CAMPAIGN TITLE

Campaign introduction goes here. For example: *Campaign Title* is a 7-Mission campaign created for *Core Set* and *Expansion*. In the campaign body text, *Titles* are italisized. To make room for more information on less pages, campaign body text font-size is 1 point smaller than mission body text; 8 pt instead of 9 pt. If you want to make it match, increase the font-size of all campaign body text boxes to 9 pt.

CAMPAIGN RULES

CAMPAIGN RULE SECTION HEADER/TITLE

Campaign body text campaign body text campaign body text campaign body text.

THIS TEMPLATE IS A ZOMBICIDE DISCORD RELEASE.
It supports both Campaign and Mission creation. Simply delete the pages (from the Pages window) that you are not using. The page numbers will update.

VIDEO TUTORIAL ON HOW TO USE THIS TEMPLATE: CLICK HERE

HAZARD BOX TITLE

Extra special notes can go in hazard boxes. This box can be used in both campaigns and missions. The font-size can be either 8 or 9pt (to match the document body text). If you need more space. resize the **bounding boxes**.

GOING FROM ONE MISSION TO THE NEXT

Campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text campaign body text.

CAMPAIGN DANGER LEVEL MISSIONS

BLUE DANGER LEVEL **MISSION TITLE**

YELLOW DANGER LEVEL **MISSION TITLE**

ORANGE DANGER LEVEL **MISSION TITLE**

RED DANGER LEVEL **MISSION TITLE**

MOO MISSION TITLE

DIFFICULTY / 6+ SURVIVORS / 180 MINUTES

A Mission by (Your name here)

Narrative text goes here... Okay, here's the situation. My parents went away on a week's vacation and they left the keys to the brand new Porsche. Would they mind? Umm, well, of course not. I'll just take it for a little spin and maybe show it off to a couple of friends. I'll just cruise it around the neighborhood. Well, maybe I shouldn't... Yeah, of course I should. Pay attention, here's the thick of the plot: I pulled up to the corner at the end of my block. That's when I saw this beautiful girlie girl walking. I picked up my car phone to perpetrate like I was talking. You shouldv'e seen this girl's bodily dimensions! But she was a zombie.

Material needed: **Zombicide Season 3: Rue Morgue.**
Tiles needed: **1V, 2V, 3V, 4V, 5V & 6V.**

OBJECTIVES

Objectives introductions and overview go here:
1 – **Objective Title.** Objective instructions and description go here. The next two objectives are examples.
2 – **Raid!** Take all the objectives.
3 – **Run!** Reach the Exit with at least one Survivor. Any Survivor may escape though this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Special rule name.** Special rule instructions special rule instructions special rule instructions special rule instructions.
- **Special rule name.** Special rule instructions special rule instructions special rule instructions special rule instructions.
- **Special rule name.** Special rule instructions special rule instructions special rule instructions special rule instructions.

***NOTE:** Special notes can be made in this format, for example - Building on tile 17P has no door on purpose.*

MOO ALTERNATE STYLE MISSION TITLE

DIFFICULTY / 6+ SURVIVORS / 180 MINUTES

MOO COMPETITIVE STYLE MISSION TITLE

COMPETITIVE MODE

SEE THE VIDEO TUTORIAL HERE TO LEARN HOW TO USE THIS TEMPLATE:
[https://www.youtube.com/watch?v=NmRebneAeTc]

YOU CAN PUT YOUR MISSION ON EITHER PAGE OR BOTH (IF ITS BIG ENOUGH). DELETE THE BLANK PAGES YOU DON'T USE [AND DELETE ALL THIS PINK TEXT] BEFORE YOU EXPORT TO PDF.

ARRANGE AND RESIZE ALL THE PAGE ELEMENTS (Map, Text Boxes, Images..) HOWEVER WILL FIT YOUR MISSION BEST. TOGGLE TEMPLATE GUIDE LINES BY PRESSING "W".

1A	1A	1A	1A	1A
1A	1A	1A	1A	1A
1A	1A	1A	1A	1A
1A	1A	1A	1A	1A
1A	1A	1A	1A	1A

IF YOU HAVE ART GETTING IN THE WAY OF TEXT, USE THE "TEXT WRAP" TOOL ON THE OBJECT AND SET IT TO "WRAP AROUND OBJECT SHAPE" AND "ALPHA CHANNEL"

PLACE YOUR MAP IMAGE OPPOSITE THE ARROWS ON THE GRAY LEGEND BOX.
[DELETE THIS FRAME PLACEHOLDER AND TEXT]

Map legend label

Player starting area

DRAG MAP ELEMENT ICONS FROM FOLDER INTO InDESIGN, DROP THEM OFF-PAGE, THEN DRAG THEM INTO THIS GRAY BOX.

RESIZE THIS GRAY BOX AND THE BOUNDING BOX OF THE ARROWS TO FIT YOUR MISSION.

[DELETE THIS TEXT BOX]