

GD01 "There's someone upstairs"

Moderate / Hard 45-60 minutes

The survivors finally unite and begin to board up all the windows. But amidst all the frenzy, a noise is heard up on the second floor. Could there be ghouls up there, or more survivors? There is only one way to find out...

Maps needed: 1R, 2R, 3R, 4R, Second Floor (second floor map can be found at <https://boardgamegeek.com/filepage/215408/custom-2nd-floor>)



Setup:

The first floor is set up as in Scene 01 of the Rule Book. Survivors start out at the locations marked on the first floor map; Ben and Barbra are at area 1, the rest are at area 2. All survivors start in Zombicide mode.

In addition to the spawn points on the first floor map, there is one in a room on the second floor. The gray Winchester 94 is in a first floor room marked on the map. The windows are all un-barricaded, there are doors at each interior opening (green box) that can be collected for one action and used to barricade a window. Also, boards can be found in a household item search that can be used to barricade a window.

Zone marked in red can be searched for Melee weapons. Zone marked in green can be searched for Ranged weapons. Survivors must be in Zombicide Mode to search for ranged weapons.

Objectives:

The game is won as soon as all the conditions are met:

1. All windows are barricaded and doors closed
2. There are no ghouls in the house
3. The spawn point upstairs has been "destroyed" with a molotov cocktail.

Special Rules:

The upstairs spawn point is moved to the white spawn point location when a molotov cocktail is thrown in the room. Any ghouls in the room at the same time are eliminated.

When a relative is put on the board, all survivors revert to Romero mode until all relatives are eliminated. Then all survivors go back to Zombicide mode.

The first floor green zone and second floor green zone are all one zone, requiring only one move to go from the first floor to the second.

Want a more difficult Scene? Start survivors in the Yellow experience level.

A fan made Scene for Zombicide, Night of the Living Dead from CMON Games.