

CREATE CUSTOM MISSIONS

INTRODUCTION

These instructions are used to create randomized missions for Zombicide Second Edition. Some steps show a dice amount which can be used to determine the specifics for that step randomly. So go ahead, follow each step and create yourself some missions totally customized to your set of tiles and your theme in mind!

Feel free to skip or change any step in the process, if you feel like it.

#01 DETERMINE THEME AND TILE SETS USED

The theme of your Zombicide game is largely based on the chosen tiles, supplemented by the actual mission details like the objectives and any extra custom mechanics.

Step one is deciding on the tiles to use. Are you going for a basic city theme? Or maybe a park? Or a cemetery where the outbreak just started? Or the docks with a yacht waiting as an exit point? Or maybe a large cathedral that hosts some hidden objective deep inside?

Feel encouraged to combine different expansions (even other Zombicide versions), to use custom tiles and to make something truly memorable. The only requirement is that the tiles edges fit together somewhat reasonably.

Difficulty Modifiers:

- ♦ Closed buildings/ rooms and Dark Rooms present.
- ♥ No (or few) closed buildings/ rooms and Dark Rooms present.

RANDOMIZATION

Note: You can assign numbers between 1 and 6 to each tile set you have, then roll a D6 to determine which set you will use. If you own more sets than 6, instead roll more D6s. Add the rolled values together and number the tiles starting at 2 until 12, or above if needed.

#02 DETERMINE TILE AMOUNT

The amount of tiles determines how far the players have to travel to accomplish their goals, it determines how long the players have until the zombies reach them, and it forms a big factor on how long the mission will take. Of course, more spawn points on a small tiled mission is more difficult. Here you decide how large your mission's playfield will be!

Difficulty Modifiers:

- ♦ Larger tile amounts often lead to multiple activations due to running out of mini's. But also to more spread of zombie enemies, with less chance of taking out more in one action.
- ♥ Smaller tile amounts usually lead to quick resolution of the objectives.

RANDOMIZATION

Roll 1D6 to determine tile amount:

- | | |
|------------|-------------|
| 1. 3 tiles | 4. 6 tiles |
| 2. 4 tiles | 5. 9 tiles |
| 3. 5 tiles | 6. 12 tiles |

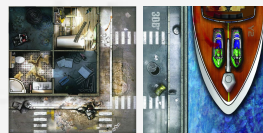


#03 DETERMINE TILES USED

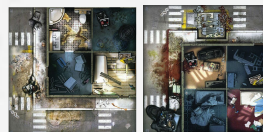
The tile order and layout is heavily dependant on the tiles themselves. How do the edges fit together, what routes can the players move through towards the next objective.

Take good care to look over the edges of all the tiles.

For example the following fit together:



But the following do not. Here we miss half of the street and the pedestrian crossing ends awkwardly in a wall:



If your tiles are missing the dark rooms (used for randomly spawning when opening the rooms), you can assign an average of two rooms as dark room per tile. More if you want more difficulty.

Difficulty Modifiers:

- ♦ When there are more dark rooms/ closed rooms present. When there is a free open path straight to the survivors.
- ♥ When there are less dark rooms/ closed rooms present. When there are difficult routes and/ or obstructions allowing paths to the survivors.

RANDOMIZATION

Note: You can assign numbers to each tile in your tile set. Then roll a 1D6 to determine which tile you will use. If you own more tiles than 6, assign numbers for each D6 above the first one. So, use 2-6 for the first 6 tiles and 7-12 for the next 6 tiles, etc. Make sure to add 1 for every extra dice that is being rolled. You can also reroll or turn the tile sideways once when the tiles do not fit together.

#04

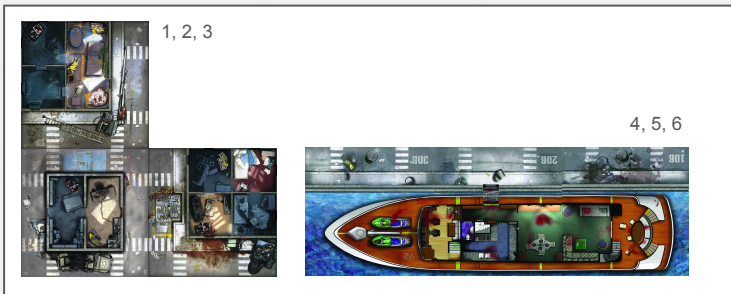
DETERMINE TILE ORDER

Use this section for examples on how to order the tiles together. But these are not the only options, you are only limited by your imagination!

Once you have determined the tile amount and order, pick that amount of tiles randomly from your chosen tileset(s).

Then fit the tiles randomly together on correctly fitting tile sections. If you cannot connect them properly, turn them once and try again. Keep trying, if you still cannot connect them, then discard one of those tiles and pick a new one randomly. Watch out for pedestrian crossings ending at a buildings wall, streets suddenly changing into grass, etc.

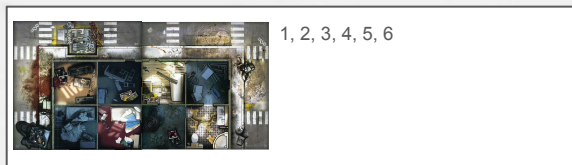
3 TILES



5 TILES



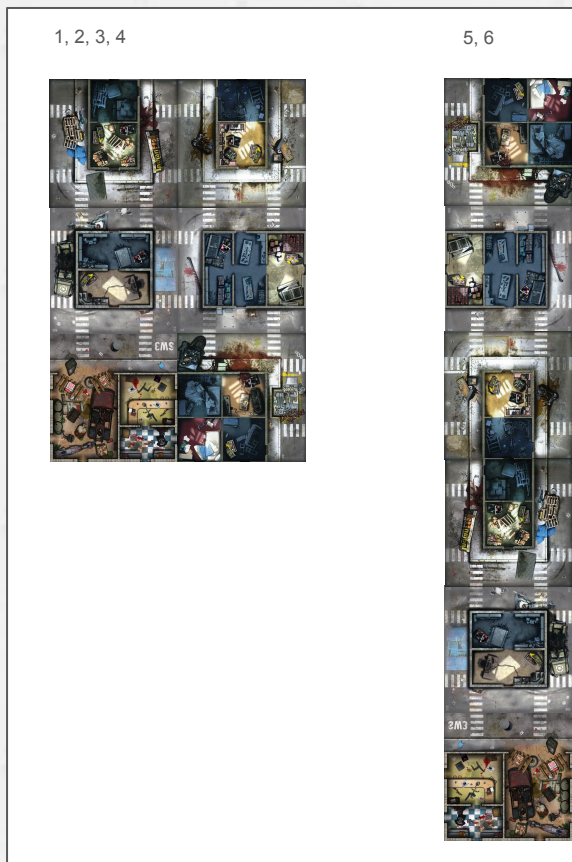
2 TILES



4 TILES



6 TILES



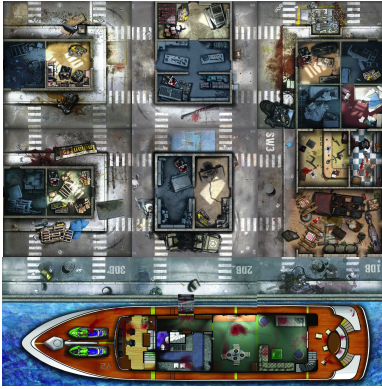
RANDOMIZATION

In order to randomize your tile layout, roll 1D6 to determine the tile layout. View the number next to the tile layout of your tile amount and compare it to your rolled number.



9 TILES

1, 2



3, 4



3, 4



12 TILES

1, 2, 3



4, 5, 6



#05

DETERMINE SURVIVOR AMOUNT

In most missions the default survivor amount is 6 survivors. You are free to adjust this, but it will scale the difficulty if you do.

Difficulty Modifiers:

- ❖ Less survivors means less actions to battle the dead. To counter this, you could remove one spawn point per two less characters played.
- ❖ More survivors will provide more actions, which will make it a lot easier. Be aware that you will probably have to add extra spawn points or difficulty increases to balance the mission. You could add an extra spawn point per two extra characters played to counter this.

#06

DETERMINE SPAWN POINTS



Now we will determine the amount of spawn points. This determines the general incoming flow of zombies for our mission.

Three spawn points is the default, but for smaller tile amounts it can be two. Each extra spawn point above this amount raises the difficulty level of the mission.

Turning a spawn point into a coloured one that activates on objective card pickup or coloured objective lowers difficulty level versus adding it as a full spawn point.

Difficulty Modifiers:

- ❖ More spawn points, means a lot more zombies!
- ❖ Less spawn points, or disabling one according to specific objective requirements reduces the difficulty.

SPAWN POINTS

The usual amount of spawn points are:

- 1-2 tiles: 2 spawn points
- 3-6 tiles: 3 spawn points
- 7+ tiles: 4+ spawn points

#07

DETERMINE START ZONE(S)



Usually the survivors start together, but maybe you want them split up for your mission. Splitting the survivors up divides their power against the same enemies. They can also take less punishment because they cannot divide the damage as they would in a larger group.

Difficulty Modifiers:

- ❖ Separating survivors by creating multiple starting zones, will increase the chance of being overrun.
- ❖ Keeping the survivors together will make the mission easier, since they can fight together.

RANDOMIZATION

Roll 1D6 to determine survivor start splitting:

- 1, 2, 3, 4. Survivors start together
- 5. Survivors split up into two relatively remote locations.
- 6. Survivors split up into three relatively remote locations.



#08

DETERMINE STORY

Now we will decide the story of the mission. Where are the characters, what is their history (if needed) and what is the setting of the mission.

You can take this stage as far as you would like. For most missions a simple concept is more than enough. For example, the survivors are trying to find the car keys, find some objectives and then drive away to safety.

But you can also add a backstory, for example the survivors have found a secret government bunker where the rumours say the cure to the zombie virus lays and they need to perform all kinds of objectives to eventually reach it.

You have decided the tile set, now try to think of the following:

- Do you have a back story before this mission? Or is this just a simple one-off mission?
- Determine a story around the chosen tile set. Where are the survivors, why are they here?
- Determine a few ideas on what the survivors might want to accomplish here. Is it something we can note down in the mission briefing text?

Now write a short introductory text to introduce the player(s) to the mission. Add a bit of the context to the text to add some flavour. Then add the details in the objectives and the special rules in the next step.

Keep in mind that you can also be very creative. For example, add special tiles with new options for the players, or possibly overlap with other zombicide versions. Decide on how the overlap might work, which decks will be used, which mechanics will be used from each Zombicide version. Etc. etc.

#09 DETERMINE OBJECTIVES

What do the survivors need to accomplish and why are they here?

With Second Edition Zombicide the red objectives are already decided when the official tiles are used. With unofficial or previous version tiles you will need to add them yourself. If the tiles do not have red objectives, you can add one red objective into the mission per tile as default.

Collecting objectives like food for searches in the deck are considered boring by a lot of players. So let's try to think of something creative.

This chapter will list some common objectives and Special Rules to help you create some creative missions. Ofcourse you are free to adjust or even combine multiple objectives to add some creativity!

Unless the objective says otherwise, for each mission you can place 6 red objectives. These will be used in the description of the mission objectives

Some missions have extra text in the "options" column. These are options to customize the current mission. You can choose one of these options and integrate it in your mission.

RANDOMIZATION

The following pages with tables show some common objectives. There is a number to the left. Throw two dice and multiply both values. The value that is the result is the choice from the table you could add to your mission.

For example, the first dice shows 2 and the second 3. Then you look at the table and take the row with value 5.

#10 DETERMINE SPECIAL RULES

The objectives have been decided. Now you need to set the terms of the mission. Here you add any special instructions to set the mission up with. But also determine boundaries in the mission.

For example we can add pre spawned zombies before play begins. To indicate that the area is full of wandering zombies. Or if we add a car to the mission, do we allow them to drive it? Alternatively, is it there only to allow them to pick an epic weapon?

To the right there are some small recommendations for specific mission variables, feel free to use them, or not.

RANDOMIZATION

The following tables show some common special rules. There is a number to the left. Throw two dice and add both values. The value that is the result is the choice from the table you could add to your mission.

For example, the first dice shows 1 and the second 6. Then you look at the table and take the row with value 7.

Keep in mind that some combinations do not work well. In those cases, keep rolling or choose another manually that better fits the mission objectives.

CARS PRESENT

When a car is added to the mission, you have the following special rules you can choose from:

1. Allow the car to be driven.
2. The car is broken and cannot be driven.
3. The car is broken and cannot be driven, but contains an epic weapon to be picked.
4. The car is broken and cannot be driven, but can be searched (for weapons/ or for everything).
5. The car needs to be fixed by first collecting objectives (like fuel, the car key, tools, etc.)

COMPANION(S) PRESENT

For the companion(s) choose one of the following:

1. Companions can actively be played as extra survivors following the survivors.
2. Companions do not act, merely follow and can't be killed. But their blue skill may benefit their leader.
3. Companions do not act, merely follow and can't be killed.

Decide:

1. Companion deaths do not trigger loss of mission.
2. Companion deaths trigger loss of mission.

HELICOPTER PRESENT

If the helicopter is present, you have the following options:

1. Find parts to repair the helicopter
2. Defeat x thug survivors to take the helicopter
3. Reach the helicopter to exit
3. Reach the helicopter, spend x turns to fix it with the parts, then exit with the helicopter

Random Number:	Objective:	Mission Objective:	Options:
3	Clear the area	Clear all zombies from area(s) <describe area(s) and tile numbers>. Then escape through the Exit.	For this mission you can choose one from these options: - Throw Molotovs at both non-Starting Spawn Zones, each spawn zone moves to the starting area. - Add car(s): Drive car(s) to the highlighted Zones and park there. Throw a molotov on the car(s) in front of the spawn zones to block them.
4	Protect the target(s)	The target must be protected at all costs! Add noise tokens to a zone which do not remove after each round. Then, place three unused survivors (or tokens) in that building. The game is lost whenever a Zombie gets in this Zone (be careful about Aaahh!! cards when Searching or picking the Pimpweapon Crate in his Zone!)	Choose one of the following: - The survivors need to be escorted through the exit. - The building must be secured. Spend two consecutive actions near every door in the building to barricade it. Once the building is fully barricaded and no zombies are inside, the mission is successful. - The building must be secured. Collect red objectives, then spend an action with the objective in hand near a door in the building to barricade it. Once the building is fully barricaded and no zombies are inside, the mission is successful.
5	Escape the blocked exit	Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.	Choose one of these options on how the blocked exit can be opened: - Place a blue objective amongst the red. The blue objective is a key that opens the door to the exit. - Place a blue objective amongst the red. There is a car in front of the exit door. The survivors must find the car keys (blue objective) to move the car, in order to get through the exit.
6	Lock down the invested building	Prevent the zombies from escaping. Secure the buildings. Gather all Zombie Spawn tokens on the Starting Spawn Zone inside the building (see the Special Rules).	Choose one of these options on how to secure the building: - Lock them in for good. Throw a Molotov at the Spawn Zones to move them inside the building. Once all spawn points are inside the building, a survivor may spend 2 consecutive rounds to barricade the entrance. - A Survivor standing in a Spawn Zone, with no Zombies in it, may spend 1 Action to neutralize it. Move the Zombie Spawn Token into the building. Once all spawn points are inside the building, a survivor may spend 2 consecutive rounds to barricade the entrance.
7	Cleanse building/ location	The building/ location on tiles <xx> and <yy> must be cleared. The game is won as soon as the building is free of Zombies and all survivors are located inside. Optional: Barricade the broken doors.	If you want to add barricades to the mission: Barricades. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. They represent hammers, nails, and planks, all the required material to barricade the broken doors for good. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot and can be traded like an Equipment card. Using 1 Action, a Survivor may drop an Objective token from their inventory into a broken door's Zone (without any Zombies in it). Remove the door token. It's now barricaded for good and cannot be opened in any way.
8	Get to the safehouse	Accomplish the Objectives in this order to win the game: 1. Find the <remote controls/ key>. Take the Blue and the Green Objectives. 2. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.	



Random Number:	Objective:	Mission Objective:	Options:
9	Arm thyself!	<p>1. Get as many Pimpweapons as Survivors (up to the number of available Pimpweapons).</p> <p>2. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.</p>	
10	Save the survivors	<p>Take all Objectives. Every objective is a survivor who needs to be rescued. The game is lost whenever a Survivor (including a Companion) is eliminated.</p>	
11	Find supplies	<p>Take specific items from the equipment deck. <Make sure to describe exactly what needs to be gathered.></p> <p>Note: Most people do not like this form of mission.</p>	
12	Rescue Companions	<p>Find 6 Companions and make sure they exit the map.</p> <p>Taking a Red Objective also grants the Survivor a random Companion.</p> <p>Pick a random Survivor ID Card among those not used for this Mission. The Survivor becomes their Leader.</p> <p>The game is lost whenever a Survivor (including a Companion) is eliminated.</p>	<p>For the companion choose one of the following:</p> <ul style="list-style-type: none"> - Companions can actively be played as extra survivors following the survivors. - Companions do not act, merely follow and can't be killed. But their blue skill may benefit their leader. - Companions do not act, merely follow and can't be killed. - Instead of 6 red objectives, place 4 red objectives. Then add the blue and green objectives. Turn them over and shuffle them randomly in between the red objectives. Add a green and a blue locked door to the map. The green and blue objectives open their respective doors.
13	Seek and destroy!	<p>Destroy all objectives. Survivors can attack objectives as if they are zombies, but only with Molotov effects or Melee weapons that deal 2 or more damage. Destroying an objective grants 5 AP to the Survivor that destroys it. Objectives cannot be picked up.</p>	
14	Find intel	<p>Find all objectives. The objectives represent bits of information on <any important object, like cause of the apocalypse, a possible cure, fate of someone who mattered, etc></p>	

Random Number:	Objective:	Mission Objective:	Options:
15	Rescue the injured Survivors	Place 6 survivors on tile <choose a tile/ zone> . Turn the 6 injured Survivors into Companions to win the game. To do so, the Survivors need to bring them 6 first aid kits represented by Red Objectives. The game is lost whenever a Zombie activates in the injured Survivors Zone. Setup. Note the open doors on tile <xxx> . Place 6 Survivor miniatures that weren't chosen by players in the indicated Zone and set their ID Cards aside. These injured Survivors cannot perform any Actions and do not have inventories. They still count as Noise tokens.	First aid kits. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. It also grants the Survivor a first aid kit. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot and can be traded like an Equipment card. Using 1 Action, a Survivor may drop a Red Objective token from their inventory in the injured Survivors' Zone. An injured Survivor of the player's choosing then becomes a Companion (P. 33) to the Survivor.
16	Get that adrenaline flowing!	All survivors must reach <orange/ red> level.	Options available here are: - Only one must reach orange/ red level. - All must reach orange/ red level.
17	Escape with the car	The survivors must repair their escape vehicle.	Options available here are the following: - The survivors must push the car to the garage for fixing. - The survivors must repair the car. - The survivors must first collect fuel (green objective among the red). - The survivors must do x to fix the car (blue objective among the red). - Finding car keys (green objective among the red). - The survivors must first molotov a blocked area before they can drive the car through the exit.
18	Investigate building	Complete both Objectives: - Open all buildings. - Take 5 Objectives (or more). At least 1 of them must be a colored Objective (see the Special Rules). Then, reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.	

Special Rules:

2D6

<i>Random Number:</i>	<i>Special Rule:</i>	<i>Options:</i>
2	The Door(s) can only be opened by Survivors at a certain Danger Level (or higher).	Use either the Green or the Blue door, or both. Determine if the doors open on orange Danger Level, or Red.
3	Taking a Red Objective also grants the Survivor a Companion (see P. 33). Pick a random Survivor ID Card among those the players didn't choose for this Mission. The Survivor becomes their Leader.	
4	The Pimpmobile CANNOT be driven. It contains a single Pimpweapon. Place a Pimpweapon Crate on top of it.	
5	The Pimpmobile CAN be driven. It contains a single Pimpweapon. Place a Pimpweapon Crate on top of it.	
6	Taking the Green Objective opens all closed doors on the board. Spawn Zombies normally in closed buildings opened this way.	
7	When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.	This could be a button, or a special security system.
8	Place an Abomination in the indicated Zone.	Choose a location on the map and place an abomination in that zone at the start of the mission. Now look for interesting ways to handle this situation. Maybe block a few doors off, or open them from the beginning.
9	Aim at the tank! Cars can be designated as specific targets of Ranged Attacks. The Targeting Priority Order is ignored and a single hit is required to make the car explode. Resolve a Molotov effect, then remove the car token (along with any Pimpweapon Crate it may hold). Making a car explode on a Red Spawn Zone moves the corresponding Red Zombie Spawn token to the Starting Spawn Zone.	
10	The Blue Spawn Zone becomes active as soon as the Blue Objective is taken and/ or the Green Spawn Zone becomes active as soon as the Green Objective is taken.	
11	Prespawn zombies before play starts.	Choose a few locations and prespawn either a fixed amount of pre determined zombies there, or let the player take spawn cards.
12	Block a certain area of the board. Then regularly spawn zombies there. At some point the blockage breaks and the horde comes walking in.	