

Udo's Classic Campaign Mode

This one battle will not be our last. We need to keep our group together, gather more and more equipment and gain more skills to fight off the zombie horde. I just hope that none of us dies, this would be a disaster.

Rules

- These rules provide a campaign mode, comparable to the one in Washington Z.C, but usable in Zombicide classic.
- Players keep their survivor from mission to mission.
- The survivor may keep a single equipment card for the next mission. Combined equipment cards count as one.

Experience

- The survivor may earn up to 2 experience points (XP) per mission, one for reaching the orange danger level and another one for reaching the red danger level.
- As soon as the XP tracker reaches a milestone, the player chooses one benefit (either the bonus action OR the campaign skill) instantly and can use it already during this mission.

Bonus Actions

- The survivor earns a free action to spend in any way they please, once per mission.
- This reward may be selected multiple times across the campaign. Check the corresponding amount in the "Reserve" column of the bonus actions' section.
- Check a "Spent" box with a pencil each time the survivor spends 1 bonus action, up to the "Reserve" amount. The survivor may use several bonus actions in the same turn. The reserve is fully replenished at the end of each mission: erase the "Spent" marks.

Death and Wounds

- If a survivor ends the game with a wound, it is healed in the next game
- If a survivor dies, place a lost zombivor spawn card on top of the spawn deck in the next game. The survivor continues the next game with a new survivor with 0 XP and no equipment.