. (x2)

- Barricades (15 BU): players may take two Barricade tokens on their next mission. Each Barricade Token needs 3 free slots on a Survivor's inventory. The Survivor may only move one zone each turn until he has dropped the Barricade token.
- Fence (20 BU): event related benefits
- Watchtower (20 BU): event related benefits
- Scouting Car (25 BU): event related benefits

d. Collect Food Units from Camp improvements

- 1 FU per Garden
- One Dice roll for the Water Tank:
1-2: No rain 3-4: 1 FU 5: 2 FU 6: 3 FU

e. Food consumption

Each Survivor/Companion/Dog consumes 1 FU. If the community does not possess enough FU to feed everybody, they must turn out some characters, shuffling their cards back into the Team-building deck. All Experience cards collected by cast out Survivors are lost. In addition, every Survivor or Companion who is cast out must be assigned an Equipment card from the players' stocks (card is discarded).

f. Wounds

Wounded Survivors will keep their wounds. However, at this point one wound each can be healed by:

- discarding 3 FU (can be applied multiple times)
- every Survivor with the Medic skill in the Character Pool (including a character who gained the Medic-skill during the just finished mission)
- a Sickbay (Maximum: 2)

g. Storage limits

At this point all storage limits will be checked. Surplus Equipment cards, Food, Gasoline and Ammo Units must be discarded if they cannot be stored.

Each Survivor in the player's Character Pool gives a storage capacity of 1 Equipment card, not including Survivor specific starting weapons.

Storage capacities for Food Units, Gasoline Units, Ammo Units and additional Equipment cards are generated through various camp improvements.

Building Units can be stored without limitations.

Weapons with attached targeting gadgets count as one piece of equipment.

6. Event phase

After a Zombie-Apocalypse, life is full of surprises, and so the players have to roll a dice to see what kind of event is happening during this camp phase:

11-12	Plunderers come at night! The players loose 2D6 Equipment cards. The result of this roll is reduced by three each for a Fence or a Watchtower. The event is ignored if the players possess both improvements and if they have used a Generator during this camp phase. Alternatively, This event also can be ignored if the character pool contains a Gunman Companion. The Gunman must be shuffled back into the Team-building deck.
13-14	Fire due to a short-circuit fault in town Roll a dice for each camp improvement. It is destroyed on a roll of "1" or "2". All dice rolls are increased by one if the players possess a Watchtower. Gasoline chain reaction: If one of the players' Gasoline Tanks catches fire, all Gasoline Tanks will be destroyed (including all GUs). The loss of camp improvements can be avoided if the players possess a Water Tank. It costs 3 FUs each to save an improvement, and the decision can be made after all dice rolls. Note: Storing limits for Equipment cards, FUs and AU's will only be checked during <u>next camp phase</u> .
15-16	Rotten Food The players loose 1D6 stored FUs.
21-22	Epidemic A random character from the Character pool receives one wound. This includes Companions and Dogs. This event carries on in following camp phases and ends only if the players possess at least one sickbay and discard 1D6 FUs from storage. If the players do not possess enough FUs, all FU's are consumed and the Epidemic continues next camp phase.
23-24	Rats The players loose 2D6 stored FUs. This event is ignored if the players possess a Fence.
25-26	Davy Jones' Locker: Well, not really, but if the players possess an Ammo Locker there has been water leaking in due to heavy rain. All stored AU's are lost. The Ammo Locker is lost, too, unless the players instantly spend 4 BU's to repair it.
31-32	Winter The players have to spend 1D6 BP for fireplaces. For each BP not spent the group has to take a Wound (assign randomly). The result of the dice roll is reduced by two if the players have used a generator during this camp phase.
33-34	Ice Rain All Gardens are destroyed.
35-36	Lots of Snow The players must skip the next Scouting Phase.
41-42	Zombie Attack The group must take 1D6 random Wounds. The result of this roll is reduced by 1 for a Fence or a Watchtower. If the players possess both improvements the result is lowered by 3.
43	Wild Dogs The players loose 1D6 stored FU's and the group must take 1D3 random wounds. These losses can be ignored if the players possess a Fence. During the next mission all Zombie Dogs spawnings are increased by two additional dogs.
44	Zombie Horde A huge group of wandering Zombies has arrived in town. Roll a dice to see on which Danger Level Spawning will begin during the next mission: 1-4: Yellow, 5-6: Orange The result of the dice roll is lowered by 2 if the players possess a Scouting Car and have at least one GU in storage. Note: the characters still begin the following mission at Blue level. If the players have a Fence, a Watchtower and enough FU's for all characters in the pool, they may wait until the Zombie Horde has passed. They can skip the next mission and go directly to the next camp phase.
45	Lost! Add a Lost card to the Zombie Spawn deck. The card is removed when the Lost has been defeated.
46	Here comes the Boss! Roll on the following table for the first Abomination spawned during the next mission. This result can be ignored if the character pool contains a Sniper Companion. The Sniper must be shuffled back

	<p>into the Team-building deck.</p> <p>2: Nemesis - Each time he's killed, he may appear at one of the 4 corners of the map randomly (can break down doors). Assign each corner 1 through 4 and roll a die to place the Nemesis. Remove from game only on a 5 or 6.</p> <p>3: Tentacles - if adjacent to a survivor zone, instead of moving, attack all survivors at range 0-1 in all directions</p> <p>4: Leader - mobile spawn location, always spawn on this location last</p> <p>5: Foggy - all ranged attacks within 2 zones (target or shooter) get -1 to the dice roll (flashlight cancels effect for that survivor's zone)</p> <p>6: Howler - after spawning zombies at each spawn point, roll a d6. If you roll a 1 or 2, draw another spawn card for that spawn point.</p> <p>7: Juggernaut - gets 2 actions just like a runner</p> <p>8: Armored - requires 2 hits</p> <p>9: Coach - roll d6, that many walkers turn into runners if in the same zone</p> <p>10: Motivational Speaker - all zombies in this abom zone get an extra activation at the end of the zombie turn</p> <p>11: Sewer Dweller - if not in or adjacent to a survivor zone, will head to nearest manhole. If in a manhole zone, can move to any other manhole in order to get closer to the survivors and takes an extra activation. If each manhole is equally close to survivors, the players pick which manhole.</p> <p>12: Spewage - has range 0-2 attack and will attack if any survivors are in range. All survivors in this range get hit. Can only attack every other round. (Thx to Ted Elrick for these great ideas!)</p>
51-52	<p>Trader</p> <p>A trader arrives, offering 1D6 random cards from the Equipment deck (no Companions or Dogs). For each card taken the players must discard an Equipment card of the same class from their stores. The following classes are available:</p> <ul style="list-style-type: none"> - Firearms and Archery Weapons - Melee Weapons - Other Equipment
53-54	<p>Newcomer</p> <p>Reveal a card from the Team-building deck. It can be added to the players' character pool if the following conditions are met:</p> <p>Survivor: Discard 1 Equipment card and 2 FUs</p> <p>Companion: Discard 1 Equipment card and 1 FU</p> <p>Dog: Discard 1 FU</p>
55-56	<p>Traveller</p> <p>The players will gain some advice if they give the Traveller 1 FU. Roll a dice:</p> <p>1: Just a fraud!</p> <p>2: Roll on the Mall mission rooster for your next mission.</p> <p>3: Roll on the Prison mission rooster for your next mission.</p> <p>4: Roll on the Hospital mission rooster for your next mission.</p> <p>5-6: The players gain a permanent bonus of +1 on their scouting rolls!</p>
61-62	<p>Army Airdrop</p> <p>Roll a dice to see what kind of aid has been sent by the government. The result of the dice roll is increased by one if the players possess a Scouting Car, and the result also can be increased by one if the character pool contains a Searcher Companion. The Searcher must be shuffled back into the Team-building deck.</p> <p>1: Plunderers. Assign one random wound.</p> <p>2: Others got there first – nothing left...</p> <p>3: Rations: Gain 3 FUs</p> <p>4: Generator: Gain a generator and 1 GU</p> <p>5: Useful stuff: Gain 2 random Equipment cards (ignore Aaargh, Companions and Dogs)</p> <p>6: Survival kit: Gain 2 FUs and 1 GU, and reveal random Equipment cards until the group has found 1 Firearm/Archery Weapon and 1 Melee Weapon.</p>
63-64	<p>Found a Caterpillar</p> <p>Discard 2 GUs to gain a Fence</p>
65-66	<p>Found an army vehicle</p> <p>Discard 2 GUs and 10 BUs to gain a Scouting Car</p>

7. Scouting phase

Searching in ever wider circles around their camp, the players go on Scouting Missions, trying to find a lasting sanctuary like a fortified Army Base, an Island or something similar.

a. Fuel consumption

The amount of Gasoline needed to go scouting increases by 2 GU for each Scouting Mission, i.e. 1 GU for the first mission, 3 GU for second mission, 5 GU for third mission etc.. If the players finished the last mission with a Survivor with “Helicopter pilot”-Skill occupying the same space as a Helicopter, the amount of GU needed for the next Scouting mission is halved (round up).

b. Scouting results

2 Dice are rolled, and the result is increased by two if the players possess a Scouting car and by one for each completed Scouting Mission. If the result of the aggregate is 15 or more, the players have found a sanctuary and the campaign is won! Otherwise, roll on the following Scouting Table:

1	Lost! One of the characters has been cut off while examining a town. A random Survivor is chosen from the character pool and a token for this survivor is added among the Mission Objectives for the next mission. If the Objective is found the Survivor is regained, but otherwise his card will be returned to the Team-building deck.
2	Vehicle Breakdown The players' loose their Scouting car (if available) and this Scouting Mission does not count as a completed mission. This result can be ignored if the character pool contains an Handyman Companion. The Handyman must be shuffled back into the Team-building deck.
3-4	Found a special building complex! Roll a dice: 1-2 Mall: Roll on the Mall mission rooster for your next mission. 3-4 Prison: Roll on the Prison mission rooster for your next mission. 5-6 Hospital: Roll on the Hospital mission rooster for your next mission.
5	Found an abandoned vehicle! 1: Wrecked car 2: Survivor's car: Ooops, the car is not abandoned and the owner opens fire. The players must take 1D3 random wounds. 3: Freight Train: Gain 1D6 FU's 4: Police Car: Gain one Shotgun, one Nightstick and one Flashlight from the Equipment Deck 5: Road Tanker: Gain 1D6 GU's 6: Humvee: Gain a Scouting Car if you don't have one. Otherwise, gain 3 GU and two random Firearms from the Equipment deck.
6	Found a landmark! 1: Gas Station: Gain 3 GU's 2: Building Yard: Gain 5 BU's 3: Radio Station: You may try to find Survivors by setting up a broadcast. Roll a dice: 1-2: You are ambushed. Take 3 random wounds. 3-6: Draw a card from the Team Building deck and add it to your Character Pool. Re-draw if you have drawn a Dog. 4: Airfield: If you have at least one survivor with the “Helicopter Pilot” skill in the character pool you may roll a dice if you want to salvage a Helicopter: 1: The engine fails. The Survivor is killed. This result can be ignored if the character pool contains an Handyman Companion The Handyman must be shuffled back into the Team-building deck. 2-6: Gain the Helicopter bonus for the next Scouting Mission. 5: National Guard Warehouse: Gain one Assault Rifle, one Gas Mask, 2 GUs and 2 FUs. 6: Sign left by other Survivors: The players gain a permanent bonus of +1 on their scouting rolls!

8. Preparing a new mission

During setup for the next mission, additional cards from the Team-building deck should be added to the Equipment deck. Roll a dice:

1-2 : 0 cards 3-4: 1 card 5-6: 2 cards.

If some Survivors/Companions/Dogs from previous missions have not yet been found, this may result in more than two Survivors/Companions/Dogs being available in the Equipment deck.

Once a new mission has been chosen, the players may choose their Survivors from the Character Pool, and at least one Survivor must come from the original team of six Survivors. Each player chooses only one Survivor, all other Survivors are determined at random. All Survivors once again start at Blue Danger Level, but they are allowed to keep their Experience cards.

The players should agree which Equipment cards they want to use for the upcoming mission. If Companions or Dogs are used, one additional Zombie Spawn Card should be drawn for every 2 Companions/ Dogs included. A gasoline card or one GU must be discarded to use any number of available **Chainsaws/Concrete Saws** in the mission.

a. Mission Roosters

For determining the next mission the players use the Standard Mission rooster. The Special Building Complex rooster is only used when the players are instructed to do so. A mission in which a Helicopter can be found will be re-rolled unless the players take at least one Survivor with "Helicopter pilot" skill into the mission team.

Standard Missions:

1	M01: City Blocks	A1: Losts!	C1: Apartment Assault	C16: The Zomvazion
2	M02: Y-Zone	A2: Roundabout	C2: Under Siege	C17: The Last Stand
3	M03: The 24HRS race of Zombicity	A3: Wanda's Revenge	C3: Car Wash	C18: Dry Run
4	M04: Drive-by Shooting	A4: Doug's Dream	C4: Save the Cheerleader	C19: A Little Setback
5	M05: Big W	A5: Phil's Birthday	C5: Rescuing Samantha	C20: The Secret Prison
6	M06: The Escape	A6: Trick or Threat	C6: Shortcut	C21: Let's Walk the Block
7	M07: Grindhouse	A7: House Cleaning	C7: 300	C22: Tunnel Rats
8	M08: Zombie Police	A8: Inexorable	C8: Belly of the Beast	C24: Want a Mini for Xmas
9	M09: Might Makes Right	A9: Keepsake Junction	C9: Gauntlet + Extraction	C25: A Star is Falling
10	M10: Small Town	A10: Zombies and Cars	C10: Moving on	C26: Military Base
11	M01: With a Little Help	A11: Ma's recipe	C11: Flooded with Zombies	C27: Breaking Down
12	M02: The Siege	A12: Alicia	C12: Axes and Alleys	C28: King Rotbelly
13	M03: A Dramatic Rescue	A13: Jericho	C13: Sanctuary	C29: Let's see more C4
14	M04: Ghosts on Birch Street	A14: Remote Control	C14: Do you want Fries with that?	C30: Zombies at the Door
15	M05: Construction Permit	A15: Car Crash	C15: Road Closed	C31: Zombie Factory

Special Building Complex:

	Mall	Prison	Hospital
1	M01: The Big Rubble	M01: The Blueprints	M01: Gas Run
2	M02: Death Row	M02: Finding the Keys	M02: No Way Out
3	M03: Zombie Square	M03: Concrete Saw	M03: The Price of Progress
4	M04: Heliport	M04: The Welder	M04: Breadcrumbs
5	M05: Mall Raid	M05: An easy Mission	M05: The Makeshift Laboratory
6	M06: Zombie Riot	M06: Rescue Mission	M06: The Mortuary
7	M07: Administration	M07: The Haven	M07: The Farm
8	M08: Out of Rags	M08: Fooood!	M08: Seven Veils Death
9	M09: Ultrared District	M09: Endless Cleaning	M09: Nosocomephobia
10	M10: Running Mall	M10: Prison is Hell	M10: A World in Flames
11		M06: The Mechanics	M11: The Cleaners
12		M07: The Lighthouse	M12: Place your Baits
13		M08: Raid On the Nest	M13: The Parker Experience
14		M09: Flash Flood	M14: Camp Nightmare
15		M10: East Yates Asylum	M15: Ned's Key

It should be noted at this point that some of the missions need some tweaking to fit in line with the general rules for this campaign. Once a mission has been chosen, the players should discuss the mission goals and special rules in order to adapt the mission. Common sense should prevail when solving contradictions.

Camp Improvements						
Garden	5 BU					Gain 1 FU during each Camp Phase
Locker	5 BU					Store up to 3 Equipment cards
Ammo Locker	10 BU		■■■	■■■		Store unlimited Ammo Units
Water Tank	10 BU		■■■	■■■		Collects Water
Gasoline Tank	10 BU					Store up to 4 Gasoline Units
Generator	15 BU		■■■	■■■		miscellaneous benefits
Cellar	15 BU		■■■	■■■		Store up to 20 Food Units
Sickbay	15 BU					Heal one Wound
Fence	20 BU		■■■	■■■		miscellaneous benefits
Watchtower	20 BU		■■■	■■■		miscellaneous benefits
Scouting Car	25 BU		■■■	■■■		miscellaneous benefits
other building options						
Bow	5 BU	■■■	■■■	■■■		Discard Knife card, gain Bow card
Barricades	15 BU	■■■	■■■	■■■		Take 2 Barricades on next mission (see rules)

		Capacity
Food Units (FU)		
Gasoline Units(GU)		
Building Units (BU)		■■■■■
Small Ammo		
suitable for keeping Pistol, Rifle, Assault Rifle, Winchester, Thompson		
Big Ammo		
suitable for keeping Sawed Off, Shotgun, Double Barrel, Automatic Shotgun, Ma's Shotgun, SPAS 12		
Hollow Point Ammo		
suitable for keeping Magnum, Pistol, Rifle, Gunblade, Evil Twins, Pa's Gun, Desert Eagle		

Aftermath Phase	
1. Add Lost cards	
2. Keep Survivor specific equipment	
3. Check equipment	
Firearms: keep if duplicate or fitting ammo is discarded	
Melee + Archery weapon: keep on roll of 4 to 6	
Scope/Laserpointer: keep/discard with attached weapon	
Equipment cards to Units conversion:	
Cookies, Energy Drink	1 FU
Cans, Bag of Rice, Water	2 FU
Pan (doubles a 2 FU card)	2 = 4 FU
Ammo	1 AU
Hatchet, Crowbar, Bottles	1 BU
Fire axe, Claw Hammer, Nails	2 BU
Chainsaw, Concrete Saw	5 BU
other equipment: keep on roll of 4 to 6	
4. Experience cards	
5. Mission aborted: check for each Equipment card. Keep on roll of 3 to 6.	

Camp Phase						
1. Generator: discard 1 GU, gain 5 BU						
2. Build camp improvements						
3. Collect Food						
Garden	1 FU per Garden					
Water Tank	1-2: 0 FU	3-4: 1 FU	5: 2 FU	6: 3 FU		
4. Consume Food						
1 FU per Survivor/Companion/Dog						
5. Heal Wounds						
Heal 1 wound per Sickbay, Medic, 3 FU.						
6. Storage Limits						
Each Survivor 1 Equipment card + starting equipment						
Units limited by improvements, no limit on BU						
Companions						
discard to gain:						
Sniper: roll 1-2: 0 FU 3-4: 1 FU 5: 2 FU 6: 3 FU						
Searcher: Draw 4 Equipment cards, keep 1						
Handyman: Gain 3 BU						
Gunman: Make a re-roll						

Scouting Missions	1 GU	3 GU	5 GU	7 GU	9 GU	11 GU	13 GU