

## GD02 "We Can't Wait Any Longer"

**Moderate / Hard 45-60 minutes**

The survivors have fought off the hordes of ghouls, and barricaded all the entrances. They decided then to go down to the basement to wait for rescue. But noises upstairs indicate the ghouls have broken in. After waiting all night, they realize help isn't coming. They have to get away.

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



### Setup:

The first floor is set up with three spawn zones in the house as shown. There is one open window as shown.

The basement is divided into three separate zones as noted by the colors on the map. The stairs on the basement tile correspond with the basement stairs on the first floor tile. The two stairs are not separate zones for the purpose of movement and ranged combat.

Survivors start out in the basement. All survivors start in Zombicide mode. Shuffle all Ranged, Melee, and Starting cards together and deal out one card each to survivors. Shuffle the remaining cards back into their correct decks.

Start survivors at the Yellow experience level.

Zone marked in red and the basement 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.

Initially, ghouls spawned inside the house will stay in the room they spawned in until there is a clear line of sight to survivors. Then ghouls move as normal, going toward the largest concentration of survivors.

### 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 points in the house have been removed with a molotov cocktail.

### Special Rules:

The inside spawn points are 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.

Breakers inside the house will open barricades in the rooms they are occupying.

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