

THE RUIN OF WILLARD



FAN SCENARIOS FOR

**NIGHT
OF THE
LIVING
DEAD**

ZOMBICIDE

HELLO THERE

Well, I have been playing night of the living dead: Zombicide for a while and I love it, but in many ways I felt it needed some scenarios with a bit more meat on the bones. In the movie there's a lot of talk about a nearby town called 'Willard', so I imagined what it would have been like to experience the ghoul apocalypse from that perspective. In this PDF I've collected together some of the scenarios I created for Willard and a remake for the gas pump scenario (which I felt needed a bit more love). I've found these scenarios to be a lot of fun, and I've released this hoping you have fun with them too, so here it is 'The Ruin of Willard'

Yours Ghoulishly...



Why not check out my links below





MAKE YOUR WAY TO A RESCUE STATION

We saw on the news that there's a rescue station setup at St Nancys medical center. This neighbourhood just isn't safe anymore, its time to fight our way out!

• OBJECTIVES

Make it to the main road: The scene is won as soon as both conditions are met simultaneously:

- all remaining survivors are inside the exit zone.
- There are no Ghouls inside the exit zone.

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

• SPECIAL RULES

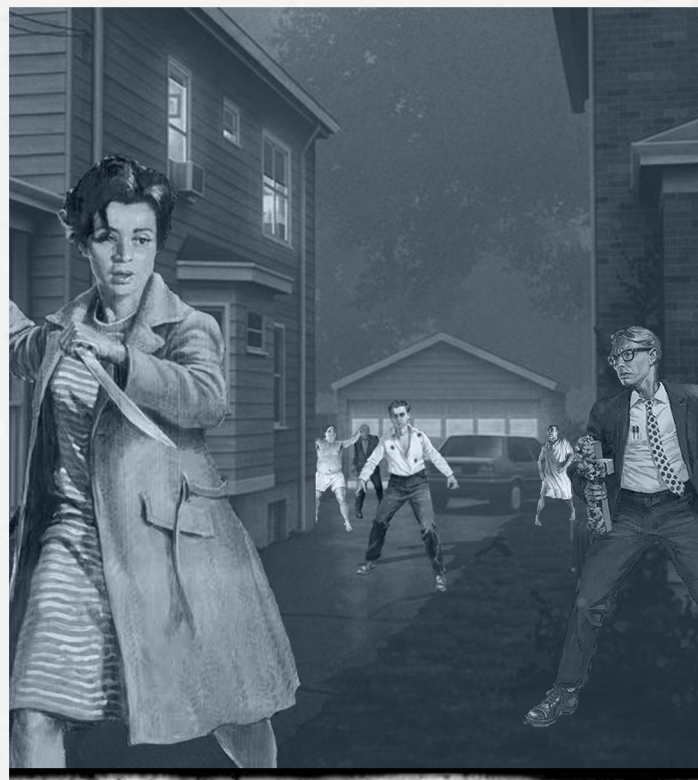
Setup: Place 4 Survivors at the starting location with Romero ID facing upward. Deal the entire starting equipment randomly between the survivors. **Searching interiors** lets survivors choose from the house or melee decks.

"Beat 'em or burn 'em": Survivors switch to zombicide mode whenever they kill a relative Ghoul (regardless if another relative is still in play).

Unburied Dead: survivors who die are replaced with their romero mode model and are now **treated as a relative Ghoul**. reshuffle any equipment cards they were carrying back into their respective decks.

Neighbors car: the car is unusable and is instead the firearm searchable zone.

Car Alarm: When searching the car for a firearm roll a dice, if the result is ever '1' the cars alarm is triggered. Each walker on the board immediately recieves an extra activation.





THE SHOPPING LIST

Ole' Doc Mandel keeps his classic car locked up in a garage on Cornette Ave, if we can get it started and get what we need from the neighborhood, we might just stand a chance!

● OBJECTIVES

Escape the neighborhood:

Accomplish the following tasks:

- 1- 'Stow' up to four Supply cards under the cars' token (see the special rules). Supply cards can be *Mason Jar*, *Plenty Of Bullets* or *Plenty Of Shells* cards.
- 2- Get Doc Mandels car started.
- 3- Reach the Exit Zone with all remaining Survivors in the car and four supply cards stowed. The exit zone is only active after the first two tasks are complete.

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

● SPECIAL RULES

Setup: Place 5 Survivors at the starting location with Romero ID facing upward. Place the Winchester 94 as shown on the map below. **Searching interiors** lets survivors choose from the house, firearms or melee decks.

Unburied Dead: survivors who die are replaced with their Romero mode model and are now treated as a relative Ghoul (or Lead ghoul), reshuffle any equipment cards they were carrying back into their respective decks.

Spawning in houses: Opening a closed house for the first time reveals all the Ghouls inside all rooms of the house. Indicate each Zone of the house, one after the other and draw a Ghoul card for each Zone. Place the corresponding number and type of Ghouls in the indicated Zone. If you draw a Barricade and Door Opening card, immediately resolve it.

Trusting each other: Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

They know we're here, now: Relative ghouls are replaced with *Lead Ghouls* in this scenario, lead ghouls only revert the closest survivor to them when they spawn to Romero mode. As long as a lead ghoul is on the board, whenever a relative spawn card is drawn all walker ghouls receive a free activation instead.

Stowing supplies: At the cost of one Action, a Survivor can place (or take) one *Mason Jar*, *Plenty Of Bullets* or *Plenty Of Shells* cards whilst they are inside the same zone as the car.

Starting the car: At the cost of one Action, when inside the same zone as the car a Survivor can discard one 'Flammable Fluid' card to start the car, the car is now usable.





ROTTEN RESCUE STATION

St.Nancy medical centre was supposed to be a rescue station, but it's silent as the grave and locked up tight. It looks like some god old boys had holed up on the roof, if we can find a way up this could be a chance for us to catch a breath.

• OBJECTIVES

The scene is won when the following conditions are met simultaneously

- All survivors are inside the roof stairwell.
- No Ghouls are inside the roof stairwell

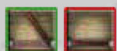
The scene is lost if no survivors are left alive.



Survivor Starting Area



Closed Barricade



Open/ Closed Doors



Spawn Zones



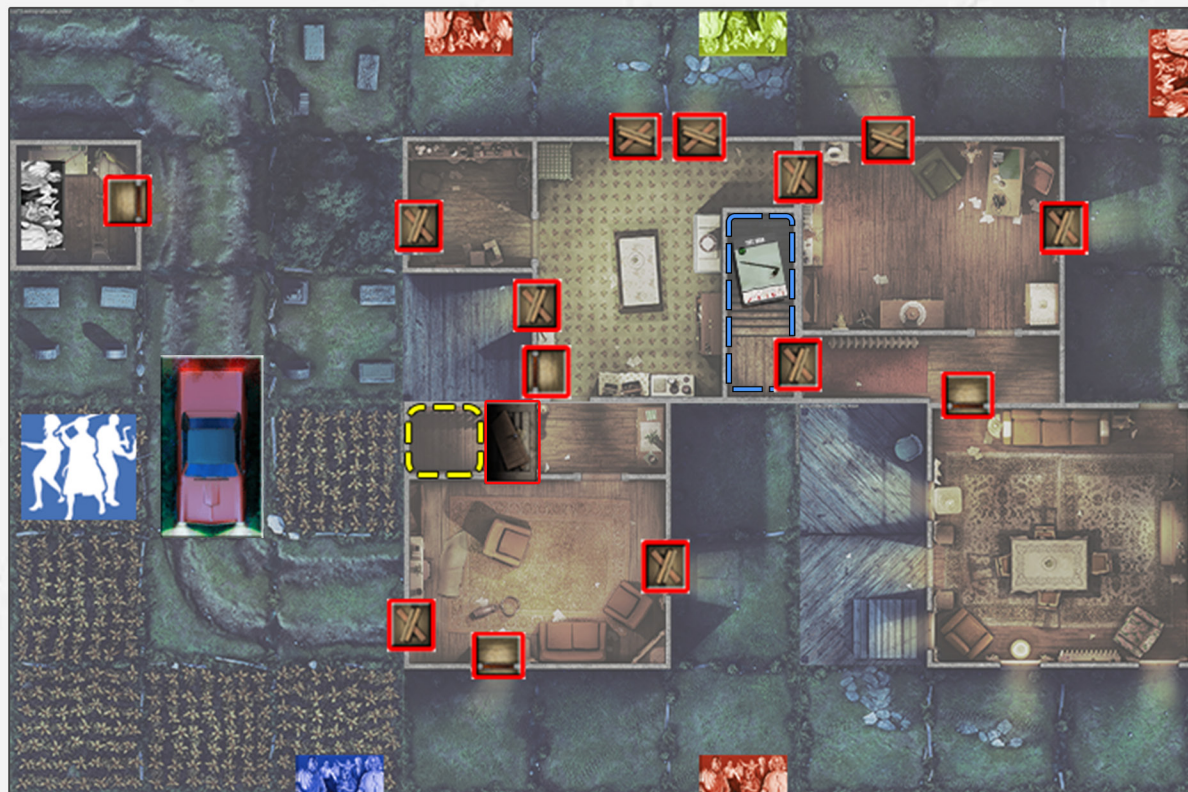
Firedoor



Roof stairwell



Generator



• SPECIAL RULES

Setup: Place four survivors at the starting location with their Zombicide ID facing upward. Deal the entire starting equipment randomly between the survivors. Searching interiors lets survivors choose from the **house, firearm or melee decks**.

Out of gas: the car is not usable in this scene, however it can be searched **once** using the **house, melee or firearm decks**.

"Beat 'em or burn 'em": Survivors switch to zombicide mode whenever they kill a relative Ghoul (regardless if another relative is still in play).

Spawning in houses: Opening an interior for the first time reveals all the Ghouls inside all rooms of the house **not divided by doors or barricades**. Indicate each Zone of the interior, one after the other and draw a Ghoul card for each Zone. Place the corresponding number and type of Ghouls in the indicated Zone. If you draw a Barricade and Door Opening card, immediately resolve it.

Unburied Dead: survivors who die are replaced with their romero mode model and are now **treated as a relative Ghoul, reshuffle any equipment cards they were carrying back into their respective decks**.

Firedoor: The fire door leading to the roof stairwell is locked and cannot be passed whilst the power is out.

Backup generator: Someone disabled the generator by jamming a tire iron in it. **When a survivor picks up the tyre iron, flip the fire door to its open side.** With the power back on this also re-engages the fire alarm, **place the yellow and violet zombie spawns as shown on the map, they are now active.**



DINER OF THE DEAD

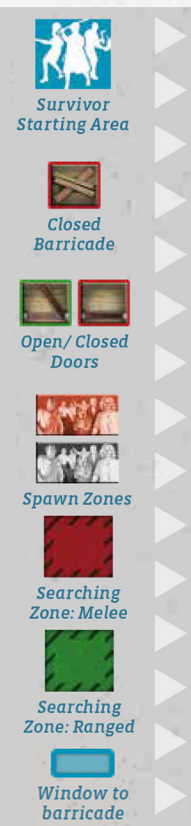
Willards most famous Diner, 'Savinis' has been totally encircled. Four strangers fled lunch to hide in the cellar, but Hunger has forced them to emerge and take a stand. Will they secure the Diner?

• OBJECTIVES

Barricade the Diner. The game is won as soon as both conditions are met simultaneously:

- All indicated windows are blocked with closed Barricades (see special rules).
- There are no Ghouls in the house.

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



• SPECIAL RULES

Setup: Place four survivors at the starting location with Romero ID facing upward. Place the Winchester 94 as shown on the map.

Equipment stashes: The Melee and Ranged Equipment decks can only be Searched in the designated Zones (only while in Zombicide Mode).

Makeshift barricades: Open Barricade tokens represent open passageways surrounded by wood that can be used to Barricade the windows. Each Barricade token straddles 2 Zones and may be taken by Survivors in any of these Zones, at the cost of a single Action. Survivors may carry more than 1 Barricade token at a time. They do not take up space in the inventory and may be traded as Equipment. **Boards Equipment cards may be discarded to provide the Survivor with a Barricade token (no XP is gained.)** A Survivor carrying a Barricade token may spend 1 Action to block a window in their Zone. To do so, take a Barricade token from the Survivor's inventory and set it, in closed position, across the window. The Survivor earns 5 XP.

Trusting each other: Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

Dinner bell: When a survivor reaches Orange XP the violet and yellow spawns become active and remain active for the remainder of the scene.

Chief Mclellans' car: the car is unusable and instead represents the firearm searchable zone.

Unburied Dead: survivors who die are replaced with their romero mode model and are now treated as a relative Ghoul

SAW A SIGN THAT SAID WILLARD

Karen is wounded and desperately needs a doctor, the nearest rescue station is in Willard. We need to use the pickup truck to get Karen out of here, but we won't get far on fumes, we have the keys to the gas pump and now it's time to use it!

• OBJECTIVES

Get her to a doctor: The scene is won when the truck is fully fueled and driven off the board via the exit with Karen inside.

The scene is lost if Karen is killed, or there are no survivors left alive.

PLOT TWIST OBJECTIVE

The truck has exploded, the scene is now won as soon as these conditions are met simultaneously:

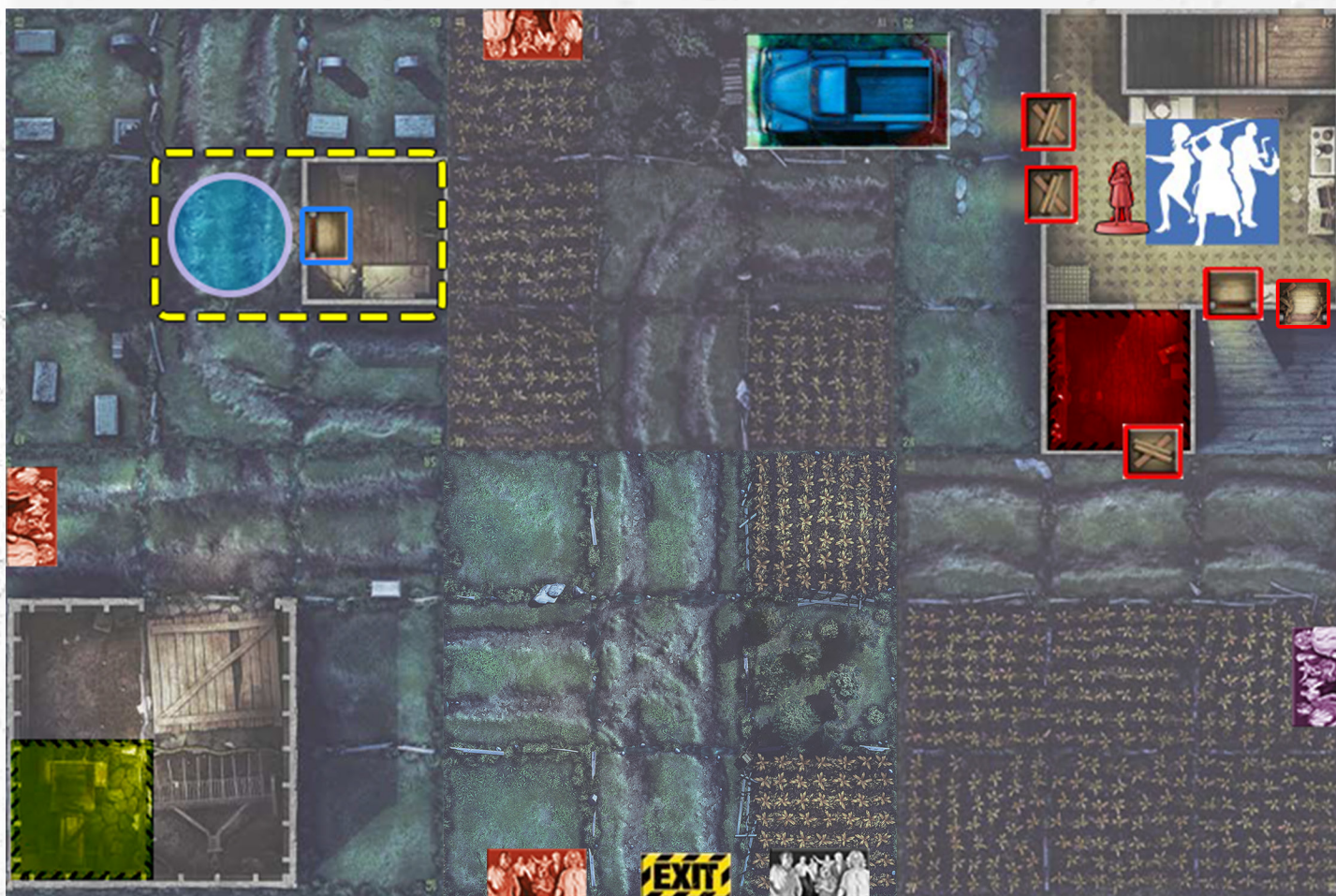
- All remaining survivors and Karen are inside the house
- there are no ghouls inside the house
- all windows in the house are barricaded

• SPECIAL RULES

Setup: Survivors start in Romero Mode, with their Romero ID faceup. Place the Karen miniature in the room shown below.

Trusting each other: Any Survivor giving the Winchester 94 Starting Equipment to another Survivor with a Reorganize/Trade Action may switch to Zombicide Mode.

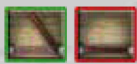
Wounded Karen: For all practical purposes wounded Karen is treated like equipment, she may be picked up for 1 AP and dropped in a zone for free, she cannot be taken out of the house until the pickup is fully fueled. She is considered a survivor for ghoul attacks and last in target priority, Karen has 1 wound.



Survivor Starting Area



Closed Barricade



Open/Closed Doors



Spawn Zones



Searching Zone: Melee



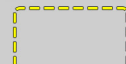
Searching Zone: Ranged



Fuel Counter



Pump Zone



Leak Area



Pump Lock

I SAW A SIGN THAT SAID WILLARD

Karens screams: whenever a 'Karen? poor baby!' card is drawn treat Karen as 2 survivors instead of 1 during the ghoul movement phase.

Noisy engine: The violet spawn is considered active on any turn in which the pickup truck has moved.

Equipment stashes. The Melee and Ranged Equipment decks can only be Searched in the designated Zones (**only while in Zombicide Mode**)•

Makeshift barricades: normal barricade rules apply for the house (see the rules for scene 1)

Refueling the truck

Pump Lock: Before you can fill the truck the pump must be unlocked as a **3AP action**. Alternatively the **lock can be broken off as a 1AP action**, which immediately draws attention: draw a ghoul card and place the resulting ghouls on the nearest spawn point.

When the pump is unlocked place 3 'fuel counters' inside the pumps shed.

Pumping gas is a 3AP action a survivor can perform whilst in the pump zone (but not inside the vehicle), remove 1 fuel counter (**max 1 per turn**) each gas pump action **grants the survivor +5 xp**.

When all all 3 fuel counters are removed the truck is full.

Leak Area: any missed attacks, within, through or out of the leak area initiate a **catastrophe roll** (once per action not per missed dice)

Catastrophe: roll a d6 and -1 for every fuel counter still in play. If the result is 1 (or less) the attack ruptures the fuel line and ignites the pump. At the beginning of the end phase the pump and truck explodes dealing 3 damage to each model in teh leak area, remove the truck from play. **You must now follow the plot twist objective.**

