

LONELY ROADS



FAN SCENARIOS FOR

**NIGHT
OF THE
LIVING
DEAD**

ZOMBICIDE

HELLO THERE

Thanks for your interest! i love gaming and Zombie movies, so when I finally had a copy Night of the living dead: Zombicide it just got my creative juices flowing. What if I can play out parts of the movie we didn't see? What new scenarios can I make? Well for starters I liked the idea of playing through how the survivors got to the farmhouse, so that's where I started. So crack open your boxed set, get some spooky music playing and find out for yourself how the survivors fared on the 'Lonely Roads' to the farmhouse.

Yours, Ghoulishy...



Why not check out my links below



THEY'RE COMING TO GET YOU BARBARA

Barbaras brother Johnny was killed by ghouls while they were laying a wreath on their fathers grave. Dazed and confused Barbara must flee for her life. Perhaps she can find help in the farmhouse she can see in the distance.

• OBJECTIVES

The scene is won when the following conditions are met simultaneously

- Barbara is in the house
- No ghouls are in the house
- The window is barricaded
- The door is closed

The scene is lost if there are no survivors left alive.



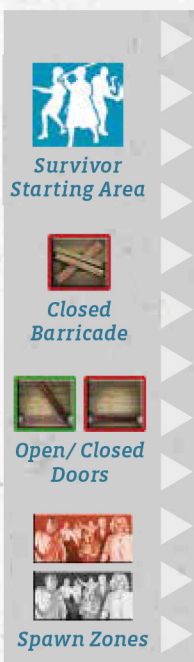
• SPECIAL RULES

Setup: Place Barbara on the starting location with their Romero ID faceup. Remove the Winchester 94 from the starting equipment

"You're still afraid": Barbara switches to zombicide mode whenever she kills a relative zombie.

Johnnys' car is crashed and is not usable in this scene, but can be searched for house items.

Searching interiors lets Barbara choose from the **house, firearm or melee decks.**





THEY TURNED OVER OUR CAR

We were driving and just trying to get to a motel before dark. That's when we spotted a group of those things on the road...one of those people bit our Daughter Karen on the arm, she can't walk. She's too weak.

• OBJECTIVES

The scene is won when the following conditions are met simultaneously

- All survivors and wounded Karen are inside the house
- No ghouls are in the house
- The windows are barricaded
- The door is closed

The scene is lost if Karen or any survivors die.

• SPECIAL RULES

Setup: Survivors start in Romero Mode, with their Romero ID faceup. Place the karen miniature in the coopers car. Remove the Winchester from starting equipment. Searching interiors lets survivors choose from the house, firearm or melee decks.

"Dying together won't solve anything": when a survivor picks up Karen, switch their ID card to the Zombicide mode.

Wounded Karen: For all practical purposes wounded karen is treated like equipment, she may be picked up for 1 AP and dropped in a zone for free. She is considered a survivor for ghoul attacks and last in target priority, Karen has 1 wound.

Karen poor baby: if this card is revealed, Karen runs in fear to a zone connected to current one that has no survivors or zombies in it. If only a zone with a survivor is available she will run into that one. If no zone is available treat Karen as though she has been dropped and needs to be picked up again.

Coopers' car: It is crashed and is not usable in this scene; it can be searched for house cards or melee.



WE WERE SWIMMING AT THE LAKE

Judy and Tommys' skinny dipping date was cancelled when they heard the first reports on their portable radio. Tommy remembered there was a farm house nearby and hes managed to convince Judy they need to reach it before things get any worse.

• OBJECTIVES

The scene is won when the following conditions are met simultaneously

- All survivors are inside the house
- No ghouls are in the house
- The windows are barricaded

The scene is lost if any survivors are killed.



• SPECIAL RULES

Setup: Place Tommy and Judy on the starting location before play begins. Remove the Winchester 94 from the starting equipment.

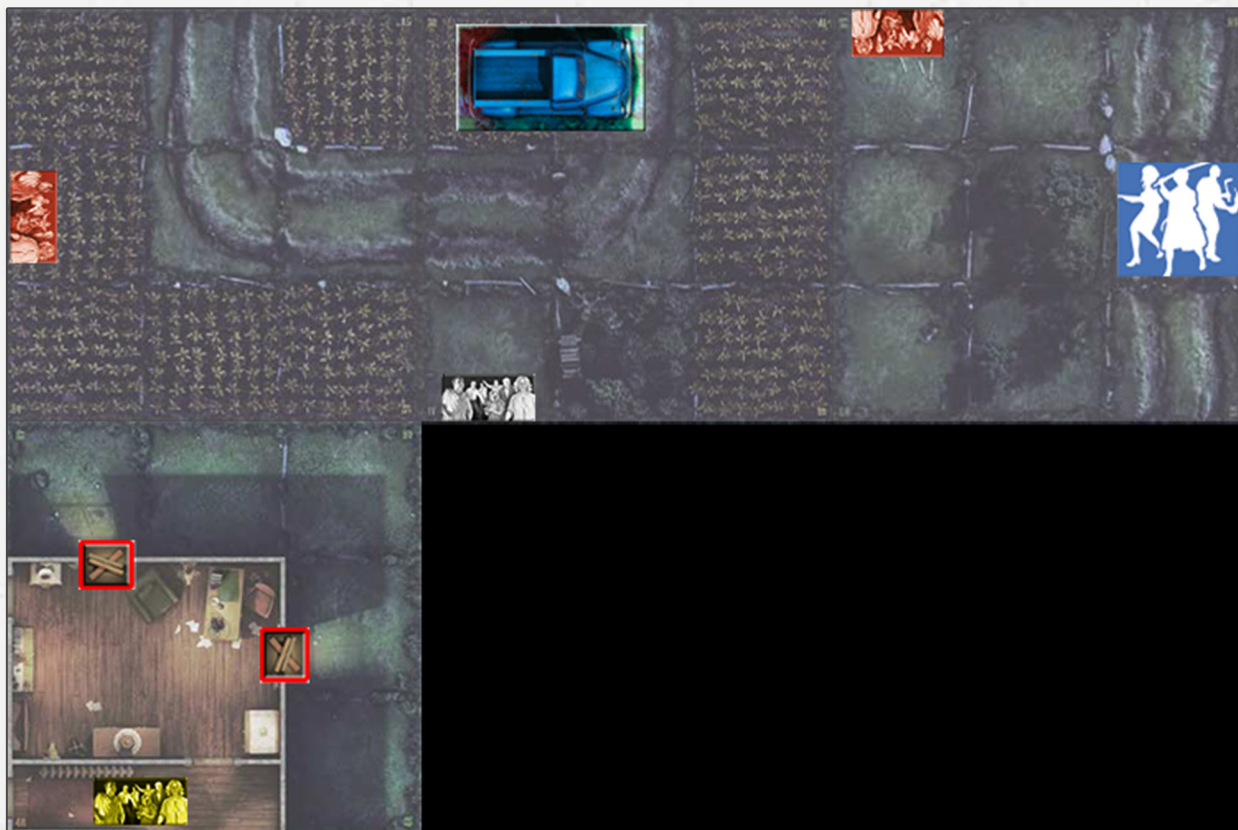
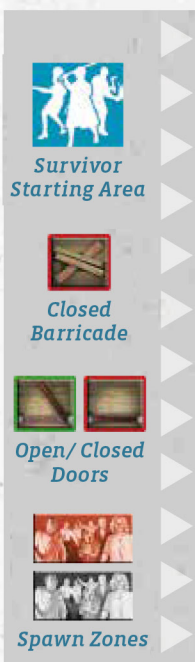
Family home: The yellow zombie spawn is active until a window barricade is broken.

Young Love: If Tommy is wounded, flip Judies ID card to the Zombicide mode. If Judy is wounded Flip Tommys ID card to the Zombicide mode.

"My jackets caught": Judy must spend 2 ap to move out of a cornfield or forest zone.

The Junk truck and is not usable in this scene, but can be searched for house, melee or firearms cards.

Searching interiors lets survivors choose from the house, firearm or melee decks.



I WAS AT BEEKMANS DINER

Ben found himself stranded in the sticks after gasoline truck accident. He looked back at the diner to see if there was anyone there who could help him, thats where he found the abandoned truck. Someone in the diner must have the keys...

• OBJECTIVES

The scene is won when the following conditions are met simultaneously

- Ben has the trucks keys
- Ben enters the abandoned truck

The scene is lost if Ben is killed.



• SPECIAL RULES

Setup: Place Ben at the starting location with his Romero ID facing upward. Remove the Winchester 94 from the starting equipment.

I just wanted to crush them: When Ben reaches Yellow XP flip his ID card to Zombicide mode.

Diner Windows: The barricade tokens represent the windows of the diner; once broken open remove the barricade token completely instead of flipping them to open and without gaining a barricade token.

Truck Keys: someone in the diner owned that truck, when searching the diner if a **Karen poor baby card** is drawn place it on the room it was discovered, any further Karen poor baby cards drawn in that room are reshuffled back into the remaining deck. When the 4th and final Karen poor baby card is drawn discard all Karen poor baby cards, Ben has now found the keys.

Searching interiors lets survivors choose from the house, firearm or melee decks.

